

BDK3-07

The Pale Lady

A One-Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1.0

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Rumors abound about strange happenings in the Fellreev Forest. Nothing unusual there, right...wrong! You have received a message from Fort Hendricks requesting your assistance. Will you go to their aid or will you leave them to perish? An adventure for characters level 3-12.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Background

Xavandra has grown restless and ambitious. With recent events in Riftcrag and the Rift Barrens, she is in a position to increase the borders of her territory beyond the Bluff Hills with little fear of reprisal from the Boneheart Cranzer.

For the last several months, Xavandra and her servants have been seeking a means of quickly increasing her armies. One of her vampiric lieutenants was able to provide her with evidence of several cairns in the northern reaches of the Fellreev Forest that are believed to contain powerful undead that could possibly be harnessed by the Pale Lady and used against her enemies in the south.

Two priests were selected to lead the expedition, Myrkan and Wylana. Both loyal to Iuz, Myrkan has formed ambitions of his own and seeks to betray his mistress to the Lord of Riftcrag, in exchange for Cranzer's favor. As he prepared to leave Gloucester, he sent a messenger towards Riftcrag to alert the Boneheart as to his mission.

Unfortunately for Myrkan, the messenger was killed shortly after arriving in Rookroost, a bystander in a particularly vicious bar brawl. During the clean up, the message to Cranzer was discovered by looters, who sold the information to the Thieves Guild.

The Guild has decided to get couriers to take the missive to Fort Hendricks, the closest point of civilization to the cairns described in the letter. An agent at the Fort will decide whether to sell the information to Skannar or to hire adventurers to investigate the matter further.

And in the meantime, the druids of the Fellreev sense the rise of an ancient power...

Adventure Summary

Introduction

The party is approached in a tavern by a young man wishing to sell them a package. He can provide them with the identity of an individual in Fort Hendricks who would likely be interested in purchasing the package, "at a profit, of course".

Encounter 1: All Along the Watchtower

Traveling up the Artonsamay River, the party eventually reaches Fort Hendricks. There is opportunity for sightseeing, gossip, and a meeting with a purchaser of information.

Encounter 2: Once More Into the Woods

Using the information gained at the fort and either motivated by their own curiosity or by greed, the party crosses over the Artonsamay and begins their trek west towards Lake Aqal. During their travels, they encounter a guardian of the forest and must pass his test to gain access to the deep forest beyond.

Encounter 3: The Outer Perimeter

As the party nears the cairns, they are ambushed by sentries posted by Xavandra's priests. The sounds of combat alert the nearby clerics of approaching danger as they hurry to complete the ritual to command the undead.

Encounter 4: The Ruined Druidic Circle

The party arrives just as the ritual enters its final steps. Only able to summon and control a few of the undead, Myrkan betrays Wylana and abandons the ritual. Facing the threat of the party, the priests either flee (at low APL's) or engage the party in combat, using the few undead at their disposal.

Encounter 5: Druids of the Fellreev

As the battle with the priests and undead comes to a close, the sound of a great battle echoes from the forest around the circle. Several treants bearing the broken corpses of Xavandra's soldiers and led by a feral druid drive the adventurer's from the cairn and out of the western forest.

Introduction

After returning from one of your many adventures, you find yourself resting peacefully at one of your familiar haunts within Rookroost, the Drunken Dragon Tavern. Your journey into Rookroost was somewhat disheartening as you noticed the people of the Free City seemed more distraught than you had ever seen them. The buildings and the shanties even seemed to be gloomier than you remembered. The atmosphere in the bar, however, is warmer than outside as people are enjoying themselves as best they can, while escaping the cold, rain, and other, more sinister things that wait for them in the streets.

Allow the players time to introduce their characters and interact with some of the patrons of the bar if they wish. They may hear strange rumors about the Bonefist Legion cracking down harder on the city or whispers that demons have been seen walking the streets at night. After they have had sufficient time to order food, drinks (1-10 cp per drink depending on type, and 1 sp for full

meal of the day), talk, and introduce themselves read the following:

A young Oeridian man wearing a merchant's apron walks into the tavern, wringing his hands in the folds of the cloth. He surveys the room briefly before walking towards your table.

Rogue-level or higher members of the Pickpockets Guild will automatically recognize the man as a sharper of the guild named Rolo. Other party members may make a Sense Motive check (DC 15 for guild members, DC 17 for others) to recognize his attempt to identify his connection to the guild. A Spot check (DC 20) will reveal that the back of his apron is lined with small pouches.

☛ **Rolo** (male human Rog4; Bluff +8, Diplomacy +7, Sense Motive +5) Pickpocket Guild Sharper.

Standing at the edge of your table, the man fidgets with his apron for a moment longer before clearing his throat and speaking. "Excuse me gents, but I was wondering if you might be interested in a bit of a business proposition?"

He will wait for an indication of interest before continuing:

I am aware of the location of a small package of some worth. I am also aware of another gentleman who would be willing to purchase it from you, probably at a very reasonable price. In exchange for both the package and the name of the gentleman, I ask only 500gp. A price that I am sure will still guarantee a good profit.

Rolo was a patron at the Nailed Down tavern the previous night. During the evening, there was a very raucous bar fight in which several patrons were killed. Following the fight, Rolo and his companions did their best to relieve the dead of their no longer needed possessions and he came across a letter destined for Cranzer in Riftcrag. Terror set into the young rogue, as he was certain that scrying magics had already revealed his location to the Boneheart and that any second Bonéfist Legionnaires would storm into his apartment. But as hours passed and no soldiers came, his curiosity got the better of him and he opened and read the missive.

Determining that the cairns discussed were likely near Fort Hendricks, Rolo set upon a plan. He knows of a guild faceman named Jaeme who works out of the Fort. Not wishing to travel in the wilderness himself, he plans to sell the missive to the party and have them sell it to Jaeme.

Rolo will answer some questions before selling the "package", but not too many.

- **What is it?** An intercepted missive.
- **Where is it?** I'm not going to tell you that, until you've paid for it.
- **Do you have it on you?** Do I look stupid?
- **Who is it to?** Someone that I'm fairly certain none of us wishes it to reach.
- **Who is it from?** An agent of the same.
- **Who is the gentleman that would be interested in it?** Someone who could do something with it, I'm certain.
- **What's to stop us from opening and reading it?** Nothing of course. I opened and read it myself.
- **What's to stop us from selling it elsewhere?** Nothing. You could possibly make more taking it elsewhere. But I honestly think your best course of action would be to sell it to the gentleman.
- **Isn't 500 gp a bit steep for a letter?** I don't think I overvalue it. You should have no problem getting at least that much, if not a good bit more for it. (Characters may attempt to barter the price down using a Diplomacy check. Only one character may attempt to haggle – if more characters try, Rolo will state "I barter one on one, not for an audience. Please, be professional." Bartering is an opposed Diplomacy check (no retry, RTG members get a +4 circumstance bonus to the check). For every four points the party beats his check by, Rolo will lower the price 10% to a minimum of 250 gp. Exception: If the party is absolutely unable to come up with the required amount, he will accept what they can afford, expecting the difference to be paid later (at the end of the scenario).

Once a price has been settled on and the gold paid, Rolo will reach into his apron and produce a folded parchment with a broken wax seal evident on the outside (Player's Handout I). If a character mentions that he said he didn't have it on him, he simply replies, "Do I look stupid?"

Once he has handed the letter to the party, he will continue:

"The gentleman of interest is a merchant in Fort Hendricks, a fella by the name of Jaeme. I've met him now and again when he manages to make it out of the woods, and while I don't think he will do anything with the letter himself, I imagine he'll get it into the hands of folks that will.

He runs a good business in steel up there, mostly tools and what not. Don't know where his shop is, but it can't be that big of a town.

Getting to Fort Hendricks is a bit of a hassle, but seeing as you put up the money and all, I think I can help ya out. I know a few folks that take the trip up the river to the Fort now and again and I can give them the good word to take you with them. They normally don't take passengers, but then again, they normally hire guards. I imagine if you agree to work as guards, they'll give you free passage up there."

Assuming the party is willing to take the boats, Rolo will pull out quills and quickly write out a letter, stamping it with his ring. Handing the letter to the party, he'll instruct:

"Go down to the ferry and give this to Angus Peiper. He'll get you on with Tobias and Ian when they head upstream."

Peiper's Ferry is a half day's travel south of Rookroost on the Artonsamay River. Unless the party has other questions, Rolo will thank them for their time and excuse himself.

If the party has no interest in the package or is unwilling to pay the gold for it, Rolo will shrug and say "Well, I guess I picked the wrong table. Good day gentlemen". Rolo will leave the tavern and the adventure is over.

