

VER6-05

Reclamation

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Adventure

Version 1

by Rob Silva

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A well-known merchant rumored to have shady dealings requests your assistance in the recovery of some missing goods. This is a one-round Verbobonc regional adventure with both role-playing and combat elements for PC levels 1-12 (APLs 2-10). Highly recommended for PCs that have played **VERIntro6-02** *Forest for the Trees*, **VER6-01** *Discontent of our Winter*, **VER6-03** *Castle Estival*, **VTF6-05** *Autumn* and **VER6-04** *Sign of the Black Orchid*. Also recommended, but not required, is **VER6-02** *Delve the Wizard's Dungeon*.

Metaorganizational Focus: Elven Clans of the Gnarley, The Battirovka Family, Verbobonc Town Project (Ketter's Hearth, Terre Verte)

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

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

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

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Players Read No Farther

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

Preparing for Play

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

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

(NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC'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 step 1 and 2, and divide by the number of PCs playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Verbobonc Regional adventure. All PCs from Verbobonc pay one (1) TU, all others pay two (2) Time Units per round.

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

A PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

ADVENTURE BACKGROUND

During the height of the giant incursions, the Viscounty of Verbobonc embarked upon a program of expansion within its borders. Writs were issued permitting the creation of new towns and settlements with the goal of both fostering new outposts and locations and creating a line of defense for detecting the movements of the giants.

A number of these towns were located in the Gnarley Forest. While some attempted to co-exist within the harmony of nature, others saw the opportunity for vast financial gain by reaping of nature's resources. In late 595 the Elven Clans of the Gnarley Forest, in conjunction with the Gnarley Druids, approached the Viscount with their displeasure with the recent population increase of several towns within the great forest. The Viscount, seeking the support of the clans and druids in the conflict against the Cowled Lady, agreed to halt all future construction but some within the Gnarley-folk do not feel that this is enough and they have set into motion a plan to restore balance in nature.

Since the defeat of the giant invaders, the elves and druids of the Gnarley have withdrawn from the Viscounty. Some say that they have been approached by ambassadors from the kingdom of Celene with offers of assistance. Others say that the elves have been searching for artifacts of great power to be used against the citizens of Verbobonc. Whatever the reason, the elves have adopted an increasingly hostile stance against Verbobonc.

The Viscounty itself has fallen on hard times in the aftermath of the giant war. A time that was supposed to be filled with happiness and joy as the hateful invaders had been put to the sword once and for all, has instead become a time of strife and hunger. A harsh winter, combined with the spoiling of many of the Viscounty's traditional food sources, has resulted in rampant starvation across the land. In Verbobonc City, and elsewhere, voices are raised in anger and accusation. The nobility, supposedly charged with the safeguarding of the citizenry upon their lands, has been slow to respond. This has been compounded by devastating losses suffered by the Mounted Borderers, the Viscounty's law enforcement arm.

Sir Wellborn Estival, scion of the family that built Castle Estival during the Keoish occupation of Verbobonc, has recently come into his inheritance and taken possession

of the castle that bears his family name. In distress over the rampant starvation and lack of action, Estival ordered relief supplies from the town of Caltaran in Dyvers to be delivered. While the initial shipment was waylaid near the town of Ketter's Hearth, in the Gnarley Forest, by brigands hoping to exploit the tension between the various noble houses, it was recovered and eventually distributed.

During the investigation for the missing relief supplies, a patrol of orcs from the evil outpost of Blackthorn were discovered scouting in the great forest. Additionally, a warning from an unidentified druid was delivered to the residents of Ketter's Hearth and the other towns in the Gnarley. The message warned the townsfolk to leave or face the wrath of the great forest itself. The warning thus far has gone unheeded and the population of the Gnarley towns continues to grow.

As time has passed, the rumors of massing hordes in the southern Gnarley have continued to grow, fueled by stories of a rise in power near the reputed location of Blackthorn. A threat to the Gnarley Forest has risen, given credence to reports of an imminent invasion!

Anxious for information, the Battirovka Family of merchants has asked their members to gather whatever intelligence they can on the Gnarley threat. One of their number, a Halfling merchant named Algernon Tuck (pronounced Took) –owner and operator of the Humming's End Shipping Company, has made contact with a power guild in the City of Dyvers known as the Alliance. The Alliance maintains relationships and contacts with most of the criminal organizations throughout the Flanaess, they have been abstained from direct involvement; until now. Recently they have been extended their reach and have turned an eye to Verbobonc.

In the course of discussions with the Alliance, Tuck was approached by its members and an offer of membership was made. Realizing that he had reached the limit of his advancement in the Battirovka Family, he accepted the Alliance's offer. Tuck, along with a handful of his most trusted brothers and cousins, has been laying the groundwork for a hostile take-over. The Alliance has been shipping supplies and people into Verbobonc through Algernon's company, Humming's End Shipping.

Balancing on the razor's edge, Algernon knows that any slip up will cost him his life if not worse. So when shipments started to go missing he began to worry. Not wanting to get his family involved he has contracted adventures to look into the matter.

The Blackthorns, having taken notice of the Borderer's lack of presence, have started making greater incursions into the Gnarley Forest. Not ones to squander an opportunity they hijacked the caravans. As the orcish hordes increased their presence, the Elven Clans have finally decided to act. Using an item of great power they have recovered, they plan to heal the great forest by purging the human inhabitants and settlements from the face of the land. Temporarily taken residence in the town of Ketter's Hearth (one of the few towns with which they have diplomatic relations), they plan to use the artifact and remove the town of Terre Vert.

The Blackthorns, mistakenly believe that the elves are there to join with the humans to find and destroy them. As a result they are planning a surprise attack on the town during an overcast night, when their ancient foes will be at a severe disadvantage without the moonlight.

ADVENTURE SUMMARY

Introduction:

The party receives an offer for employment from The Humming's End Shipping Company. If they accept they must travel to Sobanwych and meet with Algernon Tuck at the shipping company's distribution center.

Encounter 1: Family Business

The party meets with Algernon who explains the job. Family members get a private visit.

Encounter 2: Clear Sailing

Traveling by Rhenee barge the party makes its way up the Serault River towards the ambush site. Along the way they are attacked by animals inhabiting the river.

Encounter 3: The Ambush Site

The party finally arrives at the ambush site and investigate. Tracks lead off into the Gnarley. Close inspection of the evidence reveals some interesting information about the goods being shipped.

Encounter 4: Blackthorn Camp

Following the tracks lead to a camp of the Blackthorns. Largely abandoned, the party may infiltrate, through guile or strength, and discover that a war party is on the way to Ketter's hearth.

Encounter 5: Trail Markers

The party runs across the bodies of an elven scouting party slain by the Blackthorns. Searching the bodies reveals that the elves are planning something at

TerreVert. The party will have to decide which town to save.

Encounter 6: Ketter's Hearth

The party arrives at Ketter's Hearth. If they traveled overland the battle is in full swing when they arrive. If they traveled by magical means they have time to prepare of the Blackthorn attack.

Encounter 7: Terre Verte

The party arrives at Ketter's Hearth. If they traveled overland the battle is in full swing when they arrive. If they traveled by magical means they have time to prepare of the Blackthorn attack.

Encounter 8: An Offer You Can't Refuse

Returning to Sobanwych, Algernon compensates the party if successful. Family members may receive an invitation to join the new world order.

Encounter 9: Partners

If the party conveys certain information to Algernon, he requests their discretion and silence so that he has a chance to inform appropriate groups.

Conclusion

There are several possible conclusions that can result from this adventure.

Conclusion A: The party recovers the hijacked goods and stops the Blackthorn attack.

Conclusion B: The party fails to recover the missing goods and find out about the destruction of TerreVert.

Conclusion C: The party recovers the stolen goods but fails to eliminate the Blackthorns and do not find out about the destruction of TerreVert.

PREPARATION FOR PLAY

Portions of this adventure take place in the towns of **Humming's End**, **Ketter's hearth** and **Terre Vert**, which are part of the Verbobonc Town Project. PCs with citizen certificates for these towns receive the benefits listed on that certificate.

For more background and information on Terre Vert and Humming's End, the Dungeon Master (DM) is encouraged to visit the town Yahoo discussion groups:

<http://games.groups.yahoo.com/group/TerreVert/>
<http://games.groups.yahoo.com/group/HummingsEnd/>
<http://games.groups.yahoo.com/group/kettershearth>

This discussion groups has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Humming's End,

Ketter's Hearth and TerreVert in the *Walker's Guide to Verbobonc*.

ENVIRONMENTAL CONDITIONS

Substantial portions of this adventure take place in the heavily wooded Gnarley Forest. The DM is strongly encouraged to review the chapters in the *Dungeon Master's Guide* on wilderness terrain. For ease of reference, selections of this information have been reprinted in **Appendix Four**.

INTRODUCTION

Regardless of where in Verbobonc the PC is at the moment they receive a missive from The Humming's End Shipping Company requesting their help in an urgent matter. Give them **Player Handout: Request from Algernon**.

PCs that are members of the Family receive **Player Handout: Request from Eddie**.

Allow the PC the opportunity to make whatever preparations they wish. In the morning they should start heading towards the town of Humming's End. If any PC wishes to research the town, the shipping company or Algernon Tuck refer to **Appendix 3: Legwork**.

ENCOUNTER 1: FAMILY BUSINESS

The journey to Sobanwych is uneventful and all PCs get there around the same time. During their travels, however, they hear a number of rumors. Refer to **Appendix 3: Legwork** for more information on this.

There are a number of places where the PCs can ask for directions to the Humming's End Shipping Company.

The PCs are ushered into a waiting room by the mayor's assistant Eddie. After a couple of minutes Eddie shows them into the Mayor's office.

Read or paraphrase the following:

The town of Sobanwych lies in the Gnarley Forest along the Serault River. Humming's End has long been rumored to be a haven for outsiders and those with a criminal inclination, however – as you walk the streets of the town, the evidence appears quite to the contrary as your presence has generated very little interest. Indeed, the streets are clean and well

maintained and the locals have kept very much to themselves.

Ahead, your destination awaits you – the Humming's End Shipping Company. Arriving, you are ushered quickly into an office by a polite Halfling named Eddie where another halfling smiles at you from behind a large desk.

"Thank you for coming. I am Algernon Tuck, president of The Humming's End Shipping Company. Would you like some refreshments?"

If any characters express a wish for refreshment, Algernon dismisses Eddie, who returns shortly with the requested beverage. Once the characters are ready, Algernon continues.

"Alright! Let's get down to brass tacks. I run this shipping business, with a side business specializing in high end gnomish statuary. The business has proven lucrative in many of the southern towns, like Swan and Sheernobb, as well as Verbobonc City. Unfortunately, a recent caravan carrying a shipment of valuable statues has gone missing along the Serault River and I have reason to believe it's been hijacked.