Encounter One: All Along the Watchtower

Your arrival at the ferry was heralded by lightning as the storm that had been threatening to break for the entire day finally gave in. Thankful to get to cover, you hustled into the small bar within the ferry's walls and helped yourself to a bit of ale.

There were no other patrons at the bar when you arrived and although you had no difficulty finding Angus and presenting him the letter, you have not seen him or the promised boatmen since. As the storm continues and the candles burn low, you suspect it will be dawn before you learn anything else.

Rising the next morning, you are greeted by an overcast sky, but thankfully no rain. Descending from your rooms, you see Angus sitting with two tall Flannish men at a corner table, eating a hearty breakfast while speaking in hushed tones. Seeing you descend the stairs, Angus waves you over and introduces the two men to you.

Tobias and Ian are smugglers working the northern Artonsamay. While they do business with both the

Rookroost Thieves Guild and the Rhenee, they are not members of either. Instead, they concentrate on the smaller rivers past where the Rhenee take their barges, carrying small cargos to Fort Hendricks, Scorn, and some of the elvish settlements further north.

☛ **Tobias** (male human (Flan) Rgr4; Profession (boater) +8, Spot +11, Survival +7) boat pilot and navigator.

☛ **Ian** (male human (Flan) Exp3; Diplomacy +8, Profession (merchant) +9, Sense Motive +6) smuggler.

Ian will want to spend a little bit talking with the party, attempting to ascertain why they are traveling to Fort Hendricks. While he trusts Angus and Rolo, he is still a little paranoid and does not want to be the one responsible for bringing a spy into Hendricks' settlement. Ian offers no pay for the guard work, but will trade it for passage to the Fort.

Once the party has earned their trust, Tobias will invite them to load their gear onto their boat. It is a skiff roughly ten feet wide and 25 feet long, with a shallow draft. Several bundles have been lashed to the deck and even with the character's possessions there is room for folks to sit on deck (although not a lot). There is not sufficient room for mounts or other animals larger than small size on the skiff.

Once loaded, Tobias and Ian will push off from the ferry and head upriver. The light rain of the previous day has not significantly increased the flow of the current and the craft will make decent time.

The river trek to Fort Hendricks will take four days. Tobias is well versed in the lesser tributaries and uses his knowledge to find hidden backflows and currents to increase the vessels speed. At night, the skiff is anchored offshore and a watch set. Aside from occasional wildlife on the shore (including wolves, some muskrats, and a brown bear), there are no threats to the party or the boat.

While you would hesitate to call your journey pleasant, the lack of any visible threat has settled your nerves during the voyage up the river under the boughs of the ash and oak trees that line the shores.

For the last half-day, you've had a prickling sensation upon your neck, feeling the weight of eyes upon you. It was warranted as not long ago, you caught a glimpse of an elven archer running along the shore and into the nearby woods. Tobias and Ian nodded to each other, acknowledging the presence of the elf, but continued on without concern.

After another hour, Tobias poles the skiff into a narrow channel that continues for a half mile before opening into a small pond. The shore of the pond is lined with several canoes and rafts that have been

pulled onto the ground, while a half dozen armed men and elves stand nearby, arrows nocked and bows raised.

“Good day, travelers. Lovely day for a boat trip, innit?”

The guards, led by Lieutenant Merys, are part of the detail normally assigned to meet and inspect travelers coming up the river from Rookroost. He knows both Tobias and Ian, but he has not known them to bring unexpected travelers before. Merys will keep a careful eye on any halflings in the party, as members of the Gonagin Clan have tried to slip into the Fort before (for details on the relationship between the Gonagins and Fort Hendricks, refer to the *Bandit Kingdoms Campaign Sourcebook*).

Merys will ask Tobias and Ian to step aside with him to converse privately, while the other soldiers watch the party. Once assured that they were not forced to bring the travelers, Merys will step forward:

“Well friends, it seems you pass muster. A few words before I lead you to the camp...please be aware that this is a military settlement and that the law is strict because of it. Our community is built upon an alliance that we can not afford to damage. As such, if you feel the need to challenge our rules, be prepared to feel the full weight of our steel upon your necks.

But if you truly come as friends, I wish you the best and hope that you enjoy your visit to the Fort. We get few new travelers and I'm sure the gossipers and merchants are eager for new faces at their stalls.”

Add the following if there are any halflings in the party:

“I do not know what family you call your own, hobniz, but we will not tolerate any Gonagin mischief in these woods. Two of my men will personally keep a watch and if they lose track of you, it will put your friends in the pillory.”

After his warnings are delivered, Merys leads the party (and two soldiers if necessary) away from the pond and the two smugglers as they begin to unload their skiff.

You spend the better part of an hour following the woodsman as he leads you along a narrow game trail, the woods thick around you, preventing you from seeing more than a dozen yards in any direction.

The first sign of civilization is not a clearing or the scent of smoke, but rather the sounds of voices carrying thru the trees. After a moment you realize that the voices are coming from above you and raising your eyes you can see that several of the larger trees support homes in their limbs, with rope bridges swinging between the trees. Several elves carry on

their business, unconcerned by your presence, while sentries stand guard on the edge of the dwellings, arrows and bows at the ready.

Passing beneath the trees you crest a ridge and look upon a clearing filled with a mighty palisade. Standing tall in the midst of the compound, a white tower with tall parapets stands, a stone tree among the fortress.

Approaching the walls, you see dozens of armed men hard at work, either manning the walls or improving upon the fortifications. Several elves walk along the perimeter, guiding two large green lizards with bright yellow crests on patrol.

Merys quickly ushers you through the gates, nodding politely to the guards as you pass. Beyond the wall, you can see the homes and businesses of Fort Hendricks.

👑 **Fort Hendricks (Small Town):** Conventional; AL lawful neutral; 800 gp limit; Assets 48,000 gp; Population 1,200; Mixed (human 79%, elf 11%, half-elf 6%, half-orc 3%, other races 1%).

Authority Figure: Skannar Hendricks, male human Ftr4/Rog2/OotCR8, Commander of Fort Hendricks.

Important Characters: Cahnrad Stok, male human Wiz13 (Evoker), Master of the Ash Tower; Ulania d'Lanalalelian, female wood elf Rgr5/Clr 3 of Solonor Thelandria, Ambassador of the Fanlarashen Elves.

Once inside, Merys will leave the party to their own devices (excepting, of course, to leave two guards to watch any halflings in the party). There are a good variety of shops in town and Skannar's men have access to most anything that a town of the Fort's size should (PC's can find a shop that will sell any permitted item from the *Player's Handbook* at normal prices).

There are several taverns (to support all of the soldiers) and one inn (not enough travelers to support more than one). The party will not have a problem getting private rooms at a good rate, and can get very good service if they tip generously.

Access to Skannar or Cahnrad is pretty much out of the question as both men are constantly busy with their duties. If the party wishes to get their attention regarding the letter, showing it to various guards and lieutenants will garner some response, but the characters should definitely get the impression that there is not a lot of concern.

The main point of business is locating Jaeme's shop, which is easily remedied by asking just about anyone in town. Operating out of a small wooden building, the front of the shop is open to the air with an awning stretching out and several handcarts in below containing a variety of tools and implements. The proprietor, Jaeme,

is a soft-muscled man with dark curly hair, possessing the look of a life-long urbanite.

☞ **Jaeme** (male human Rog3/Exp2; Bluff +10, Diplomacy +11, Sense Motive +7) Faceman Guild Sharper.

If the party asks him point blank about the Thieves Guild or Rolo, he will deny everything and begin closing the shop. If the party changes tact and uses Bluff to send a secret message (DC 10), he will calm down and speak “under the table” to the party.

Once he is aware that the party is carrying a package from Rolo, he will be intrigued. He will ask them how much the party wants for the item. If they ask for over a thousand gold, he will laugh and tell them to forget it. If they ask for five hundred, he will take them up on it immediately. If they ask for anything in between, he will try to barter with them for a lower price. Bartering is an opposed Diplomacy check (one person, no assists, no retry, -4 if the party is being escorted by Merys guards). For every four points the party beats his check by, Jaeme will pay 100gp above the base price of 500gp, to a maximum of the PC’s asking price. Any money gained in this way is divided amongst the party members, but please note that the PCs cannot earn more gold than listed on the AR for their APL.

Once the money has changed hands and Jaeme has the letter, he will open it and look it over.

“Olidammara’s socks! Friends, this is ill tidings indeed. While the elves hold sway over much of the Fellreev, the western reaches of the forest are tainted by dark powers that are far more ancient than the Old One. While this Myrkan thinks he is doing a favor for Cranzer, this missive does the better folk of the Combine a service in that it warns of us the deed before it is to late.