"I wish to hire you to recover my goods. I have arranged for transportation by Rhennee barge from Sobanwych to the site of the theft. As a favor I would also ask you to also find the parties responsible and, in no uncertain terms, express to them my displeasure. If you could dissuade them from hitting my caravans in the future I would be in your debt.

Of course, in return for your services, I would be willing to pay [10xAPL] wheatsheaves, however I will definitely reward thoroughness and a job well done."

Interacting with Algernon:

What did the shipments consist of?

"As I said - gnomish statuary. There's a big market for it, especially the Shalandra model, although the Pappy Nackle has seen an increase in sales."

Who would want to steal from you?

"Anyone with an eye for art and coin, or perhaps someone wishing to sabotage my business. However, none of my competitors would do something like this."

Don't you have ties to the criminal underground?

Me? Never! I'm an upstanding businessman.

How many shipments have been hit?

Only a few, however the problem seems to be getting worse with the rumors of unrest in the Gnarlley Forest.

Why not contact the Mounted Borderers?

The Borderers are still hurting from the war and do not have the manpower to see to this. Besides, the reports of the theft could be mistaken. I'd rather have you investigate before involving the Borderers.

The Plan

If a member of the Battirovka Family is present, Algernon places that character in charge of the recovery effort. Furthermore; he conveys the following information to all members of the Battirovka Family prior to the party departing Sobanwych.

- The gnomish statuary contains secret compartments used in the smuggling in of goods and coin.
- Algernon expects them to keep this hidden from the rest of the party by whatever means necessary.
- Eliminate all those who would dare steal from the family. To let any live would be a sign of weakness and that cannot be allowed.
- The most important item to recover is a message from Algernon contacts in Dyvers. It is a list of future shipments and must be recovered.

Algernon has arranged for an associate to *teleport* the party to Sobanwych where another associate, a Rhennee barge captain will take them up the Serault River to the ambush site. Traveling by barge is much quicker than overland. It is not possible to teleport directly to the ambush site accurately since the caster is unfamiliar with the location.

Treasure:

APL 2: Coin – 20 gp,

APL 4: Coin – 40 gp,

APL 6: Coin – 60 gp,

APL 8: Coin – 80 gp,

APL 10: Coin – 100 gp,

Development:

Any PC that declines employment is politely dismissed and the adventure is over for them.

Once the party is ready to proceed, continue from here:

A slight rapping on the door draws your attention. Algernon looks up, shuffling a few papers on his desk as he does so.

“Come.”

The door opens and Eddie pokes his head in, “Sorry to bother you sir, but Mihai has arrived.”

“Excellent,” replies Algernon, “show him in.”

Eddie’s head is replaced as a tall, swarthy Rhennee man enters the room. Grunting a greeting towards you, he extends his hand toward Algernon, “Thank you for coming, Mihai. These are the individuals I mentioned earlier.”

Turning to you, Algernon continues, “Mihai is the captain of several barges that run my cargo along the Serault River. I’ve made arrangements with him to take you to the last known location of my missing shipment. If you’ll go with him, then we can get this business underway and find out happened. Good luck.”

Proceed to **Encounter 2: Clear Sailing**

ENCOUNTER 2: CLEAR SAILING

Mihai has three barges moored at a small dock in town. The trip up river will take two days. Each barge can accommodate three medium size creatures each. Allow the PCs to arrange themselves as they see fit among the barges.

The Rhennee normally do not allow animals larger than medium size on their barges by Algernon has paid them well and they will grudgingly make an exception, however under no circumstance will they allow ‘unusual’ animals on their boat. The DM is the final arbiter on what constitutes unusual.

During the second day of travel the barges are attacked by some of the native animals of River. The animals are hungry and looking for a quick meal. They flee if reduced to 1/3 normal hit points.

APL 2 (EL 3)

🐊 **Crocodile:** hp 22; *Monster Manual* 271.

APL 4 (EL 5)

🐊 **Crocodiles (2):** hp 22, 22; *Monster Manual* 271.

APL 6 (EL 7)

🐊 **Crocodiles (2):** hp 22, 22; *Monster Manual* 271.

🐊 **Crocodile, giant:** hp 59; *Monster Manual* 271

APL 8 (EL 9)

🐊 **Crocodile, giant (4):** hp 59, 59, 59, 59; *Monster Manual* 271

APL 10 (EL 11)

🐊 **Advanced Crocodile, giant (4):** hp 147, 147, 147, 147; *See appendix I.*

DM Note: The EL of this encounter has been increased by one (1) to reflect the favorable environment for the crocodiles in which the combat happens.

Combat modifiers:

Any PC on a barge attacked by a crocodile who attempts to charge or move full speed must succeed on a DC 5 Balance check. Failure means that the PC cannot charge is at half speed for the round. Failure by 5 or more indicates that the PC cannot move. Failure by 10 or more indicates that the PC has fallen prone. Failing two checks in a row by 10 or more indicates that the PC has fallen overboard.

Development:

Once the party has defeated this encounter, proceed to **Encounter Three: Ambush Site.**

ENCOUNTER 3: AMBUSH SITE

Mid-afternoon on the second day of travel party arrives at the site of the ambush. Mihai orders his men to land 100ft or so down river, however none of the Rhennee go with the party to investigate.

None of the Rhennee goes with the party to investigate.

Read or paraphrase the following.

The Serault River bends gently to the east putting the late afternoon sun to your back north along the river.

A shout grabs your attention as one of the Rhennee polemen points to a bloated body entangled on a tree root near the western shore.

Mihai quickly barks a few orders to his men to land the barges, then turns toward you.

“We will wait here while you check out the bodies.”

Mihai refuses to accompany the party, saying that his orders were to simply convey them to the location of the ambush.

Once the party proceeds, continue from here.

The soggy ground slurps at your boots and you make your way toward the body casually bobbing in the warm current.

The body lies some one-hundred feet away from where the Rhenee land the barge.

There are 15 bodies strewn about a small camp. Several broken crates lie about along with a statue of a gnomish woman which is missing its head.

What happened?

The barges carrying the goods landed for the night and were attacked, under cover of darkness, by a Blackthorn patrol. After eliminating all of the merchants and barge-folk the Blackthorns went about opening their plunder hoping to find something useful. Instead all they found were statues of gnomes. Never ones to let good booty go to waste, the Blackthorns took all the statues back to their camp deeper in the Gnarley.

The bodies

All fifteen of the bodies show signs of a violent death. Two of them are bound by rough rope. A DC 15 Heal check reveals that they were filleted alive.

A DC 10 Search check reveals that all of valuable equipment has been stripped from the corpses.

If the party attempts to *Speak with the dead*, all of the bodies resist the spell. (Assume a will save of +2). If they fail the save they provide answers to any questions related to the Blackthorn attack but will attempt to evade questions about its employer.

Speak with dead

If the party attempts to *Speak with the dead*, all of the bodies resist the spell. (Assume a Will save of +2). If they fail the save they provide answers to any questions related to the Blackthorn attack but will attempt to evade questions about its employer.

Searching the Statue

A DC 35 Search check (members of the Battirovka Family receive a +15 bonus) reveals a concealed hollow space in the base of the statue. Inside the space is a bag

filled with numerous gems. A DC 20 Appraise check estimates their value at 5,000 gp.

Tracks

Anyone succeeding on a DC 5 Search check or a DC 0 Survival check can easily make out a large number of tracks heading off to the northwest.

A DC 20 (+5 to Gnarley Rangers and druids) Survival reveal the tracks were made by several orcs, bugbears and gnolls. The tracks appear to be a couple of weeks old.

Development: From here the party must decide what to do next. They may return to the barges and go back to Sobanwych, failing to complete their task or they may follow the Blackthorn trail. If the party continues, the Rhenee will not wait here, but return to Sobanwych.

If anyone wishes to return to Humming's End, proceed to the **Conclusion** – paraphrasing as necessary. The adventure is over for these characters.

If the characters follow the tracks, proceed to **Encounter 4: The Blackthorn Camp**

ENCOUNTER 4: THE BLACKTHORN CAMP

Deep in the Gnarley the Blackthorns have established a small camp from which to launch excursions and reconnaissance patrols.

The camp is little more than a collection of tents clustered near a tributary of one of the many uncharted rivers that spider through the Gnarley. The camp is largely uninhabited. Most of the warriors have left to attack the elves currently taking up residence in the town of Ketter's Hearth.

There are eight (8) sentry post scattered around the camp sitting in tree stands 30ft up. Each post is manned by a member of the Blackthorn charge with defending the shaman and women and child who remain in the camp. Most of the women and children are on the far side of the tributary and are to be considered noncombatants. The shaman is napping in the largest tent.

As long as the party is taking any precaution to remain hidden they may sneak up on the camp. Allow the sentries a Spot and Listen check vs. the party's Hide and Move Silently. The forest around the clearing is considered medium forest and as such the maximum encounter distance is 2d8x10ft.

The party may approach the clearing in any fashion they please. It is entirely possible to by-pass combat entirely through stealth and/or guile. On the other hand, if they are brave (or foolish) enough to walk up the path let them have it. However, if the party is brave (or foolish) enough to walk up the path, then let them have it.

APL 2 (EL 4)

👉 **Gnoll sentry (8):** hp 11, 11, 11, 11, 11, 11, 11, 11; *Monster Manual* 130.

APL 4 (EL 6)

👉 **Orc scout (4):** hp 17, 17, 17, 17; *See Appendix One*

👉 **Gnoll sentry (4):** hp 17, 17, 17, 17; *See Appendix One*

APL 6 (EL 8)

👉 **Orc scout (4):** hp 24, 24, 24, 24; *See Appendix One*

👉 **Gnoll sentry (4):** hp 24, 24, 24, 24; *See Appendix One*

APL 8 (EL 10)

👉 **Orc scout (4):** hp 60, 60, 60, 60; *See Appendix One*

👉 **Gnoll sentry (4):** hp 45, 45, 45, 45; *See Appendix One*

APL 10 (EL 12)

👉 **Orc scout (4):** hp 68, 68, 68, 68; *See Appendix One*

👉 **Gnoll sentry (4):** hp 71, 71, 71, 71; *See Appendix One*

DM Note: A circumstance modifier of -1 has been applied to the EL of this encounter due to the tactics involved and relatively easy in which the combat can be avoided.

Tactics: The PCs may attempt to sneak into the camp. The judge should roll Spot and Listen checks opposed by the characters Hide and Move Silently. The medium density of the forest provides enough cover to allow any character a hide check. Listen checks are at a -2 penalty per 10ft. Please refer to **Appendix 7; Forest terrain** for more information.

If the party is spotted, the sentries sound the alarm by ringing bells in their tree stands and then jumping down to engage the intruders using their *safewing emblems* to reach the ground unharmed.

The orcs move to engage the party in melee (using the spring attack feat in conjunction with expeditious dodge and skirmish ability to improve their AC) as the gnolls assault the party with arrows.