While I admire the base mercenary greed that brought you here to deliver this to me, I must request a service from your nobler selves. If I were to find a map, could you travel to this druid’s circle and attempt to prevent what Xavandra’s priests have begun?”

If the party immediately agrees:

“Give me an hour or so...I must confer with some friends of mine who serve as scouts. They know the western reaches better than most and may be able to draw up a map for you.”

If the party wonders what is in it for them:

“Well, to be honest, you’ve already cleaned me out, so I can provide no reward for your service. But, perhaps while you are gone I can use what meager

influence I have here to turn Skannar’s ear to your good deeds.”

If the party has no interest in going:

“Well, I shall see if I can find others. Skannar will want to hear of this I’m certain, although I don’t know if he has men to spare for this mission.”

At this point the party is either heading out to investigate or the adventure is at an end. After an hour, Jaeme will meet with the party and present a map (no handout necessary, although you can use the information in Appendix VI to create one on the fly) with the directions to the cairn.

The characters can set out immediately or the next morning.

Troubleshooting

Most of the problems that can occur in Fort Hendricks are directly due to the relations between the Reyhu bandits that make up a large number of the garrison and the Gonagin clan of halflings. In the past, Gonagins have attempted to sneak into the fort to assassinate particular bandits as well as ruin supplies and damage fortifications. While the majority of the humans in the fort don’t have a dislike of halflings, they have very good reasons not to trust them.

If a halfling with the party tries to give the guards the slip while inside the Fort:

The party is in for a rough time. Each of the two guards has a +10 to Spot checks. As soon as they realize that a halfling is loose in the fort, they will sound an alarm that will lock down the settlement. A dozen 3rd level human fighters (from the DMG) will arrive and take the remaining PC’s to the main courtyard of the fort where they will be stripped of their possessions and placed in stocks until the halfling(s) are located.

Guard patrols (four 3rd level fighters) will begin a door to door search for the halflings. Do not waste a lot of time on this, but be sure to make the halfling player feel the pressure of the hunt. There are a few ways that this encounter can be resolved:

If the halfling is caught or turns himself in:

The halfling is immediately escorted out of the settlement and taken back to the boat pond. The rest of his companions have until sundown to complete their business in town and then will be escorted out as well.

If the halfling tries to sneak out of the Fort:

The halfling will need to make four sets of Move Silently and Hide checks against Spot/Listen scores of +10. Once

outside, determine what they attempt to do. If they stay nearby, the elven scouts are likely to track them with the assistance of the crested felldrakes (which have the scent ability). If they flee the area, they can get away, but the adventure is over for them and they must spend 1 additional Time Unit attempting to find their way out of the forest. Their companions are held for a week in the stocks before they are released and their possessions returned, ending the adventure and costing 1 additional TU.

If the party resists arrest or tries to escape:

Unless the party possesses a quick means of escape (invisibility, teleport, etc), increasing numbers and quality of troops will arrive to restrain the party, eventually possibly attracting the personal attention of Skannar or Cohnrad. The party will be placed in holding cells until a military tribunal can be held. Collect character records and AR's from all players and turn them in to the event coordinator or BK Triad member. Characters will be out of play until a special mission occurs to resolve the tribunal.

Encounter Two: Once More into the Woods

Assuming the party didn't alienate themselves at the Fort, they will be able to borrow rowboats to travel upriver. Otherwise, they will either need to walk or purchase boats (50gp each). Either way the journey will take about the same amount of time (while the boats are slower traveling upstream, walking presents a challenge as there are frequent fords and river crossings to make). After three days, the party will have crossed over the Artonsamay into the western Fellreev, where the trees change from the light colored birch and ash to dark-needled pines and firs.

Mid-afternoon on the third day, read the following:

While walking through the strangely dark and foreboding forest, you approach what looks to be a totem of sorts. At the bottom is a large brown bear standing on hind legs, supporting a grey wolf, which supports a realistic looking badger, which in turn supports an eagle at the very top. Each animal is dyed to look realistic, but are worn by time and the elements. While you stand there admiring the craftsmanship, a slight breeze blows and a voice speaks. Sounding like the combination of all animals, the sound is both pleasant and disturbing at the same time. "If you are to get by me, you must answer the queries three. Choose a champion to speak for thee."

Each of the riddles can be answered either by guessing the correct answer or by making an Intelligence check (DC 20) for each riddle. Characters possessing 5 ranks in Knowledge (Nature) gain a +2 synergy bonus to the Intelligence check. Each character may only make one check per riddle and the check may not be assisted. If there is time and a PC makes the Intelligence check, give clues guiding characters to the correct answer, rather than just telling them the answer.

"I wear a cap when young, but the cap does not last to see me age. What am I?"

The answer is 'acorn.' If the PCs answer correctly, continue to the next riddle:

"Very good, you have some understanding of things. Here is the second test: I stand tall and maintain my coat even when others fall, lowly creatures feed off my bloody nubs. What am I?"

The answer is 'holly.' If the PCs answer correctly, continue to the final riddle:

"Are you close to the end, or the beginning? Here is the final test: Like the full moon I sit, a beautiful disease, organic bliss. What am I?"

The answer is 'mistletoe.' If the PCs answer the final riddle correctly:

"You have proven your knowledge of nature and connection to the wood and may pass freely. However, remember you are still but guests here. Be mindful of your surroundings and heed the commands they will give you." The voice fades, leaving your party alone once again.

The first time the party fails to answer any of these riddles or if they attempt to press past without answering, an appropriately sized air elemental swirls from the totem to engage the PCs in combat.

APL 4 [EL 3]

☚ Air Elemental, Medium: hp 26, see Monster Manual p.95.

APL 6 [EL 5]

☚ Air Elemental, Large: hp 60, see Monster Manual p.95.

APL 8 [EL 7]

☛ **Air Elemental, Huge:** hp 136, see Monster Manual p.95.

APL 10 [EL 9]

☛ **Air Elemental, Greater:** hp 178, see Monster Manual p.95.

APL 12 [EL 11]

☛ **Air Elemental, Elder:** hp 204, see Monster Manual p.95.

Tactics: The elemental will utilize its flyby attack to stay out of melee combat, if pressed it will use its whirlwind ability on the character that presents the biggest threat.

After the elemental is defeated, the Keeper of the Wood will speak one last time:

“You have failed to prove your knowledge of nature and connection to the wood. However, you have bested my Guardian and, thus, are meant to continue on your way. Beware though, while you may travel here for now, this Guardian is not the only one the forest possesses. Do not overstay your welcome.” The voice fades, leaving your party alone once again.

Note that the PCs get the XP for this encounter if they answer the riddles or defeat the air elemental.

Encounter Three: The Outer Perimeter

The following encounter takes place near dusk on the third day (several hours after encountering the guardian).

As you have traveled for quite some time in this forest, you have become accustomed to the constant snaps and hoots and the shadows that you see on the edge of your vision that disappear when you turn your head to look. The biting cold and ominous sights and sounds have dampened your spirits and you begin to question if you really should be traveling here. Just about the time you stop to grab a bit of hard tack and take a swig off of the water skin before pressing on, you begin to hear something in the distance. As you begin to recognize the sounds as chanting, the forest erupts with activity around you. From the trees lining the path you hear a voice shout, ‘Attack,’ and arrows fly from the canopy.

At this point, the characters are being ambushed by Xavandra’s perimeter guard. Allow the players a spot

check DC 30 + APL to see the archers 30’ away in the trees. The snipers took 20 on their hide checks and spot checks suffer a -2 per 10’ in a forest environment. Gargash is taking total cover behind a large tree and some surrounding bushes 15’ from the path and thus does not need to make a hide check. Characters that succeed on the spot check can act on the surprise round. See Appendix IV for a map of the encounter.

Tactics: Snipers - On the surprise round, the snipers fire arrows from the trees, each firing at the closest unaware PC within 30’. When all the PCs are aware of the snipers, they will focus their attacks and try to take down the weakest foes first. One sniper has been instructed that if there is an obvious spellcaster they are to ready to disrupt his casting. At APLs where the snipers have poison, the first arrow they fire will be coated (assume that the snipers successfully applied the poison on this arrow. Further applications of poison will require percentile rolls to determine if the sniper has accidentally poisoned himself). When using poisoned arrows, the snipers will attempt to hit PCs that appear to have a low fortitude, i.e. characters that look weak or frail.

Gargash - On the surprise round, Gargash will take a 5-foot step out of the undergrowth to get a clear shot at the PCs in the rear of the party. After the surprise round, he will fire his bow and 5-foot step away from the party for two rounds. At the end of the second full round he will fire, 5-foot step away, drop his bow, and draw his greatsword. On the third round he will rage and move to attack. If a PC approaches Gargash before the second round, he will switch to his greatsword earlier. Gargash will power attack for half his BAB, modifying this up or down depending on how often he is hitting. He will power attack for more against people in light or no armor or less against people in heavy armor.

APL 4 [EL 6]

☛ **Snipers, Human Rog2 (3):** hp 9, see Appendix I.
☛ **Gargash, Half-Orc Bbn3/Ftr1:** hp 29, see Appendix I.

APL 6 [EL 8]

☛ **Snipers, Human Rog3 (4):** hp 13, see Appendix I.
☛ **Gargash, Half-Orc Bbn5/Ftr1:** hp 44, see Appendix I.

APL 8 [EL 10]

☛ **Snipers, Human Rog5 (4):** hp 23, see Appendix I.
☛ **Gargash, Half-Orc Bbn6/Ftr1:** hp 52, see Appendix I.

APL 10 [EL 12]

☛ **Snipers, Human Rog7 (4):** hp 32, see Appendix I.
☛ **Gargash, Half-Orc Bbn9/Ftr1:** hp 84, see Appendix I.

APL 12 [EL 14]

☛ Snipers, Human Rog7/DpwdSnpr2 (4): hp 52, see Appendix I.

☛ Gargash, Half-Orc Bbn11/Ftr1: hp 101, see Appendix I.

As the clamor of battle fades and you begin to regroup and tend wounds, you notice that the chanting you heard before has grown louder. The cairns must be nearby, and there doesn't seem to be much time left!

Allow the PCs a few moments to regroup, before advancing to Encounter Four. If the party waits for longer than two minutes before leaving for the cairn, treants will have chased off Xavandra's priests; go to Encounter Five instead.

Encounter Four:

The Ruined Druidic Circle

Advancing quickly thru the forest, you break into an enclosed clearing, vacant of trees, but still blanketed by a thick canopy above. Ahead you see a ring of great stones rising from the earth, surrounding an earthen mound. Two voices chanting in infernal tongues, the rumbling bass of a large man clad in black armor and the lilting alto of a slender female in similar garb, changes in tempo as they turn to face you.

At APL's 4-10:

The man grins wickedly as he stops the chant, a hand pulling free a scroll from his cloak. The female looks at him in surprise, lifting her weapon to the ready.

"Ah, my dear, it is time to bid you and the Pale Lady goodnight." With that the man glances at the scroll, utters an arcane word, and vanishes from sight.

The woman backs away in shock, before turning and backing away from you. "I don't know who you are, but Lady Xavandra will be ill pleased to know that you have upset her plans. I only hope that we accomplished enough to send you to the Hells."

Again, speaking only a single word, the priestess disappears...and with her gone, the sounds of unearthly moans begin to rise from a dark cavity within the cairn as forms shamble forth.

At APL12:

The man grins wickedly as he stops the chant, pulling a greatsword free from its harness. The female looks at him in surprise, also lifting her weapon to the ready.

"Why did you stop, Myrkan? The incantation was nearly done," the female shouts at her companion.

"My master does not wish it complete. Get over it Wylana and deal with the matter at hand."

The woman glares with hatred at Myrkan as he advances towards you. "This is not done, Myrkan, this is not done."

As the two priests move forward, the sound of an unearthly moan rises from the dark cavity within the cairn as a form shambles forth.

APL 4 [EL 6]

☛ Ghoul (3): hp 26, see Monster Manual p. 118.

☛ Mummy: hp 55, see Monster Manual p. 190.

APL 6 [EL 8]

☛ Wraiths (2): hp 32, see Monster Manual p. 258.

☛ Mummy: hp 55, see Monster Manual p. 190.

APL 8 [EL 10]

☛ Ur-Flan Guardian, Mummy Bbn2: hp 65, see Appendix II.

☛ Spectre (2): hp 45, see Monster Manual p. 232

APL 10 [EL 12]

☛ Ur-Flan Guardian, Mummy Bbn5: hp 84, see Appendix II.

☛ Spectre (3): hp 45, see Monster Manual p. 232

APL 12 [EL 14]

☛ Ur-Flan Guardian, Mummy Bbn8: hp 104, see Appendix II.

☛ Myrkan, Human Clr9 of Iuz: hp 59, see Appendix II.

☛ Wylana, Human Clr9 of Iuz: hp 59, see Appendix II.

Tactics: An *unhallow* has been cast, centered on the cairn. In addition to the regular effect of the spell, it also anchors a *protection from energy (fire)* that affects all evil creatures in the area of effect.

Note: One minute (10 rounds) after the party arrives in the clearing, proceed to Encounter Five.

APL 12:

Myrkan's Tactics: If the PCs are heard fighting the perimeter guard, Myrkan will cast *invisibility*, *shield of faith*, and *protection from good* on himself followed by *darkness* and *silence* on a small pebble. He will then *air walk* to above the general area from which the PCs should be arriving and begin monitoring the area with *detect good*. If he notices any good auras he will cast *divine favor*. When the PCs appear and Wylana gives her speech Myrkan will move directly above the PCs. When Wylana is done with her speech, during the surprise

round (if he has not been spotted by the entire party) he will drop the pebble and cast divine power. In the first full round of combat he will cast righteous might and move into position to attack on the second round, moving away from people still standing (so Wylana can hit standing people with *confusion*), using higher ground for the +1 to hit and his increased reach to stay out of the PCs' reach.

Wylana's Tactics: If the PCs are heard fighting the perimeter guard, Wylana will cast *owl's wisdom* (+1 to save DCs) on herself and begin monitoring the area with *detect good*. If she notices any good auras she will cast *true seeing* on herself. Wylana will begin combat with *greater command* ("fall") and continue in subsequent rounds with *hold person* and *confusion* spells starting with the highest DC spells first and not hitting Myrkan in the *confusion* burst. If there are any PCs causing trouble invisibly or if a PC looks particularly buffed, she will cast targeted *dispel magic* on them.

Encounter Five: The Druids of the Fellreev Forest

As you face down your foes, you notice a black-clad soldier enter the far edge of the clearing, a look of panic in his eyes. He bolts forward for an instant, before he begins to rise off the ground, a scream ripping from his throat as a bark covered fist crushes the life from his body. A massive form staggers forward, its shoulders brushing the canopy while several similar creatures march out along side it.

Dark eyes glower at you from beneath mossy brows, "Leave this place, mammals! Leave this place and never return!"

All APL's [EL 14]

Treants (8): hp 66, AL N, see Monster Manual p.245.

The treants only care about one thing – getting everyone who doesn't belong here out. If the Iuz priests are still alive, they will attempt to flee by the most direct means. Any PC's who attempt to continue fighting will draw the ire of at least one treant who will immediately animate two trees to grapple the PC. The treants will allow PC's to attempt to collect the bodies of companions or fallen foes, but will attack PC's that attempt to loot corpses in the clearing.

If the PC's attempt to negotiate/parlay with the treants, they are met with vacant stares and wooden expressions.

The treants will herd the party east for several hours until past dusk. If the PC's attempt to veer in another direction while on the ground, the treants will circle to cut them off. If the PC's fly, they can move unmolested, but if they attempt to return to the cairn or points west, they will be met shortly after landing by several treants.

Once the party is allowed to stop, they may continue on or camp (the treants acknowledge the need for the mammals to rest and that some cannot travel easily at night).

Conclusion: Evil Never Sleeps

The pale sunlight finds its way beneath the leaf covered awning and illuminates the morning. Uncertain of exactly what you witnessed the previous night, you prepare to continue your journey home.

Then you notice it...the buzz of flies and the distant stench of flesh. Turning towards the source, you take in a gruesome sight. Hanging from the trees, held tight in twisted vines are the bodies of Xavandra's soldiers...far more than you encountered during your journey. Spaced apart by a dozen yards, each body is pinned facing towards the morning sun, a warning to those who would trespass into the forest beyond.

If the party had to abandon the bodies of any companions at the stone circle, their bodies will be among those found nearby (with their equipment intact). The soldiers do not have any equipment of value left on their corpses.

At this point there is nothing more to do. If the PC's went on Jaeme's behalf, he has managed to speak to some of Hendricks' staff. When the party returns, they will be debriefed by a sergeant who will pass the information on to Skannar. In gratitude, the PC's will earn influence with Fort Hendricks.

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 Three

Defeat the Keeper of the Wood

APL4 90 xp; APL6 150 xp; APL8 210 xp;

APL10 270 xp; APL12 330 xp.

Encounter Four

Defeat the Perimeter Guards

APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL 10 360 xp; APL12 420 xp.