The shaman and remaining inhabitants attempt to flee into the Gnarlley. They will fight to the death to buy the women and children enough time to escape. With that said, all the sentries attempt to flee once the women and children are safely away. If any children are cornered by the party they fall to the ground and whimper in orc for their mothers. It should be clear to the characters that the women and children are not a threat to them.

Any character reaching the large pavilion tent in camp undetected finds the shaman asleep on a straw litter. The tent also houses a rough table covered with maps and several statues of gnomes.

Read or paraphrase the following:

The interior of the large tent is dominated by a rough-hewn table covered by dried animal skin maps. An old bugbear embracing a shaggy wolf snores softly on a straw litter in the corner. Stationed around the room as four statues of gnomish woman in various poses, one of which has seen better days.

If awakened, the shaman recoils in fear and clutches at a charm around his neck to ward off the PCs. A successful DC 25 Diplomacy check or a DC 15 Intimidate check calm him enough to converse with the PCs. Failure by 5 or more causes Jogug to shout for the sentries.

Read or paraphrase the following:

The ancient bugbear looks around and whispers "Jogug tell you what you want if you promise not to hurt little ones and go fast. Jogug not want to loss any more Blackthorn to evil pointy ears. You talk to Jogug?"

If the party agrees Jogug will relay the following if asked.

- Under the leadership of Bigsmash, most of the tribe left several days ago to attack an army of pointy-ears and humans.
- The Blackthorns have been raiding barges and caravans since the pointy ears and men on horses have not been around.
- The Blackthorns (points to a black spike through his nose) have been receiving orders and help from their red-faced cousins from the south.
- Their red-faced cousins state that the time for the Blackthorns to rule forest.
- Animals in the Gnarlley have been becoming meaner. Blackthorns blame stinkin' pointy ears.

- The carvings of the little people are ugly but Bigsmash said that they would keep the flies away.

A second DC 20 Diplomacy or Intimidate DC 10 check reveals the following if Jogug is specifically asked about Bigsmash:

All APLS

- Bigsmash is a follower of Grummsh; he even cut out his eye to be more like the orc god.
- Bigsmash always leads the charge into battle followed closely by his captains. An orc priest of Grummsh, an orc mage and a gnoll archer.
- Bigsmash has a very short temper and gets very mean and angry when fighting, especially against pointy ears.
- Bigsmash loves when his captains make him big ogre.
- Sparto, the gnoll, really, really hates the pointy ears.

APLS 8 and 10

- Bigsmash so mean that even his spit can hurt you. If he hit you in the eye you go blind.
- Sparto has fancy bow that really hurt pointy ears.
- Rebut, the cleric, not like other girls. She goes into fight and kills lots too.
- Durgo, the wizard, really cheap. He make one spell happen to all other Blackthorns. He really like making the fly and hard for pointy ears to hit.

Searching the tent

Maps: The maps are crude and written in orc. Any character that can read orc or succeeds with a DC 10 Knowledge [Geography] check identifies the Blackthorn camp (labeled: Bigsmash house) and the major Verbobonc towns in the Gnarlley Forest (Twilight Falls, Ketter's hearth, TerreVert, Sobanwych, Humming's End, and Ruby Falls).

A second map show a more detailed rendering of the town of Ketter's Hearth, annotated to show the town defenses and a secluded staging area. Scrawled across the map in orc is "**Bigsmash kill all of army when no moon in sky. That teach them!**"

Characters making a DC 10 Knowledge [Nature] check know that the weather over the past few days has resulted in overcast skies during the evening.

Statues:

There are four statues in the tent. The face of one is chip and battered. Two of the statues have hidden compartments. A DC 35 Search check (members of the Battirovka Family receive a +15 bonus) locates the hidden compartment.

One statue contains a sealed document. The document appears to be a manifest of some sort. Observant PC might wonder why the manifest list would be hidden in a statue. The manifest is actually a coded message to Algernon listing the names of high ranking members of the family marked for elimination so that the Alliance can assume control of the Verbobonc crime world.

A successful DC 25 Spot check reveals the list to be a forgery. If identified as such, a member of the Battirovka Family that makes a DC 35 Decipher Script sees the list for what it truly is.

The second statue contains a small box filled with blast discs and an opal (the gem detect as magic).

At this point the characters have many options. If they choose to return to the barges and head back to Humming's End proceed to the **Conclusion**, paraphrasing as necessary. If they choose to follow the Blackthorn raiding party to Ketter's Hearth proceed to **Encounter 5: Ketter's Hearth**

Treasure:

APL 2: Loot: 12 gp; Magic: 166 gp – 8 *safewing emblems* (166 gp each).

APL 4: Loot: 226 gp; Magic: 200 gp – 8 *safewing emblems* (166 gp each); 8 potions of *cure light wounds* (33 gp each).

APL 6: Loot: 744 gp; Magic: 900 gp – 8 *safewing emblems* (166 gp each), 4 *+1 rings of protection* (666 gp each), 16 *potions of cure light wounds* (66 gp each)

APL 8: Loot: 221 gp; Magic: 6431 gp – 4 *+1 composite longbows* (866 gp each), *+1 falchions* (786 gp each), 8 *safewing emblems* (166 gp each), *+1 studded leather armor* (391 gp each), 4 *+1 leather armor* (386 gp each), 4 *+1 studded leather armor* (391gp each), 4 *gauntlets of ogre power* (1333gp each), 4 *amulet of health +2* (1333gp each), 4 *+1 ring of protection* (666gp each), 24 *potions of cure light wounds* (100gp each), 8 *potions of barkskin* (200gp each), 8 *potions of cure moderate wounds* (200gp each).

APL 10: Loot: 104 gp; Magic: 7167 gp – 4 *+1 falchions* (786gp each), 4 *+1 leather armor* (391gp each), 8 *safewing emblems* (166gp each), 4 *gauntlets of ogre power* (1333gp each), 4 *amulet of health +2* (1333gp each), 4 *+1 ring of protection* (666gp each), 4 *+1 composite longbow* (+ 2 Str) (866gp each), 4 *+1 leather armor* (386gp

each), 16 *potions of cure light wounds* (66gp each), 8 *potions of cure moderate wounds* (200gp each), 8 *potions of barkskin* (200gp each).

Development: note any PC that opens the message and/or deciphers the true meaning of the message as it will affect **Encounter 8: An Offer You Can't Refuse**.

ENCOUNTER 5: TRAIL MARKERS

Along the way to Ketter's Hearth, the party comes across the site of a recent battle. There are several bodies, both orc and elf, along the trail. The elves were on their way to TerreVert. The elves plan to destroy the town by invoking their magic. The ritual causes the Gnarley to grow wildly, consuming the town structures and return to forest to what it was before settlement.

If the PCs put any effort into investigating the find the following:

- There are 5 elven bodies. This is a normal elven patrol. It seems that they died of a combination of slashing wounds and arrows.
- There are 4 orc bodies. Three have a black spike through their noses. The other has its face painted red. All have arrows protruding from their bodies.
- The orc tracks continue north while it appears that the elves were headed west.
- One of the elves, wearing a Gnarley ranger pin, has a note. **Player Handout: Elven Note**
- All valuables are gone.

Development: The party may either continue on to Ketter's Hearth and face the Blackthorn war party or they may go to TerreVert to try and stop the elves from destroying the town.

They are currently equal distance from both towns and since both attacks are happening in two days (the same amount of time it will take them to travel to either location) they cannot stop both unless the split the party. If they wish to do so, make sure they are aware of the gravity of this choice. If they players insist, then allow them to split the party and give them both barrels.

If the party heads to Ketter's hearth proceed to **Encounter 6: Ketter's Hearth**.

If the party heads to Terre Verte proceed to **Encounter 7: Terre Verte**

Development: It is entirely possible that the party elects to ignore both towns. If this happens proceed to the conclusion as the adventure is over for them

ENCOUNTER 6: KETTER'S HEARTH

The party arrives on the outskirts of Ketter's Hearth at dusk after three days

Allow the party to make whatever preparations they wish. Parties traveling by magic have five hours to prepare. If they wish to warn the town they may. They meet with Mayor Nightbreeze (female elf druid) who immediately starts preparing the town for the attack and asks the party to stand watch so the innocents can be evacuated. The Blackthorns are watching the Town and will move the attack up if they notice something queer such as the towns-folk being armed or fortification being built. Any noticeable condition will result in an immediate attack.

Read or Paraphrase the following if the party traveled by ordinary means:

As the last rays of Pelor fade from the horizon the town of Ketter's Hearth comes into view. The road here was a tough one. Dodging Blackthorn patrols coupled with the rough terrain has taken its toll. Perched atop a small rise you spy dozens of tents and tepees scattered among the town buildings. Shattering the serenity is the realization that a large, well trained group of Blackthorns are poised to slaughter all those in town. Just as you shake the thought from your mind a horn blows in the distance and parts of the famed High hedge of Ketter's Hearth withers and dies.

Waves of orcs, gnolls and bugbears break from the tree line opposite you and charge onto the town. Not far from your position a group of children, both human and elf, huddle together crying. A lone man draws his axe and charges the group of Blackthorns while yelling at the children to run. A second later he is viciously cut down as the gnolls let fly a volley of arrows at the running children.

Any PC that has played **VER6-04 Sign of the Black Orchid** recognizes the man as Panin (a contestant competing of the Mithral pendant).

DM Note: There are about a hundred Blackthorn warriors attacking Ketter's Hearth. The opponents listed are the group that the PCs happen to run into and battle. Other than that the fog of war rule is in place.

APL 2 (EL 6)

✚ **Bigsmash:** Male orc Bbn1/Ftr1; hp 26; *See Appendix One.*

✚ **Sparto:** Male gnoll Rgr2; hp 27; *See Appendix One.*

✚ **Rebub:** Female orc Clr2; hp 19; *See Appendix One.*

✚ **Durgo:** Male Orc Wiz2; hp 11; *See Appendix One.*

APL 4 (EL 8)

✚ **Bigsmash:** Male orc Bbn2/Ftr2; hp 48; *See Appendix One.*

✚ **Sparto:** Male gnoll Ftr2/Rgr2; hp 46; *See Appendix One.*

✚ **Rebub:** Female orc Clr4; hp 34; *See Appendix One.*

✚ **Durgo:** Male Orc Wiz4; hp 21; *See Appendix One.*

APL 6 (EL 10)

✚ **Bigsmash:** Male orc Bbn2/Ftr4; hp 70; *See Appendix One.*

✚ **Sparto:** Male gnoll Ftr2/Rgr3/OBw1; hp 62; *See Appendix One.*

✚ **Rebub:** Female orc Clr6; hp 48; *See Appendix One.*

✚ **Durgo:** Male Orc Wiz5/WWv1; hp 36; *See Appendix One.*

APL 8 (EL 12)

✚ **Bigsmash:** Male orc Bbn2/Ftr4/Eye2; hp 92; *See Appendix One.*

✚ **Sparto:** Male gnoll Ftr2/Rgr3/OBw3; hp 87; *See Appendix One.*

✚ **Rebub:** Female orc Clr7/WrP1; hp 63; *See Appendix One.*

✚ **Durgo:** Male Orc Wiz5/WWv3; hp 57; *See Appendix One.*

APL 10 (EL 14)

✚ **Bigsmash:** Male orc Bbn2/Ftr4/Eye4; hp 134; *See Appendix One.*

✚ **Sparto:** Male gnoll Ftr2/Rgr3/OBw5; hp 105; *See Appendix One.*

✚ **Rebub:** Female orc Clr7/WrP3; hp 79; *See Appendix One.*

✚ **Durgo:** Male Orc Wiz5/WWv5; hp 71; *See Appendix One.*

Tactics: By APL vs. the PCs. Allow the PCs as many rounds as the like to buff describing the Blackthorns cutting down townfolk and elves with gleeful abandon.

The party enters the combat at the top of the round getting a surprise round of the Bigsmash and his crew.

APL 2:

Bigsmash: Bigsmash wades into melee (already *enlarged*) with the biggest fighter type while raging (using his orc double axe as a two-handed weapon).

Sparto: Sparto targets elves then casters using Rapid Shot.

Rebub: Rebub (already *enlarged*) *blesse*s the party moving in to support Bigsmash with healing magic.

Durgo: Durgo cast *buzzing bee* on a caster forcing Concentration checks then supports Bigsmash with *ray of enfeeblement* and *grease* switching to scrolls when his spells are depleted.

Sparto, Rebub, and Durgo will use their alchemical items if the party proves hard to hit.

APL 4:

Bigsmash: Bigsmash wades into melee (already *enlarged*) with the biggest fighter type while raging (using his orc double axe as a two-handed weapon).

Sparto: Sparto targets elves then casters using Rapid Shot.

Rebub: Rebub (already *enlarged*) *blesse*s the party and then moves in to support Bigsmash with spells switching to melee as the situation warrants.

Durgo: Durgo will cast *buzzing bee* on a caster forcing Concentration checks then supports Bigsmash with a *sudden maximized ray of enfeeblement* on the biggest fighter-type switching to scrolls when his spells are depleted.

Sparto, Rebub, and Durgo will use their alchemical items if the party proves hard to hit.

APL 6

Bigsmash: Bigsmash wades into melee (already *enlarged*) with the biggest fighter type while raging Two-weapon fighting. He will switch to using his orc double axe as a two-handed weapon if he is having trouble hitting.

Sparto: Sparto targets elves first. He will then attempt to disarm melee opponents using his Ranged Disarm feat then attack casters using Rapid Shot.

Rebub: Rebub *blesses* the party and then moves in to support Bigsmash with spells switching to melee as the situation warrants

Durgo: Durgo releases the *blur* in his weave (affecting himself and Bigsmash) as a move action and *hastes* the others moving to support Bigsmash with a *sudden maximized ray of enfeeblement* on the biggest fighter-type, switching to scrolls when his spells are depleted.

Sparto, Rebub, and Durgo will use their alchemical items if the party proves hard to hit.

APL 8

Bigsmash: Bigsmash wades into melee (already *enlarged*) with the biggest fighter type while raging Two-weapon fighting. He will switch to using his orc double axe as a two-handed weapon if he is having trouble hitting.

Sparto: Sparto targets elves first with his *bane (elven)* bow. Note that he does not provoke attacks of opportunity for firing in melee. He then attempts to disarm melee opponents using his Ranged Disarm feat then attack casters using Rapid Shot.

Rebub: Rebub will use his Divine Power feat and move into melee with Bigsmash supporting with spells as the situation warrants. As a move action, Durgo release one spell from his weave per round (in the order listed) as his standard actions he will *haste* his group, then support with spells as needed switching to scrolls and wands when his spells are depleted.

Sparto, Rebub, and Durgo will use their alchemical items if the party proves hard to hit

APL 10

Bigsmash: Bigsmash wades into melee (already *enlarged*). This forces PCs within range to making saving throws due to the Intimidating Rage feat) with the biggest fighter type while raging Two-weapon fighting after attempting to blind his opponent with his blinding spittle. He will switch to using his orc double axe as a two-handed weapon if he is having trouble hitting.

Sparto: Sparto targets elves first with his *bane (elven)* bow. Note that he does not provoke attacks of opportunity for firing in melee. He then attempts to

disarm melee opponents using his Ranged Disarm feat or disrupt spellcasting using his ranged precision.

Rebub: Rebub has inflamed his trooped providing all others a +2 morale bonus against any *charm* or *fear* effect. He will then use the Divine Power feat and move into melee with Bigsmash supporting him with spells as the situation warrants. As a move action, Durgo release one spell from his weave per round (in the order listed) as his standard actions he will *haste* his group then support with spells as needed switching to scrolls and wands when his spells are depleted

Sparto, Rebub, and Durgo will use their alchemical items if the party proves hard to hit.

Treasure:

APL 2: Loot: 235 gp; Magic: 36 gp – *wand of resurgence* (5 charges) (6gp each), 3 *potions of cure light wounds* (12gp each), 3 *scrolls of cure light wounds* (6gp each), 1 *scroll of enlarge person* (2gp each), 2 *scrolls of magic missile* (4gp each), 1 *scroll of glitterdust* (12gp each).

APL 4: Loot: 300 gp; Magic: 225 gp – +1 *cloak of resistance* (83gp each), +1 *leather armor* (97gp each), *wand of resurgence* (5 charges) (6gp each), 3 *potions of cure light wounds* (12 gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of enlarge person* (2gp each), *scroll of glitterdust* (12gp each), 2 *scrolls of magic missile* (4gp each),

APL 6: Loot: 189 gp; Magic: 1556 gp – 3 +1 *cloaks of resistance* (250gp each), *gloves of ogre power* (333gp each), 2 +1 *rings of protection* (333gp each), *boots of striding and springing* (458gp each), *wand of resurgence* 95 charges) (6gp each), *wand of magic missiles* (CL5; 12 charges) (75gp each), 2 *potions of cure moderate wounds* (50gp each), *potion of cure light wounds* (4gp each), *potion of invisibility* (25gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of enlarge person* (2gp each), *scroll of glitterdust* (12gp each).

APL 8: Loot: 68 gp; Magic: 3956 gp – +1/+1 *orc double axe* (221gp each), +1 *hide armor* (97gp each), 4 +1 *cloaks of resistance* (333gp each), *gauntlets of ogre power* (333gp each), 4 +1 *rings of protection* (666gp each), 2 *gloves of dexterity +2* (666gp each), +1 *full plate* (220gp each), +1 *light wooden shield* (96gp each), *wand of resurgence* (5 charges) (6gp each), *boots of striding and springing* (458gp each), *headband of intellect +2* (333gp each), *wand of magic missile* (CL5, 12 charges) (75gp each), 3 *potions of cure moderate wounds* (75gp each), *potion of cure light wounds* (4gp each), *potion of invisibility* (25gp each), 3 *scroll of cure light wounds* (6gp each), *scroll of glitterdust* (12gp each), *scroll of enlarge person* (2gp each).

APL 10: Loot: 183 gp; Magic: 7548 gp – +1/+1 *orc double axe* (388gp each), +1 *hide armor* (97gp each), 4 +2 *cloaks of resistance* (666gp each), *gauntlets of ogre power* (333gp each), 3 +2 *rings of protection* (666gp each), 2 *amulets of health +2* (666gp each), *gloves of dexterity +2* (333gp each), +1 *studded leather armor* (97gp each), +1 *composite bane [elf] longbow* (+2 Str) (716gp each), +1 *full plate* (200gp each), 2 +1 *light wooden shield* (192gp each), +1 *light mace* (192gp each), *wand of resurgence* 95 charges) (6gp each), *periapt of wisdom +2* (333gp each), *boots of striding and springing* (458gp each), *amulet of health +4* (1333gp each), *headband of intellect +2* (333gp each), 6 *potions of cure moderate wounds* (150gp each), 2 *potions of cure light wounds* (6gp each), *potions of invisibility* (25gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of freedom of movement* (58gp each), *scroll of enlarge person* (2gp each), *scroll of glitterdust* (12gp each).

As the party strikes the final blow against their opponents they hear a series of birdcalls and the remaining Blackthorn forces are pelted with arrows from an elven war band that enters the fray.

Read or paraphrase the following:

As the body of your last opponent falls to the ground, the thunder of hooves from the southern tree line draws your attention. A patrol of Mounted Borderers breaks into the clearing, lancing leading, and slam into the Blackthorn lines. In the blink of an eye the tide of battle shifts and the Blackthorns are on the run.

After the battle, Master Sergeant Delger Coopersmith of the 3rd Company of the Mounted Borderers approaches the characters and addresses them.

“Well met. Who’s in charge ‘round here?”

The sheriff ambles up to the group (Any PC who played **VER6-01** *Discontent of Our Winter* recognizes him as Roscoe) and address the Mounted Borderer.

“I recon’ I is. What in the nine hells are y’all doin’ Here?”

“We came across their filthy camp about an hour ago and been tracking them ever since.” The man looks around at the devastation. “Shame we weren’t a couple hours faster, would have saved lots of lives.”

At this Roscoe’s checks color and his eyes become very hard. “Shame y’all didn’t stick around instead of

runnin’ off and takin’ all the food from these people last winter.”

The master sergeant looks stunned for a second before reply. “Good sir, we are the protectors of Verbobonc we do not steal from its citizens! How dare you!”

Roscoe cuts in. “How dare I? How dare you! You and your kind ain’t welcome ‘round here. Ifing I was y’all I’d be fixin’ to mosey down yonder before the situation gets unpleasant.”

At this the wounded townfolk begin to gather around the sheriff preparing for a fight. Master Sergeant Coopersmith mounts and orders his men to leave. Locking eyes with Roscoe and flatly stating “You haven’t heard the last of this sheriff.” Before riding off.

Development: It is entirely possible that one or more PCs may elect not to assist in the battle. The party may also elect to wait until the Blackthorns are done to attack them. If this happens adjust the opponent’s resources and hit points down by 25% and run the combat making sure to note the decision on the PCs AR. In any event the Blackthorns are driven back when the Mounted Borderers show up.

ENCOUNTER 7: TERRE VERTE

The party makes haste to the town of Terre Verte in the Gnarley. The journey is uneventful but the urgency of speed should be impressed upon the party. The party arrives at night after three days of hard travel.

As you approach the last small hill multi-colored lights can be seen just over the rise. Rainbow patterns and muffled chants fill the night air. Cresting the hill you are momentarily blinded by the flash of light erupting from the ground. Squinting you can just make out about a dozen humanoid forms standing in a circle holding hands and speaking arcane words. Off to the side you spot what must be the residents of TerreVert in a small pen guarded by a group of Elven Warriors. As the prism of light subsides. All of the town structures are gone—as if they never existed.