Encounter Seven

Defeat the Undead / Priests of Iuz

APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL 10 360 xp; APL12 420 xp.

Discretionary Roleplaying Award

APL4 135 xp; APL6 180 xp; APL8 225 xp;
APL 10 270 xp; APL12 315 xp.

Total Possible Experience:

APL4 585 xp; APL6 810 xp; APL8 1035 xp;
APL10 1260 xp; APL12 1485 xp.

Treasure Summary

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

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

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

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

is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Four: The Outer Perimeter

APL 4: L 386 gp; C 6 gp; M: potion of *cure light wounds* (4 @ 4 gp each), *+1 breastplate* (112 gp), potion of *cure moderate wounds* (25 gp), potion of *neutralize poison* (62 gp).

APL 6: L 386 gp; C 6 gp; M: potion of *cure light wounds* (4 @ 4 gp each), vial of shadow essence poison (8 @ 20 gp each), *+1 breastplate* (112 gp), potion of *cure moderate wounds* (25 gp), potion of *neutralize poison* (62 gp).

APL 8: L 386 gp; C 8 gp; M: potion of *cure light wounds* (4 @ 4 gp each), vial of shadow essence poison (8 @ 20 gp each), *+1 breastplate* (112 gp), potion of *cure moderate wounds* (25 gp), potion of *neutralize poison* (62 gp).

APL 10: L 519 gp; C 9 gp; M: potion of *cure light wounds* (4 @ 4 gp each), vial of shadow essence poison (8 @ 20 gp each), *+1 breastplate* (112 gp), potion of *cure moderate wounds* (25 gp), potion of *neutralize poison* (62 gp), *gauntlets of ogre power* (333gp)

APL 12: L 519 gp; C 12 gp; M: potion of *cure light wounds* (4 @ 4 gp each), vial of shadow essence poison (8 @ 20 gp each), *+1 breastplate* (112 gp), potion of *cure moderate wounds* (25 gp), potion of *neutralize poison* (62 gp), *gauntlets of ogre power* (333 gp), *boots of striding and springing* (458gp).

Encounter Five: The Ruined Druidic Circle

APL 4: L: 0 gp; C: 50 gp; M: 0 gp.

APL 6: L: 0 gp; C: 50 gp; M: 0 gp.

APL 8: L: 0 gp; C: 50 gp; M: *+1 adamantite falchion* (422 gp), *+1 dragonhide breastplate* (141 gp).

APL 10: L: 0 gp; C: 50 gp; M: *+1 adamantite falchion* (422 gp), *+1 dragonhide breastplate* (141 gp), *cloak of resistance +2* (333 gp).

APL 12: L: 69 gp; C: 50 gp; M: *+1 adamantite falchion* (422 gp), *+1 dragonhide breastplate* (141 gp), *+2 full plate* (470 gp), *+1 banded mail* (116 gp), *periapt of wisdom +2* (333 gp).

Total Possible Treasure

- APL 4: 600 gp
- APL 6: 800 gp
- APL 8: 1250 gp
- APL 10: 2100 gp
- APL 12: 3000 gp

Items found during the Adventure:

Cross off all items NOT found

APL 4

potion of neutralize poison (Freq: Adventure; DMG)

APL 6 (All of APL 4 plus the following)

vial of shadow essence poison (Freq: Adventure – limit: three vials, DMG)

APL 8 (All of APL 4-6 plus the following)

+1 *adamantine falchion* (Freq: Adventure; DMG)
+1 *dragonhide breastplate* (Freq: Adventure; DMG)

APL 10 (All of APL 4-8 plus the following)

gauntlets of ogre power (Freq: Adventure; DMG)
cloak of resistance +2 (Freq: Adventure; DMG)
masterwork composite longbow (+5) (Freq: Adventure; PHB)

APL 12 (All of APL 4-10 plus the following)

+2 *full plate* (Freq: Adventure; DMG)
periapt of wisdom +2 (Freq: Adventure; DMG)

Special

Influence with Fort Hendricks

In exchange for your information regarding Xavendra's actions in the Fellreev Forest and of the bizarre events involving the Forest's ancient defenders, you have earned the gratitude of the command staff of Fort Hendricks.

Appendix I: The Outer Perimeter

APL 4 (EL 6)

➤ **Snipers, male Human Rogz (3):** CR 2; Medium Humanoid (human); HD 2d6+2; hp 9; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather [Flatfooted 13, Touch 13]); Base Atk / Grapple: +1 / +2; Atk +2 melee (1d6+1 [18-20/x2], rapier) or +4 ranged (1d6+1 [x3], composite shortbow); SA Sneak Attack +1d6; SQ Evasion, trapfinding; AL CE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Climb +6, Disable Device +7, Hide +8, Jump +8, Listen +4, Move Silently +8, Open Lock +7, Search +7, Spot +4, Tumble +10, Use Rope +8; Point Blank Shot, Precise Shot.

Possessions: Rapier, masterwork composite shortbow (+1), masterwork studded leather, masterwork buckler, arrows (20), silk rope (50 ft. knotted), masterwork thieves' tools, potion of *cure light wounds*.

➤ **Gurgash, male Half-Orc Bbn3/Ftr1:** CR 4; Medium Humanoid (human, orc); HD 3d12+1d10+4; hp 29; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +6 Breastplate [Flatfooted 18, Touch 12]); Base Atk / Grapple: +4 / +8; Atk +10 melee (2d6+6 [19-20/x2], greatsword) or +7 (1d8+4 [x3], composite longbow); SA Rage 1/day; SQ: Uncanny Dodge, Trap Sense +1, Darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +5, Listen +8, Survival +8; Cleave, Power Attack, Weapon Focus (greatsword).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 22, Con 17, hp 37, Fort +8, Will +4, AC 16, greatsword attack bonus +12, greatsword damage 2d6+9. This fit of rage lasts for 6 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork greatsword, masterwork composite longbow (+4), arrows (20), +1 *breastplate*, potion of *cure moderate wounds*, potion of *neutralize poison*.

APL 6 (EL 8)

➤ **Snipers, male Human Rog3 (4):** CR 3; Medium Humanoid (human); HD 3d6+3; hp 13; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather [Flatfooted 13, Touch 13]); Base Atk / Grapple: +2 / +3; Atk +3 melee (1d6+1 [18-20/x2], rapier) or +5 ranged (1d6+1 [x3], composite shortbow); SA Sneak Attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +11, Climb +7, Disable Device +8, Hide +9, Jump +9, Listen +5, Move Silently +9, Open Lock +7, Search +8, Spot +5, Tumble +11, Use Rope +9; Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Poison: Shadow Essence – Injury DC 17 Fortitude; Damage: Initial 1 Str (permanent drain), Secondary 2d6 STR (temporary damage). There is a 5% chance of a character exposing himself to poison when applying it to a weapon. Additionally, a character that rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Possessions: Rapier, masterwork composite shortbow (+1), masterwork studded leather, masterwork buckler, arrows (20), silk rope (50 ft. knotted), masterwork thieves' tools, two vials of shadow essence poison, potion of *cure light wounds*.

➤ **Gurgash, male Half-Orc Bbn5/Ftr1:** CR 6; Medium Humanoid (human, orc); HD 5d12+1d10+6; hp 44; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +6 Breastplate [Flatfooted 18, Touch 12]); Base Atk / Grapple: +6 / +10; Atk +12/+7 melee (2d6+7 [19-20/x2], greatsword) or +9/+4 (1d8+4 [x3], composite longbow); SA Rage 2/day; SQ: Uncanny Dodge, improved uncanny dodge, trap sense +1, darkvision 60 ft.; AL CE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +7, Listen +10, Survival +10; Cleave, Endurance, Power Attack, Weapon Focus (greatsword).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 22, Con 17, hp 56, Fort +9, Will +4, AC 16, greatsword attack bonus +14, greatsword damage 2d6+10. This fit of rage lasts for 6 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the

duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork greatsword, masterwork composite longbow (+4), arrows (20), +1 *breastplate*, potion of *cure moderate wounds*, potion of *neutralize poison*.

APL 8 (EL 10)

☛ **Snipers, male Human Rog5 (4):** CR 5; Medium Humanoid (human); HD 5d6+5; hp 23; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 Studded Leather [Flatfooted 16, Touch 13]); Base Atk / Grapple: +3 / +4; Atk +4 melee (1d6+1 [18-20/x2], rapier) or +7 ranged (1d6+1 [x3], composite shortbow); SA Sneak Attack +3d6; SQ Uncanny dodge, evasion, trapfinding, trap sense +1; AL CE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +13, Climb +9/+11, Disable Device +10, Hide +11, Jump +11, Listen +7, Move Silently +11, Open Lock +7, Search +10, Spot +7, Tumble +13, Use Rope +11; Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Poison: Shadow Essence – Injury DC 17 Fortitude; Damage: Initial 1 Str (permanent drain), Secondary 2d6 STR (temporary damage). There is a 5% chance of a character exposing himself to poison when applying it to a weapon. Additionally, a character that rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Possessions: Rapier, masterwork composite shortbow (+1), masterwork studded leather, masterwork buckler, arrows (20), silk rope (50 ft. knotted), masterwork thieves' tools, two vials of shadow essence poison, potion of *cure light wounds*.