The elves are finishing the magical ritual. Upon completion the Gnarley quickly grows wild – consuming all non-organic (or man-made structures), including furniture, but leaving all living creatures unharmed. After the ritual the dozen or so elven wizards, along with Rygor, will inspect their handy work, congratulate each

other and begin teleporting away. A small group of elven warriors patrol the area to make sure the wizards are not disturbed. Once the ritual is completed they start to roughly herd the awe-struck townsfolk to the north.

Allow the PCs to make whatever perpetrations they wish before continuing.

A harsh elven voice barks a few orders and the guards begin to roughly herd the residents into lines where they are bound with rope. One of the older women shrugs off the elven guard and shouts something inaudible. The elf backhands the woman, sending her flying to the ground. Chuckling can be heard from the other elven guards as they shove the townsfolk towards the north.

Any PC that played **VER6-04 Sign of the Black Orchid** recognizes the wood elf who gave the order to kill the humans as Rygor. The elves are marching the townsfolk towards Ketter's hearth. At this point the party must decide what to do. They may attack the elves in an attempt to free what looks like prisoners or they may head back to Humming's End to report to Algernon or they may elect to head to Ketter's hearth in an attempt to meet up with the Blackthorns.

If the party chooses to attack the elves, then run to combat as written. Enterprising characters may want to track the elves and townsfolk to launch a surprise attack somewhere in route. Allow them to do so, adjudicating their plan to the best of your ability.

If they head to Sobanwych, proceed to **Encounter 9: Partners**.

If they elect to go to Ketter's Hearth they arrive too late. The combined forces of the town, elven warriors and the Mounted Borderers have already driven off the Blackthorns proceed to the **Conclusion**.

APL 2 (EL 6)

Ranji: Male elf (wood) Bbn1/Ftr1; hp 22; *See Appendix One.*

Larosen: Female elf (high) Rgr1/clr1; hp 15; *See Appendix One.*

Fergale: Female elf (high) Drd2; hp 15; *See Appendix One.*

Fang: Advanced wolf animal companion; hp 39; *See Appendix One.*

Gelmir: Male elf (gray) Sor2; hp 12; *See Appendix One.*

APL 4 (EL 8)

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr1; hp 41; *See Appendix One.*

Larosen: Female elf (high) Rgr1/clr3; hp 27; *See Appendix One.*

Fergale: Female elf (high) Drd4; hp 27; *See Appendix One.*

Fang: Advanced wolf animal companion; hp 57; *See Appendix One.*

Gelmir: Male elf (gray) Sor4; hp 20; *See Appendix One.*

APL 6 (EL 10)

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr1/Hex1; hp 64; *See Appendix One.*

Larosen: Female elf (high) Rgr1/clr4/SMI1; hp 39; *See Appendix One.*

Fergale: Female elf (high) Drd6; hp 39; *See Appendix One.*

Fang: Advanced wolf animal companion; hp 75; *See Appendix One.*

Gelmir: Male elf (gray) Sor6; hp 34; *See Appendix One.*

APL 8 (EL 12)

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr3/Hex1/WiR1; hp 83; *See Appendix One.*

Larosen: Female elf (high) Rgr1/clr4/SMI3; hp 51; *See Appendix 1.*

Fergale: Female elf (high) Drd8; hp 51; *See Appendix One.*

Fang: Advanced dire wolf animal companion; hp 83; *See Appendix One.*

Gelmir: Male elf (gray) Sor6/ELS2; hp 41; *See Appendix One.*

APL 10 (EL 14)

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr3/Hex1/WiR3; hp 103; *See Appendix One.*

Larosen: Female elf (high) Rgr1/clr4/SMI5; hp 63; *See Appendix One.*

Fergale: Female elf (high) Drd8; hp 63; *See Appendix One.*

Fang: Advanced dire wolf animal companion; hp 103; *See Appendix One.*

Gelmir: Male elf (gray) Sor6/ELS4; hp 51; *See Appendix One.*

Tactics: The elves abandon the humans (who proceed to flee or huddle together as appropriate) to engage the party. The elves avoid attacking other elves to the point of not using area of affect spells if they would be included in

the blast until that character draws blood on them at which point they are fair game.

Tactics by APL:

APL 2:

Ranji: Ranji rages and moves to engage human characters in melee. He always chooses to attack humans over other races unless it is ill-advised (i.e. it would provoke an attack of opportunity or leave the casters unprotected)

Larosen: She *blesses* the party on the 1st round, then moves to support Ranji with healing and spells while being mindful of an opportunity to *entangle* multiple opponents. If out of spells (and scrolls), Larosen draws her longsword and aids Ranji in melee.

Ferngale: Ferngale looks for an opportunity to *entangle* as soon as possible so as to separate and slow down opponents. She then uses her alchemist items to aid Fang entering melee as a last resort.

Gelmir: Gelmir casts *buzzing bee* on any obvious spellcasters. He then looks to hamper fighters with *ray of enfeeblement*. Finally, he switches to the longbow when he is out of spells and alchemical items.

APL 4:

Ranji: Ranji rages and moves to engage human characters in melee. He always chooses to attack humans over other races unless it is ill-advised (i.e. it would provoke an attack of opportunity or leave the casters unprotected)

Larosen: She *blesses* the party on the 1st round and then moves to support Ranji with healing and spells while being mindful of an opportunity to *entangle* multiple opponents. If out of spells (and scrolls), Larosen draws her longsword and aid Ranji in melee.

Ferngale: Ferngale casts *bear's endurance* on Fang, and then looks for an opportunity to cast *entangle* and *wall of smoke* as soon as possible to separate and slow down her opponents. She then uses her alchemist items to aid Fang, entering melee as a last resort.

Gelmir: Gelmir casts *buzzing bee* on any obvious spellcasters. He then looks to hamper fighters with *ray of enfeeblement* before switching to *scorching ray*. He switches to the longbow if out of spells and alchemical items.

APL 6:

Ranji: Ranji delays for a *blur* spell from Larosen, drinks his *potion of fly*, rages, and then positions himself to get a full attack on human characters. He always chooses to attack humans over other races unless it is ill-advised (i.e. it would provoke an attack of opportunity or leave the casters unprotected). He does not hesitate to use his alchemical items if the situation warrants.

Larosen: She casts *blur* on Ranji in the 1st round, followed by *prayer* on the second while moving to support. She is mindful of an opportunity to cast *entangle* on multiple opponents. If a particular opponent appears "buffed" with spells she targets him with a *dispel magic*. If out of spells (and scrolls), Larosen draws her longsword and aids Ranji in melee.

Ferngale: Already in bird wildshape, Ferngale casts *bear's endurance* on Fang then looks to cast *spike growth*, *entangle* and *wall of smoke* as soon as possible to separate and slow down her opponents. She then uses *poison* and her alchemist items to aid Fang, reverting to humanoid and entering melee with a *flame blade* as a last resort.

Gelmir: Gelmir casts *mirror image* then look to hamper fighters with *empowered rays of enfeeblement* or catching multiple opponents in a *lightning bolt* before switching to *scorching rays*. He then switches to the longbow if out of spells and alchemical items.

APL 8:

Ranji: Ranji delays for a *blur* spell from Larosen, drink a *potion of fly*, rages and positions himself to get a full attack on human characters using his Hammer's Edge feat to knock them prone (with a preference for spellcasting targets). He always chose to attack humans over other races unless it is ill-advised (i.e. it would provoke an attack of opportunity or leave the casters unprotected). He does not hesitate to use his alchemical items if the situation warrants.

Larosen: She casts *blur* on Ranji in the 1st round, followed by *prayer* in the 2nd round while moving to support. She is mindful of an opportunity to *entangle* multiple opponents. If a particular opponent appears buffed with spells, she targets him with *dispel magic*. If out of spells (and scrolls), Larosen draws her longsword and aids Ranji in melee. Larosen will not hesitate to use a *dimension door* to move Ranji next to a human cast so he can full attack.

Ferngale: Already in bird wildshape, Ferngale casts *bear's endurance* on Fang then look for an opportunity to cast *spike growth*, *entangle* and *wall of smoke* as soon as possible to separate and slow down opponents. She then

uses area of affect spells to damage as many opponents as possible. She uses *poison* and her alchemist items to aid Fang, reverting to humanoid and entering melee with a *flame blade* as a last resort. **Note:** At this level Fang receives multiple attacks.

Gelmir: Gelmir casts *mirror image* then looks to hamper fighters with *empowered rays of enfeeblement* or catching multiple opponents in a *lightning bolt* before switching to *scorching rays*. If any opponent seems to have multiple spell effects active, he targets them with *dispel magic*. He switches to longbow if out of spells and alchemical items.

APL 10:

Ranji: Ranji delays for a *blur* spell from Larosen, drinks a *potion of fly*, rages, and positions himself for a full attack on human characters using his Hammer's Edge feat to knock them prone (with a preference for spellcasting targets). He always attacks humans over other races unless it is ill-advised (i.e. it would provoke an attack of opportunity or leave the casters unprotected). He does not hesitate to use his alchemical items if the situation warrants.

Larosen: She cast *wall of thorns* to split opponents then *blurs* Ranji. She then casts *fly* to take to the air and support Ranji. If a particular opponent appears buffed with spells she targets that opponent with *dispel magic*. If out of spells (and scrolls), Larosen draws her longsword and aids Ranji in melee. Larosen does not hesitate to use *dimension door* to move Ranji next to a human caster (even into the *wall of thorns* as their *freedom of movement* spells protect them) so he can full attack.

Ferngale: Already in bird wildshape, Ferngale *rapid summons* 1d3 dire wolves (which appear at the end of her current turn - NOT the beginning of her next) followed by *animal growth* on the summoned dire wolves on her next turn before looking to cast *spike growth*, *briar web* and *wall of smoke* as soon as possible to separate and slow down her opponents. She uses her area of affect spells to damage as many opponents as possible. She uses *poison* and her alchemist items to aid Fang, reverting to humanoid and entering melee with *flame blade* as a last resort. The wolves, lead by Fang, team up on one opponent to bring him down as quickly as possible.

Gelmir: Gelmir casts *greater dimension door* (moving around the battlefield each round to stay out of harm's way) then looks to catch multiple opponents in an *empowered lightning bolt* (sculpting it as needed) before switching to *empowered scorching rays* and/or

empowered rays of enfeeblement. If any opponents seem to have multiple spell effects, he targets them with *dispel magic*. He switches to longbow if out of spells and alchemical items.

Combat Modifiers:

Due to the amount of magical energies released by the elven ritual, casting spells is a bit risky. Any spell cast has a chance to be effected by this energy and produce random result.

All spellcasters roll percentile dice and reference the chart below. Characters may add their Spellcraft bonuses to the results of the roll.

Lawful casters receive a +5 bonus to the rolls while chaotic casters receive a -5. Any caster with levels in Wild Mage takes a +15 to the roll. (All bonuses and penalties stack)

| Percentage | Effect |
|------------|--|
| 0-5 | Backlash: The caster must succeed on a fort save (equal to the spell DC) or be stunned for one round. |
| 6-15 | Spell fails: The spell is still lost from memory. |
| 16-25 | Random Creature: The spell affects a random creature within 100 ft. radius |
| 26-35 | Diminished spell: The spell is cast at half caster level. |
| 36-85 | Normal: Spell is cast normally |
| 86-90 | Enhanced Level: The spell is cast at +3 caster levels. |
| 91-95 | Healing Spell: The caster heals 1 hit point per spell level of the spell cast |
| 96-100+ | The spell is not lost from memory |

Development: Characters that attack the elves receive the **Marked for death** award on the AR. Members of the Elven Clans of the Gnarley Forest that attack the elves for lethal damage receive the **Wethrinaer (Deceitful Traitor)** award on the AR.

Proceed to **Encounter 9: Partners**

Treasure:

APL 2: Loot: 97 gp; Magic: 36 gp – *wand of resurgence* (5 charges) (6gp each), 3 *potions of cure light wounds* (12gp each), 4 *scrolls of cure light wounds* (8gp each), *scroll of detect magic* (1gp each), *scroll of magic*

missile (2gp each), *scroll of color spray* (2gp each), *scroll of remove fear* (2gp each), *scroll of faerie fire* (2gp each).

APL 4: Loot: 431 gp; Magic: 800 gp – *+1 chain shirt* (104gp each), *+1 studded leather armor* (97gp each), *+1 light wooden shield* (250gp each), *wand of resurgence* (5 charges) (6gp each), *+1 hide armor* (97gp each), *pearl of power (Ist)* (83gp each), 2 *potions of cure light wounds* (8gp each), *potion of cure moderate wounds* (12gp each), *potion of remove blindness* (31gp each), *potion of remove paralysis* (12gp each), *potion of remove curse* (31gp each), 4 *scrolls of cure light wounds* (8gp each), 2 *scrolls of cure moderate wounds* (25gp each), *scroll of faerie fire* (2gp each), *scroll of entangle* (2gp each), *scroll of magic missile* (2gp each), *scroll of blur* (12gp each), *scroll of detect magic* (1gp each), *scroll of hold person* (12gp each).

APL 6: Loot: 283 gp; Magic: 2270 gp – *+1 chain shirt* (104gp each), 3 *+1 ring of protection* (500gp each), 2 *+1 longswords* (385gp each), *+1 leather armor* (96gp each), 2 *+1 light wooden shields* (192gp each), 3 *+1 cloaks of resistance* (250gp each), *pearl of power (Ist)* (83gp each), *wand of resurgence* (5 charges) (6gp each), *+1 hide armor* (97gp each), *periapt of wisdom +2* (333gp each), *potion of cure moderate wounds* (25gp each), *potion of fly* (62gp each), *scroll of remove blindness* (31gp each), *scroll of remove paralysis* (12gp each), *scroll of remove curse* (31gp each), 4 *scrolls of cure moderate wounds* (50gp each), *scroll of cure serious wounds* (31gp each), 2 *scrolls of cure light wounds* (4gp each), *scroll of faerie fire* (2gp each), *scroll of enlarge person* (2gp each), *scroll of resist energy* (12gp each), *scroll of lesser restoration* (12gp each), *scroll of detect magic* (1gp each), *scroll of magic missile* (2gp each), *scroll of blur* (14gp each), *scroll of hold person* (14gp each).

APL 8: Loot: 218 gp; Magic: 5387 gp – *+1 chain shirt* (104gp each), 3 *+1 rings of protection* (500gp each), 3 *+1 longswords* (578gp each), *+1 light hammer* (191gp each), 4 *+2 cloaks of resistance* (1333gp each), *gloves of ogre power* (333gp each), 2 *amulets of health +2* (666gp each), *+1 studded leather armor* (97gp each), 2 *+1 light wooden shields* (192gp each), *pearl of power (Ist)* (83gp each), *boots of striding and springing* (458gp each), *wand of resurgence* (5 charges) (6gp each), *+1 hide armor* (97gp each), *periapt of wisdom +2* (333gp each), 2 *potions of cure moderate wounds* (50gp each), *potion of fly* (62gp each), *potion of remove blindness* (62gp each), *scrolls of remove blindness* (12gp each), *scroll of remove paralysis* (12gp each), *scroll of remove curse* (12gp each), 4 *scrolls of cure moderate wounds* (50gp each), *scroll of cure serious wounds* (31gp each), 2 *potions of cure light wounds* (4gp each), *scroll of faerie fire* (2gp each), *scroll of entangle* (2gp each), *scroll of lesser restoration* (12gp each), *scroll of resist energy* (12gp each), *scroll of magic missile* (2gp each), *scroll of detect magic* (1gp each),

scroll of hold person (12gp each), *scroll of blur* (12gp each).

APL 10: Loot: 239 gp; Magic: 7167 gp – *+1 chainshirt* (104gp each), 4 *+2 rings of protection* (1333gp each), 3 *+1 longswords* (578gp each), *+1 light hammer* (191gp each), *amulet of health +4* (1333gp each), *gauntlets of ogre power* (333gp each), 3 *+2 cloaks of resistance* (500gp each), *+1 leather armor* (97gp each), 2 *+1 light wooden shields* (192gp each), *boots of striding and springing* (458gp each), *glove of dexterity +2* (333gp each), 2 *periapts of wisdom +2* (666gp each), *wand of resurgence* (5 charges) (6gp each), *pearl of power (Ist)* (83gp each), *+1 hide armor* (97gp each), *amulet of health +2* (333gp each), 2 *potions of cure moderate wounds* (50gp each), *potion of fly* (62gp each), *potion of remove blindness* (31gp each), *scrolls of remove blindness* (12gp each), 4 *scrolls of cure moderate wounds* (50gp each), *scroll of cure serious wounds* (31gp each), 4 *scrolls of cure light wounds* (8gp each), *scroll of faerie fire* (2gp each), *scroll of lesser restoration* (12gp each), *scroll of resist energy* (12gp each), *scroll of magic missile* (2gp each), *scroll of detect magic* (1gp each), *scroll of hold person* (12gp each), *scroll of blur* (12gp each).

ENCOUNTER 8: AN OFFER YOU CAN'T REFUSE

The party returns to Sobanwych where they meet with Algernon and fill him in on all that has happened. He listens intently to the information and assures them that he will waste no time informing the other towns in the Gnarlery and the Viscount.

If they party managed to recover his goods he will offer then he is very pleased and offers to assist the characters the next time they wish to sell an item. They receive the **Favor of Algernon Tuck** reward on the AR. In addition, they receive the items mark with an asterisk (*) in the items found section.

Any PC that successfully deciphers the coded note and is brave/dumb enough to mention it to Algernon provokes the following dialogue after the Mayor asks the other PCs to wait outside:

“You, my friend, have some very valuable information. Information I would rather remain secret.” A warm smile spreads across his face. “You have shown great resourcefulness and that is a quality I can use. I’m going to lay my cards on the table. The family is done. Some new blood is taking over and you have an opportunity to be ahead of the wave of

inevitable change. So what do you say? Are you up for it?"

Algernon is asking the character to join the Alliance. He gives them a chance to reconsider if they refuse.

"Loyalty, I admire that in a person and I really do like the stuff you're made of so I'm going to do something I normally do not. I'm going to give you chance to reconsider your answer. So let me ask you again. Are you with us?"

The character may make a DC 5 Sense Motive check to realize that Algernon is very serious but hopeful.

Acceptance: Read the following the Family member accepts the offer:

"Great! I look forward to working with you. It goes without saying that if the dam leaks we'll have to plug the hole so welcome aboard. This alliance will be profitable for both of us. "

Refusal: Read the following if the Family member refuses the offer:

"I'm really sorry to hear that. It's disappointing that we cannot be friends. Well good luck. I don't guess we'll be seeing each other again."

Any PC who refuses Algernon's offer receives the **Disappointment of Algernon** award on the AR.

PCs who accept his offer receive the **In on the Ground Floor** award on the AR.

ENCOUNTER 9: PARTNERS

This encounter only occurs if the party went to TerreVert and witnesses the destruction performed by the elves. Algernon is a shrewd business man and recognizes an opportunity to make money when he hears it. If the party relays the story of what happened to the town he will be very interested in an item of such power and make the following offer:

"Well then, it seems that our neighbors have a very powerful weapon. I'm sure that many people would like to have such an item at their disposal. I would be interested in acquiring such an item...for the good of the Viscounty of course. I would appreciate your silence on the matter of its existence. If you do this for me I would be willing to do something for you. What do you say? Are we partners?"

Algernon reaches into a drawer and places a large velvet sack on his desk. "If we're partners I feel it is my obligation to share these with you."

The sack contains 200 x APL (per PC) in gems. He is offering to buy their silence. This decision has to be a unanimous one by all PCs at the table. If one party member refuses to keep silence none of them receive the gems. The party may not conference privately. They all must make their choice immediately.

It is possible for the PCs to bluff Algernon with a successful Bluff check DC 15+APL. (each PC must attempt his own skill check) If any PC attempts to bluff his and fails still receives the gems but does not receive the **favour of Algernon** Tuck but do get the **Lied to Algernon Award** on the AR

If the table agrees award them the gems and the **favour of Algernon Tuck**.

If the table declines his offer he is disappointed but respects their decision. They do not receive the gems or the favour. They do receive the **Decline Algernon's offer** on the AR.

Any PC that agrees to keep the secret but is unable to sway his fellow party members receives the **Favor of Algernon** but not the gems.

CONCLUSION

There are several possible conclusions that can result from this adventure. Read each of the following paragraphs with a TRUE **bold and underlined** statement.

The party recovered the missing goods:

Algernon is pleased that you have recovered the missing shipment of statues. True to his word, he pays you the agreed-upon fee. In addition, with his connections in the shipping industry, the wily halfling manages to procure a few additional items in which you might be interested in purchasing.

The party failed to recover the missing goods:

Algernon nods as you relate the tale of how you were unable to recover his missing goods. Disappointment lines his face as he thanks you for your efforts and pays you the agreed-upon fee.

The party discovered the orcish camp

No one could have expected that a simple investigation into missing statues could have uncovered an orcish horde from Blackthorn.

The party discovered the Elven Note

Knowledge of a massing elven warband preparing to strike the town of Terre Verte has surprised you, creating an impossible situation where no outcome seems preferable. It has been distressing to learn that the former allies of the Viscounty hold the land in such contempt.