☛ **Gurgash, male Half-Orc Bbn6/Ftr1:** CR 7; Medium Humanoid (human, orc); HD 6d12+1d10+7; hp 52; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +6 Breastplate [Flatfooted 18, Touch 12]); Base Atk / Grapple: +7 / +11; Atk +13/+8 melee (2d6+6 [19-20/x2], greatsword) or +10/+5 (1d8+4 [x3], composite longbow); SA Rage 2/day; SQ: Uncanny Dodge, improved uncanny dodge, trap sense +2, darkvision 60 ft.; AL CE; SV Fort +8, Ref +4, Will +3; Str 18, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +9, Listen +12, Survival +12; Cleave, Endurance, Power Attack, Weapon Focus (greatsword).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and

durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 22, Con 17, hp 66, Fort +10, Will +5, AC 16, greatsword attack bonus +15/+10, greatsword damage 2d6+9. This fit of rage lasts for 6 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork greatsword, masterwork composite longbow (+4), arrows (20), +1 *breastplate*, potion of *cure moderate wounds*, potion of *neutralize poison*.

APL10 (EL 12)

☛ **Snipers, male Human Rog7 (4):** CR 7; Medium Humanoid (human); HD 7d6+7; hp 32; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt [Flatfooted 17, Touch 13]); Base Atk / Grapple: +5 / +6; Atk +6 melee (1d6+1 [18-20/x2], rapier) or +10 ranged (1d6+1 [19-20/x3], composite shortbow); SA Sneak Attack +4d6; SQ Uncanny dodge, evasion, trapfinding, trap sense +2; AL CE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +14, Climb +10/+12, Disable Device +12, Hide +12, Jump +12, Listen +9, Move Silently +12, Open Lock +9, Search +12, Spot +9, Tumble +14, Use Rope +13; Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Poison: Shadow Essence – Injury DC 17 Fortitude; Damage: Initial 1 Str (permanent drain), Secondary 2d6 STR (temporary damage). There is a 5% chance of a character exposing himself to poison when applying it to a weapon. Additionally, a character that rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Possessions: Masterwork rapier, masterwork composite shortbow (+1), masterwork chain shirt, masterwork buckler, arrows (20), silk rope (50 ft. knotted), masterwork thieves' tools, two vials of shadow essence poison, potion of *cure light wounds*.

☛ **Gurgash, male Half-Orc Bbn9/Ftr1:** CR 10; Medium Humanoid (human, orc); HD 9d12+1d10+20; hp 84; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +6 Breastplate [Flatfooted 18, Touch 12]); Base Atk / Grapple: +10 / +15; Atk +16/+11 melee (2d6+7 [17-20/x2], greatsword) or +13/+8 (1d8+5 [x3], composite longbow); SA Rage

3/day; SQ: Uncanny Dodge, improved uncanny dodge, trap sense +3, damage reduction 1/-, darkvision 60 ft.; AL CE; SV Fort +10, Ref +5, Will +4; Str 18 (20), Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +11, Listen +14, Survival +14; Cleave, Endurance, Improved Critical (greatsword), Power Attack, Weapon Focus (greatsword).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 24, Con 18, hp 104, Fort +12, Will +6, AC 13, greatsword attack bonus +19/+14, greatsword damage 2d6+10. This fit of rage lasts for 7 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork greatsword, masterwork composite longbow (+5), arrows (20), +1 *breastplate*, potion of *cure moderate wounds*, potion of *neutralize poison*, *gauntlets of ogre power*.

APL 12 (EL 14)

☛ **Snipers, male Human Rog7/DpwdSnpr2 (4):** CR 9; Medium Humanoid (human); HD 6d6+3d8+18; hp 52; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt [Flatfooted 17, Touch 12]); Base Atk / Grapple: +7 / +8; Atk +9/+4 melee (1d6+1 [18-20/x2], rapier) or +12/+7 ranged (1d6+1 [19-20/x4], composite shortbow); SA Sneak Attack +4d6, keen arrows, range increment bonus +10 ft., concealment reduction 10%, magic weapon 1/day; SQ Uncanny dodge, evasion, trapfinding, trap sense +2; AL CE; SV Fort +4, Ref +10, Will +2; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +16, Climb +12/+14, Disable Device +12, Hide +14, Jump +14, Listen +11, Move Silently +14, Open Lock +9, Search +12, Spot +11, Tumble +14, Use Rope +13; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Poison: Shadow Essence – Injury DC 17 Fortitude; Damage: Initial 1 Str (permanent drain), Secondary 2d6 STR (temporary damage). There is a 5% chance of a character exposing himself to poison when applying it to a weapon. Additionally, a character that rolls a natural 1 on an attack roll with a poisoned weapon

must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Possessions: Masterwork rapier, masterwork composite shortbow (+1), masterwork chain shirt, masterwork buckler, arrows (20), silk rope (50 ft. knotted), masterwork thieves' tools, two vials of shadow essence poison, potion of *cure light wounds*.

☛ **Gurgash, male Half-Orc Bbn11/Ftri:** CR 12; Medium Humanoid (human, orc); HD 12d12+1d10+24; hp 101; Init +2; Spd 40 ft.; AC 18 (+2 Dex, +6 Breastplate [Flatfooted 18, Touch 12]); Base Atk / Grapple: +12 / +17; Atk +19/+14/+9 melee (2d6+7 [17-20/x2], greatsword) or +15/+10 (1d8+5 [x3], composite longbow); SA Greater rage 3/day; SQ: Uncanny Dodge, improved uncanny dodge, trap sense +3, damage reduction 2/-, darkvision 60 ft.; AL CE; SV Fort +11, Ref +5, Will +4; Str 19 (21), Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +13, Listen +16, Survival +16; Cleave, Endurance, Diehard, Improved Critical (greatsword), Power Attack, Weapon Focus (greatsword).

Greater Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 25 (27), Con 20, hp 137, Fort +13, Will +7, AC 13, greatsword attack bonus +22/+17/+12, greatsword damage 2d6+12. This fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only twice per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork greatsword, masterwork composite longbow (+5), arrows (20), +1 *breastplate*, potion of *cure moderate wounds*, potion of *neutralize poison*, *gauntlets of ogre power*, *boots of striding and springing*.

Appendix II: The Ruined Druidic Circle

APL 8

☛ **Ur-Flan Guardian, Mummy Bbn2:** CR 7; Medium Undead; HP 8d12+2d12; hp 65; Init +2; Spd 20 ft.; AC 28 (+2 Dex, +6 Breastplate, +10 Natural [Flatfooted 28, Touch 12]); Base Atk / Grapple: +6 / +15; Atk +15 melee (1d6+13 plus mummy rot, slam) or +17/+12 (2d4+14 [18-20/x2], +1 falchion); SA Despair, mummy rot, rage 1/day; SQ Uncanny dodge, damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL CE; SV Fort +7, Ref +4, Will +9; Str 29, Dex 14, Con -, Int 6, Wis 16, Cha 12.

Skills and Feats: Hide +4, Listen +9, Move Silently +4, Spot +9, Survival +7; Cleave, Great Fortitude, Power Attack, Weapon Focus (falchion).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 33, Will +11, AC 26, slam attack bonus +17, slam damage 1d6+16, falchion attack bonus +19/+14, falchion damage 2d4+17. This fit of rage lasts for 3 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the mummy barbarian is **not** subject to fatigue (as a normal barbarian is). He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 15 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma based.

Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 15, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. The save DC is Charisma based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a magical disease. A character attempting to cast any conjuration (healing) spell on a creature with mummy rot must succeed on a DC 20 caster level check or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary

to cast healing spells on the victim and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: +1 adamantine falchion, +1 dragonhide breastplate.

APL 10

☛ **Ur-Flan Guardian, Mummy Bbn5:** CR 10; Medium Undead; HP 8d12+5d12; hp 84; Init +2; Spd 20 ft.; AC 28 (+2 Dex, +6 Breastplate, +10 Natural [Flatfooted 28, Touch 12]); Base Atk / Grapple: +9 / +19; Atk +19 melee (1d6+15 plus mummy rot, slam) or +21/+16 (2d4+16 [15-20/x2], +1 falchion); SA Despair, mummy rot, rage 2/day; SQ Uncanny dodge, improved uncanny dodge, trap sense +1, damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL CE; SV Fort +10, Ref +7, Will +12; Str 30, Dex 14, Con -, Int 6, Wis 16, Cha 12.