The party went to Ketter's Hearth and defeated the Blackthorn horde:

The choice to help defend Ketter's Hearth from the Blackthorn horde proved costly, but the orcish defeat would not have been possible without your assistance. However, the knowledge that citizens of the town hold the Viscounty in such contempt has all but eliminated any joy in victory. Whether this position is due to the new presence of elven clansmen residing in Ketter's Heath is unknown, but it surely cannot be helping the situation.

The party went to Ketter's Hearth and failed to defeat the Blackthorn horde.

The choice to help defend Ketter's Hearth from the Blackthorn horde proved costly, and your bitter defeat is only compounded by the knowledge that citizens of the town hold the Viscounty in such contempt. Whether this position is due to the new presence of elven clansmen residing in Ketter's Heath is unknown, but it surely cannot be helping the situation.

The party attacked the elves at Terre Verte:

The choice to engage the elves during their magical assault of Terre Verte proved costly. Regardless of whether you consider it success or defeat, the pain is only exacerbated by the utter shock that the town of Terre Verte no longer exists – having been swallowed in whole by the great forest. Whatever chance for peace between the two peoples seems to have been lost.

The party did not go to Ketter's Hearth:

In the aftermath of your adventure, you have learned that Ketter's Hearth suffered great casualties at the hands of a horde Blackthorn orcs. Such knowledge, however, seems to pale in comparison when you learn that the town's citizens hold the Viscounty in such contempt. Whether this position is due to the new presence of elven clansmen residing in Ketter's

Heath is unknown, but it surely cannot be helping the situation.

The party did not go to TerreVerte:

The news has spread like wildfire that the town of Terre Verte is gone, having been swallowed whole by the great forest. In hand with this news are rumors that the Elven Clans of the Gnarley Forest used powerful magic to effect this change. Though the former citizens of Terre Verte seem fine, the horror in their eyes tells the tale of what happened far better than any hearsay or innuendo.

Continue from here:

It seems that the seeds sown by winter's discontent have blossomed in full glory during the spring and summer of the year.

The elves – once allies against a common foe – have declared their anger against Verbobonc. And the citizens, once loyal to the Viscount, cry out in frustration against injustices both real and imagined.

It seems that lines are being drawn. Allegiances are being tested. And the only thing certain is that nothing is certain in these troubled times.

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 PC.

Encounter 2

Survive the crocodile attack

| | |
|--------|--------|
| APL 2 | 90 XP |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |

Encounter 4

Recover the hijacked goods

| | |
|--------|--------|
| APL 2 | 120 XP |
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

Encounter 6

Defeat the Blackthorn raiding party

| | |
|--------|--------|
| APL 2 | 180 XP |
| APL 4 | 240 XP |
| APL 6 | 300 XP |
| APL 8 | 360 XP |
| APL 10 | 420 XP |

Encounter 7

Defeat the elves

| | |
|--------|--------|
| APL 2 | 180 XP |
| APL 4 | 240 XP |
| APL 6 | 300 XP |
| APL 8 | 360 XP |
| APL 10 | 420 XP |

Story Award

Return the good to Algernon

| | |
|--------|-------|
| APL 2 | 20 XP |
| APL 4 | 35 XP |
| APL 6 | 50 XP |
| APL 8 | 65 XP |
| APL 10 | 80 XP |

Discretionary roleplaying award

| | |
|--------|--------|
| APL 2 | 40 XP |
| APL 4 | 70 XP |
| APL 6 | 100 XP |
| APL 8 | 130 XP |
| APL 10 | 160 XP |

Total possible experience:

| | |
|--------|----------|
| APL 2 | 450 XP |
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1,125 XP |
| APL 10 | 1,350 XP |

TREASURE SUMMARY

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1: Introduction

APL 2: Coin: 20 gp.

APL 4: Coin: 40 gp.

APL 6: Coin: 60 gp.

APL 8: Coin: 80 gp.

APL 10: Coin: 100 gp

Encounter 4: Blackthorn Camp

APL 2: Loot: 12 gp; Magic: 166 gp – 8 *safewing emblems* (166 gp each).

APL 4: Loot: 226 gp; Magic: 200 gp – 8 *safewing emblems* (166 gp each); 8 potions of *cure light wounds* (33 gp each).

APL 6: Loot: 744 gp; Magic: 900 gp – 8 *safewing emblems* (166 gp each), 4 *+1 rings of protection* (666 gp each), 16 *potions of cure light wounds* (66 gp each)

APL 8: Loot: 221 gp; Magic: 6431 gp – 4 *+1 composite longbows* (866 gp each), *+1 falchions* (786 gp each), 8 *safewing emblems* (166 gp each), *+1 studded leather armor* (391 gp each), 4 *+1 leather armor* (386 gp each), 4 *+1 studded leather armor* (391gp each), 4 *gauntlets of ogre power* (1333gp each), 4 *amulet of health +2* (1333gp each), 4 *+1 ring of protection* (666gp each), 24 *potions of cure light wounds* (100gp each), 8 *potions of*

barkskin (200gp each), 8 *potions of cure moderate wounds* (200gp each).

APL 10: Loot: 104 gp; Magic: 7167 gp – 4 *+I falchions* (786gp each), 4 *+I leather armor* (391gp each), 8 *safewing emblems* (166gp each), 4 *gauntlets of ogre power* (1333gp each), 4 *amulet of health +2* (133gp each), 4 *+I ring of protection* (666gp each), 4 *+I composite longbow* (+2 Str) (866gp each), 4 *+I leather armor* (386gp each), 16 *potions of cure light wounds* (66gp each), 8 *potions of cure moderate wounds* (200gp each), 8 *potions of barkskin* (200gp each).

Encounter 6: Ketter's Hearth

Treasure:

APL 2: Loot: 235 gp; Magic: 36 gp – *wand of resurgence* (5 charges) (6gp each), 3 *potions of cure light wounds* (12gp each), 3 *scrolls of cure light wounds* (6gp each), 1 *scroll of enlarge person* (2gp each), 2 *scrolls of magic missile* (4gp each), 1 *scroll of glitterdust* (12gp each).

APL 4: Loot: 300 gp; Magic: 225 gp – *+I cloak of resistance* (83gp each), *+I leather armor* (97gp each), *wand of resurgence* (5 charges) (6gp each), 3 *potions of cure light wounds* (12 gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of enlarge person* (2gp each), *scroll of glitterdust* (12gp each), 2 *scrolls of magic missile* (4gp each),

APL 6: Loot: 189 gp; Magic: 1556 gp – 3 *+I cloaks of resistance* (250gp each), *gloves of ogre power* (333gp each), 2 *+I rings of protection* (333gp each), *boots of striding and springing* (458gp each), *wand of resurgence* (95 charges) (6gp each), *wand of magic missiles* (CL5; 12 charges) (75gp each), 2 *potions of cure moderate wounds* (50gp each), *potion of cure light wounds* (4gp each), *potion of invisibility* (25gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of enlarge person* (2gp each), *scroll of glitterdust* (12gp each).

APL 8: Loot: 68 gp; Magic: 3956 gp – *+I/+I orc double axe* (221gp each), *+I hide armor* (97gp each), 4 *+I cloaks of resistance* (333gp each), *gauntlets of ogre power* (333gp each), 4 *+I rings of protection* (666gp each), 2 *gloves of dexterity +2* (666gp each), *+I full plate* (220gp each), *+I light wooden shield* (96gp each), *wand of resurgence* (5 charges) (6gp each), *boots of striding and springing* (458gp each), *headband of intellect +2* (333gp each), *wand of magic missile* (CL5, 12 charges) (75gp each), 3 *potions of cure moderate wounds* (75gp each), *potion of cure light wounds* (4gp each), *potion of invisibility* (25gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of glitterdust* (12gp each), *scroll of enlarge person* (2gp each).

APL 10: Loot: 183 gp; Magic: 7548 gp – *+I/+I orc double axe* (388gp each), *+I hide armor* (97gp each), 4 *+2*

cloaks of resistance (666gp each), *gauntlets of ogre power* (333gp each), 3 *+2 rings of protection* (666gp each), 2 *amulets of health +2* (666gp each), *gloves of dexterity +2* (333gp each), *+I studded leather armor* (97gp each), *+I composite bane [elf] longbow* (+2 Str) (716gp each), *+I full plate* (200gp each), 2 *+I light wooden shield* (192gp each), *+I light mace* (192gp each), *wand of resurgence* (95 charges) (6gp each), *periapt of wisdom +2* (333gp each), *boots of striding and springing* (458gp each), *amulet of health +4* (1333gp each), *headband of intellect +2* (333gp each), 6 *potions of cure moderate wounds* (150gp each), 2 *potions of cure light wounds* (6gp each), *potion of invisibility* (25gp each), 3 *scrolls of cure light wounds* (6gp each), *scroll of freedom of movement* (58gp each), *scroll of enlarge person* (2gp each), *scroll of glitterdust* (12gp each).

Encounter 7: Terre Verte

APL 2: Loot: 97 gp; Magic: 36 gp – *wand of resurgence* (5 charges) (6gp each), 3 *potions of cure light wounds* (12gp each), 4 *scrolls of cure light wounds* (8gp each), *scroll of detect magic* (1gp each), *scroll of magic missile* (2gp each), *scroll of color spray* (2gp each), *scroll of remove fear* (2gp each), *scroll of faerie fire* (2gp each).

APL 4: Loot: 431 gp; Magic: 800 gp – *+I chain shirt* (104gp each), *+I studded leather armor* (97gp each), *+I light wooden shield* (250gp each), *wand of resurgence* (5 charges) (6gp each), *+I hide armor* (97gp each), *pearl of power (1st)* (83gp each), 2 *potions of cure light wounds* (8gp each), *potion of cure moderate wounds* (12gp each), *potion of remove blindness* (31gp each), *potion of remove paralysis* (12gp each), *potion of remove curse* (31gp each), 4 *scrolls of cure light wounds* (8gp each), 2 *scrolls of cure moderate wounds* (25gp each), *scroll of faerie fire* (2gp each), *scroll of entangle* (2gp each), *scroll of magic missile* (2gp each), *scroll of blur* (12gp each), *scroll of detect magic* (1gp each), *scroll of hold person* (12gp each).

APL 6: Loot: 283 gp; Magic: 2270 gp – *+I chain shirt* (104gp each), 3 *+I ring of protection* (500gp each), 2 *+I longswords* (385gp each), *+I leather armor* (96gp each), 2 *+I light wooden shields* (192gp each), 3 *+I cloaks of resistance* (250gp each), *pearl of power (1st)* (83gp each), *wand of resurgence* (5 charges) (6gp each), *+I hide armor* (97gp each), *periapt of wisdom +2* (333gp each), *potion of cure moderate wounds* (25gp each), *potion of fly* (62gp each), *scroll of remove blindness* (31gp each), *scroll of remove paralysis* (12gp each), *scroll of remove curse* (31gp each), 4 *scrolls of cure moderate wounds* (50gp each), *scroll of cure serious wounds* (31gp each), 2 *scrolls of cure light wounds* (4gp each), *scroll of faerie fire* (2gp each), *scroll of enlarge person* (2gp each), *scroll of resist energy* (12gp each), *scroll of lesser restoration* (12gp

each), *scroll of detect magic* (1gp each), *scroll of magic missile* (2gp each), *scroll of blur* (14gp each), *scroll of hold person* (14gp each).