Skills and Feats: Hide +4, Listen +10, Move Silently +4, Spot +10, Survival +10; Cleave, Great Fortitude, Improved Critical (falchion), Power Attack, Weapon Focus (falchion).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 34, Will +12, AC 26, slam attack bonus +21, slam damage 1d6+18, falchion attack bonus +23/+18, falchion damage 2d4+18. This fit of rage lasts for 3 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the mummy barbarian is **not** subject to fatigue (as a normal barbarian is). He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 15 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma based.

Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 15, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. The save DC is Charisma based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a magical disease. A character attempting to cast any conjuration (healing) spell on a creature with mummy rot must succeed on a DC 20 caster level check or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: *+1 adamantine falchion, +1 dragonhide breastplate, cloak of resistance +2.*

APL 12

☛ **Ur-Flan Guardian, Mummy Bbn8:** CR 13; Medium Undead; HP 8d12+8d12; hp 104; Init +2; Spd 20 ft.; AC 28 (+2 Dex, +6 Breastplate, +10 Natural [Flatfooted 28, Touch 12]); Base Atk / Grapple: +12 / +22; Atk +22 melee (1d6+15 plus mummy rot, slam) or +24/+19/+14 (2d4+16 [15-20/x2], *+1 falchion*); SA Despair, mummy rot, rage 3/day; SQ Uncanny dodge, improved uncanny dodge, trap sense +2, damage reduction 6/-, darkvision 60 ft., undead traits, vulnerability to fire; AL CE; SV Fort +10, Ref +6, Will +11; Str 30, Dex 14, Con -, Int 6, Wis 16, Cha 13.

Skills and Feats: Hide +5, Listen +11, Move Silently +5, Spot +10, Survival +11; Cleave, Extended Rage, Great Fortitude, Improved Critical (falchion), Power Attack, Weapon Focus (falchion).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 34, Will +12, AC 26, slam attack bonus +24, slam damage 1d6+18, falchion attack bonus +27/+22/+17, falchion damage 2d4+19. This fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the mummy barbarian is **not** subject to fatigue (as a normal barbarian is). He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 15 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected

again by the same mummy's despair ability for 24 hours. The save DC is Charisma based.

Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 15, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. The save DC is Charisma based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a magical disease. A character attempting to cast any conjuration (healing) spell on a creature with mummy rot must succeed on a DC 20 caster level check or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: *+1 adamantine falchion, +1 dragonhide breastplate.*

☛ **Myrkan, male Human Clr9 of Iuz:** Medium Humanoid (human); HD 9d8+18; hp 59; Init +0; Spd 20; AC 20 (+10 Full Plate [Flatfooted: 20 Touch: 10]); Base Atk / Grapple: +6 / +8; Atk +11/+6 melee (2d6+5 [19-20/x2], *+2 greatsword*); SA Spells, command/rebuke undead, spontaneous casting (inflict); AL CE; SV Fort +8, Ref +2, Will +10; Str 14, Dex 11, Con 14, Int 8, Wis 18, Cha 8.

After Divine Favor, Divine Power, and Righteous Might:

Large Humanoid (human); HD 9d8+36; hp 80; Init +0; Spd 20; AC 23 (+10 Full Plate, +4 Natural, -1 Size [Flatfooted: 23 Touch: 10]); Space/Reach: 10 ft./10 ft.; Base Atk / Grapple: +9 / +18; Atk +24/+19 melee (2d8+18 [19-20/x2], *+2 greatsword*); SA Spells, command/rebuke undead, spontaneous casting (inflict); SQ DR 5/good; AL CE; SV Fort +10, Ref +2, Will +10; Str 28, Dex 11, Con 18, Int 8, Wis 18, Cha 8.

Skills and Feats: Concentration +14, Spellcraft +11; Blind-Fight, Combat Casting, Martial Weapon Proficiency (greatsword), Silent Spell, Weapon Focus (greatsword).

Spells Prepared (Clr 6/5/5/4/3/1; base DC 14 + spell level): 0 – [*detect magic, detect magic, detect poison, read magic, resistance*]; 1st – [*bane, protection from good*]; *detect good, divine favor, doom, obscuring*

mist]; 2nd – [*darkness, hold person, invisibility**, ~~*resist energy (sonic), resist energy (lightning), silence*~~]; 3rd – [*blindness/deafness, blindness/deafness, ~~magic circle against good*~~, silenced hold person, silenced hold person*]; 4th – [~~*air walk, divine power, greater magic weapon, unholy blight**~~]; 5th – [~~*dispel good**~~, *righteous might*].

*Domain spell. *Domains*: [Evil (You cast evil spells at +1 caster level); Trickery (Add bluff, disguise, and hide to your list of cleric class skills)].

Possessions: Masterwork greatsword (enhanced to +2 with *greater magic weapon*), +2 *full plate*, holy symbol of Iuz.

☛ **Wylana, female Human Clr9 of Iuz**: Medium Humanoid (human); HD 9d8+18; hp 62; Init -1; Spd 20; AC 18 (-1 Dex, +7 banded mail, +2 Heavy Shield [Flatfooted: 18 Touch: 9]); Base Atk / Grapple: +6 / +7; Atk +7/+2 melee (1d8, morningstar); SA Spells, command/rebuke undead, spontaneous casting (inflict); AL CE; SV Fort +8, Ref +4, Will +11; Str 10, Dex 8, Con 14, Int 11, Wis 18 (20), Cha 12.

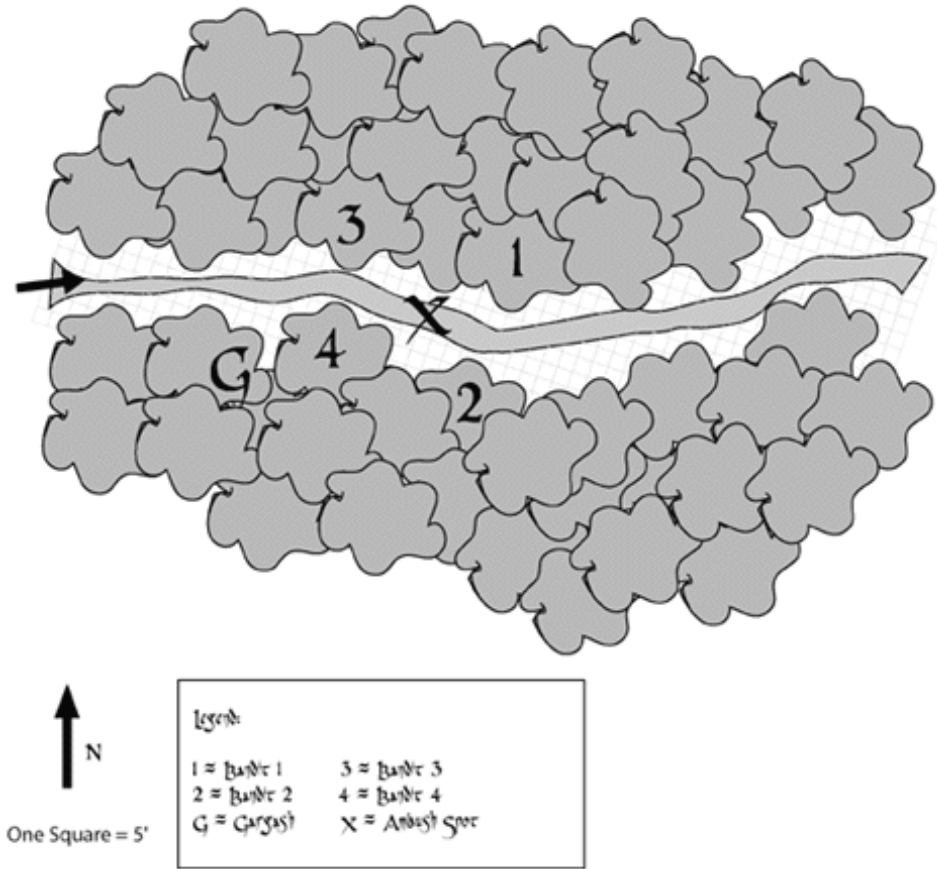
Skills and Feats: Concentration +14, Heal +8, Knowledge (religion) +10, Spellcraft +12; Combat Casting, Greater Spell Focus (Enchantment), Heighten Spell, Silent Spell, Spell Focus (Enchantment).

Spells Prepared (Clr 6/6/5/4/3/2; base DC 15 + spell level, **enchantments 17 + spell level**): 0 – [*detect magic, detect magic, detect poison, detect poison, read magic, resistance*]; 1st – [**command, command, command**, *detect good, doom, protection from good**, *shield of faith*]; 2nd – [~~*desecrate**~~, **hold person, hold person**, *owl's wisdom, resist energy (sonic), resist energy (electricity)*]; 3rd – [*dispel magic, dispel magic, **heightened hold person, silenced hold person, magic circle against good****]; 4th – [**confusion***, ~~*freedom of movement, freedom of movement, heightened hold person*~~]; 5th – [**heightened confusion***, **greater command**, *true seeing*].

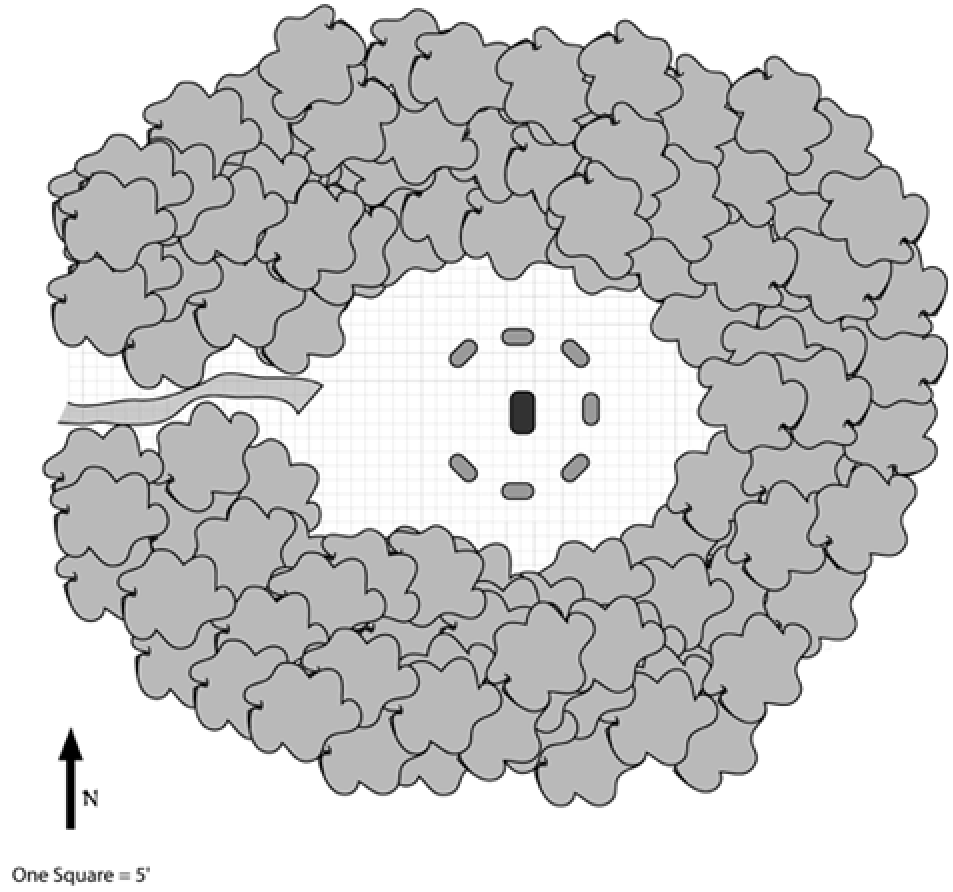
*Domain spell. *Domains*: [Evil (You cast evil spells at +1 caster level); Trickery (Add bluff, disguise, and hide to your list of cleric class skills)].

Possessions: Masterwork morningstar, +1 *banded mail*, masterwork heavy steel shield, *periapt of wisdom* +2, silver holy symbol of Iuz.

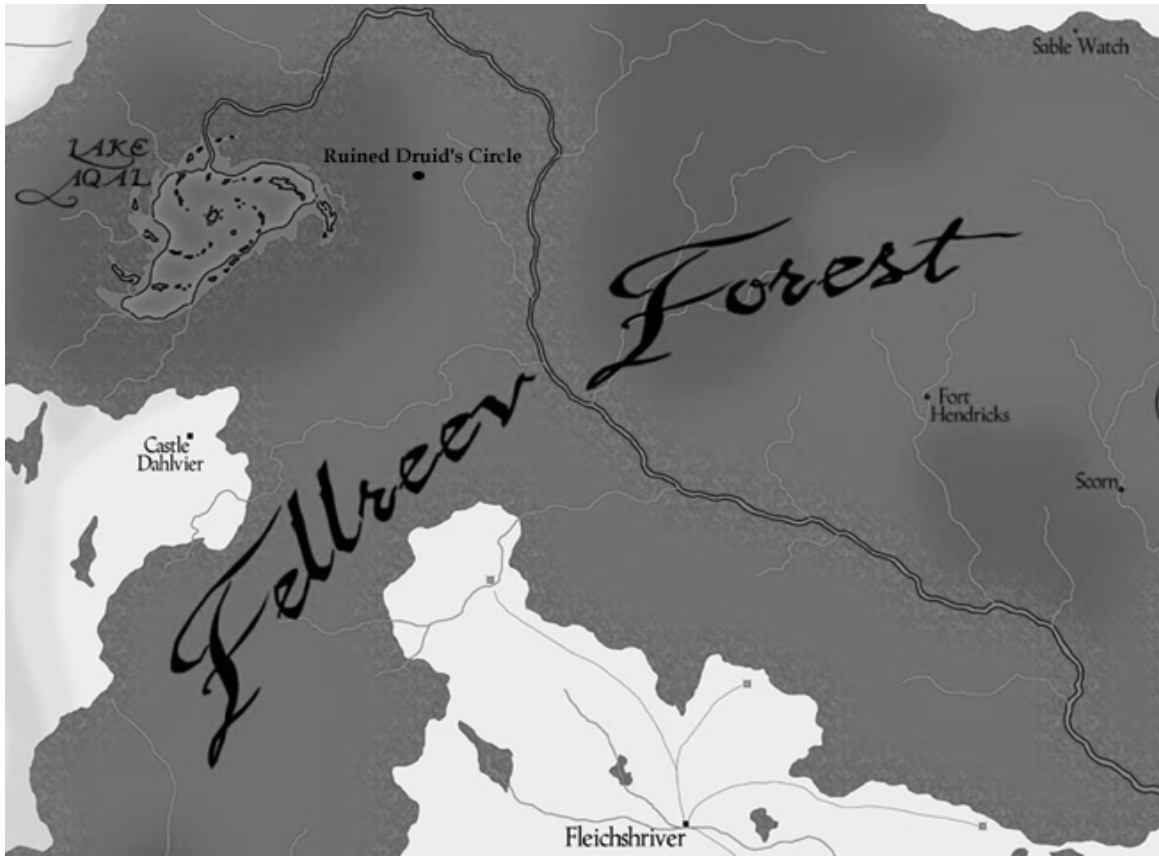
Appendix IV: Map of the Outer Perimeter



Appendix V: Map of the Ruined Druid's Circle



Appendix VI: Map of the Central Fellreev



Appendix VII: Builder Book Classes and Feats

Deepwood Sniper Class Excerpt

As Presented in Masters of the Wild

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8

Requirements:

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

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features:

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Increase (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. This ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable only once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increases by +1. Thus, an arrow that normally deals x3 on a critical hit instead does damage x4 in her hands.

Extended Rage [General]

Your rage lasts longer than it normally would.

Prerequisite: Ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times, and the additional rounds stack.

(Source: *Masters of the Wild* pg.22)

Player's Handout I: The Intercepted Letter

Lord Cranzer of Rifteras, Boneheart of Iuz

Lord, I hesitate to send you news by such a trivial means, but time is short and other options are closed to me. Within a few hours, I am bid to travel into the Fellreev by the Pale Lady to undertake a task that I believe she is trying to keep secret from you and the other Bonehearts. She has uncovered texts and maps leading to several ancient burial grounds and cairns within the northwestern reaches of the Forest, remnants of the Ur-Flan. One in particular, marked by a ring of standing stones in the forest between Lake Agal and the Artonsamay, is believed to house a warrior and his house guard, entombed in such a fashion that Xavendra believes they may be undead. She sends myself and another priest as well as a sizable number of soldiers to attempt to gain control of these warriors and bring them back to Gloucester.

This letter should find you in time for your lordship to take action if he wishes. I do not anticipate our arrival at the cairns for at least a ten day, perhaps in time for Celene's burial.

*Your most humble servant,
Myrkan*