APL 8: Loot: 218 gp; Magic: 5387 gp – +1 *chain shirt* (104gp each), 3 +1 *rings of protection* (500gp each), 3 +1 *longswords* (578gp each), +1 *light hammer* (191gp each), 4 +2 *cloaks of resistance* (1333gp each), *gloves of ogre power* (333gp each), 2 *amulets of health +2* (666gp each), +1 *studded leather armor* (97gp each), 2 +1 *light wooden shields* (192gp each), *pearl of power (1st)* (83gp each), *boots of striding and springing* (458gp each), *wand of resurgence* (5 charges) (6gp each), +1 *hide armor* (97gp each), *periapt of wisdom +2* (333gp each), 2 *potions of cure moderate wounds* (50gp each), *potion of fly* (62gp each), *potion of remove blindness* (62gp each), *scrolls of remove blindness* (12gp each), *scroll of remove paralysis* (12gp each), *scroll of remove curse* (12gp each), 4 *scrolls of cure moderate wounds* (50gp each), *scroll of cure serious wounds* (31gp each), 2 *potions of cure light wounds* (4gp each), *scroll of faerie fire* (2gp each), *scroll of entangle* (2gp each), *scroll of lesser restoration* (12gp each), *scroll of resist energy* (12gp each), *scroll of magic missile* (2gp each), *scroll of detect magic* (1gp each), *scroll of hold person* (12gp each), *scroll of blur* (12gp each).

APL 10: Loot: 239 gp; Magic: 7167 gp – +1 *chainshirt* (104gp each), 4 +2 *rings of protection* (1333gp each), 3 +1 *longswords* (578gp each), +1 *light hammer* (191gp each), *amulet of health +4* (1333gp each), *gauntlets of ogre power* (333gp each), 3 +2 *cloaks of resistance* (500gp each), +1 *leather armor* (97gp each), 2 +1 *light wooden shields* (192gp each), *boots of striding and springing* (458gp each), *glove of dexterity +2* (333gp each), 2 *periapts of wisdom +2* (666gp each), *wand of resurgence* (5 charges) (6gp each), *pearl of power (1st)* (83gp each), +1 *hide armor* (97gp each), *amulet of health +2* (333gp each), 2 *potions of cure moderate wounds* (50gp each), *potion of fly* (62gp each), *potion of remove blindness* (31gp each), *scrolls of remove blindness* (12gp each), 4 *scrolls of cure moderate wounds* (50gp each), *scroll of cure serious wounds* (31gp each), 4 *scrolls of cure light wounds* (8gp each), *scroll of faerie fire* (2gp each), *scroll of lesser restoration* (12gp each), *scroll of resist energy* (12gp each), *scroll of magic missile* (2gp each), *scroll of detect magic* (1gp each), *scroll of hold person* (12gp each), *scroll of blur* (12gp each).

Encounter 9: Partners

- APL 2:** Coin: 400 gp.
- APL 4:** Coin: 800 gp.
- APL 6:** Coin: 1200 gp.
- APL 8:** Coin: 1600 gp.

APL 10: Coin: 2000 gp

Total Possible Treasure

APL 2: Loot: 344 gp; Coin: 20 gp; Magic: 238 gp;
Total: 584 gp.

APL 4: Loot: 957 gp; Coin: 40 gp; Magic: 1255 gp;
Total: 2252 gp.

APL 6: Loot: 1216 gp; Coin: 60 gp; Magic: 4726 gp;
Total: 6002 gp.

APL 8: Loot: 507 gp; Coin: 80 gp; Magic: 15774 gp;
Total: 16361 gp.

APL 10: Loot: 526 gp; Coin: 100 gp; Magic: 21882 gp;
Total: 22508 gp.

REWARD NOTES:

Crocodile hide Boots: This is awarded if the party defeats one or more crocodiles in Encounter Two.

In on the Ground Floor: This is awarded to individual PCs that accept Algernon's offer to join the Alliance.

Marked for Death: This is awarded if the party engages the elves in combat in Encounter Seven and slays one or more elves.

Mage Ring's Enhancement: This is awarded if PCs recover the broken statue from Encounter Three.

Gnomish Statues: This is awarded if the party recovers the gnomish statues from the Blackthorn camp in Encounter Four.

Favor of Algernon Tuck: This is awarded if the party recovers the gnomish statues from the Blackthorn camp in Encounter Four.

Disappointment of Algernon Tuck: This is awarded to individual PCs that are members of the Battirovka Family and do not accept Algernon's invitation to join the Alliance.

Declined Algernon Tuck's Offer: This is awarded to individual PCs if they witnessed the destruction of Terre Verte and declined Algernon's request for silence.

Lied to Algernon: This is awarded to individual PCs that attempted and failed to lie to Algernon regarding the events at Terre Verte.

Lle homla ve' edani: This is awarded to PCs that engaged the elves at Terre Verte but did not kill any of them. If a PC already has **Lle homla ve' edani** (such as from *VER6-*

04: *Sign of the Black Orchid*), they instead receive **Wethrinaer**.

Wethrinaer: This is awarded to members of the Elven Clans that engaged the elves at Terre Verte.

APPENDIX 1: APL 2

ENCOUNTER 6: KETTER'S HEARTH

Bigsplash: Male Orc Bbn1/Ftr1; CR 2; Medium humanoid (Orc); HD 1d10+1d12+6; hp 26; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 dex), touch 12, flat-footed 13; Base Atk +2; Grp+6; Atk +6 melee (1d8+6/x3, orc double axe) or +6 melee (1d8+6/x3, battleaxe) or +4 ranged (1d8/x3, composite longbow); Full Atk +6 melee (1d8+6/x3, orc double axe) or +6 melee (1d8+6/x3, battleaxe) or +4 ranged (1d8/x3, composite longbow); SA Rage 1/day; SQ Darkvision 60ft., fast movement; AL NE; SV Fort +7, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 6;

Skills and Feats: Climb +3, Intimidate +3, Jump +3, Listen +2, Survival +2; Exotic Weapon Proficiency [orc double axe], Power Attack.

Power-Up Suite (Rage + enlarge): hp 30; AC 11, touch 9, flat-footed 12; Grp +13; Full Atk +8 melee (2d6+10/x3, orc double axe) or +8 melee (2d6+10/x3, battleaxe) or +4 ranged (2d6/x3, composite longbow) or +8 melee (1d6+7/19-20 x2, dagger); SV: Fort +9, Ref +1, Will +2; Str 24, Dex 12, Con 20.

Possessions: orc double axe, composite longbow, 20 arrows, dagger (2), battleaxe, hide armor, backpack, *potion cure light wounds* (2).

Sparto: Male Gnoll Rgr2; CR 3; Medium humanoid (gnoll); HD 4d8+6; hp 27; Init +3; Spd 30 ft/x4; AC 16 (+3 armor, +3 dex), touch 13, flat-footed 13; Base Atk +3; Grp+5; Atk +6 ranged (1d8+2/x3, mighty composite longbow) or +5 melee (1d8+2, morningstar); Full Atk +4/+4 ranged (1d8+2/x3, mighty composite longbow) or +5 melee (1d8+2, morningstar); SA Combat style [archery-Rapid Shot]; SQ darkvision 60ft, favored enemy +2 [elf], wild empathy; AL LE; SV Fort +9, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Craft (bowmaking) +5, Knowledge (nature) +3, Knowledge (religion) +2, Spot +6, Survival +6; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: masterwork studded leather armor, mighty composite longbow (+2 str), morningstar, dagger (2), longbow, 40 arrows, backpack, tanglefoot bag, alchemist fire (2), sunrod, oil (2), flint and steel, *potion of cure light wounds*.

Rebub: Female Orc Clr2; CR 2; Medium humanoid (orc); HD 2d8+4; hp 19; Init +2; Spd 20 ft/x3; AC 20 (+8 armor, +1 shield, +1 dex), touch 11, flat-footed 19; Base Atk +1; Grp+3; Atk +3 melee (1d8+2, heavy mace) or +3 ranged (1d10/19-20 x2, heavy crossbow); Full Atk +3 melee (1d8+2, heavy mace) or +3 ranged (1d10/19-20 x2, heavy crossbow); SA rebuke undead 1/day, SQ darkvision 60ft; AL NE; SV Fort +5, Ref +2, Will +5; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 6;

Skills & Feats: Concentration +7(+11), Diplomacy +3, Heal +7, Sense Motive +7; Combat Casting.

Rebuke Undead (Su): 1/day; 1d20+0; turning damage 2d6+2.

Power-Up Suite (enlarge): hp 19; AC 18, touch 9, flat-footed 18; Grp +8; Atk +3 melee (2d6+3/x2, heavy mace) or +3 ranged (2d8/19-20 x2, heavy crossbow); Full Atk +3 melee (2d6+3/x2, heavy mace) or +3 ranged (2d8/19-20 x2, heavy crossbow); SV: Fort +5, Ref +1, Will +5; Str 16, Dex 12, Con 14.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—[*create water, detect magic, guidance*] (2); 1st—[*bless, cure light wounds, resurgence**, *enlarge person**]

*Domain spell.

Domains: Strength (Feat of strength: +2 enhancement to strength for 1 rd 1/day); War (Weapon Focus [spear]).

Possessions: Full plate, light wooden shield, heavy mace, dagger(2), holy symbol (3), backpack, tanglefoot bag, sunrod, torch, tinder twig (3), anti-toxin, *wand of resurgence** (5 charges), *scroll of cure light wounds* (3).

* see Appendix 2 New Rules Items

Durgo: Male Half-Orc Wiz2; CR 2; Medium humanoid (orc); HD 2d4+4; hp 11; Init +2; Spd 30 ft/x4; AC 12 (+2 dex), touch 12, flat-footed 10; Base Atk +1; Grp+2; Atk +3 ranged touch (per spell, ray) or +2 melee touch (per spell, touch) or +2 ranged (1d8/19-20 x2, light crossbow); Full Atk +2 ranged (1d8/19-20 x2, light crossbow); SA Spells; SQ darkvision 60ft; AL LE; SV Fort +2, Ref +4, Will +3; Str 12, Dex 14, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Concentration +7, Craft (weaving) +7, Knowledge (arcana) +5, Knowledge (local-VTF) +4, Spellcraft +7; Scribe Scroll, Enlarge Spell.

Spells Prepared (Wiz; 4/3; base DC = 12 + spell level): 0 — *daze, detect magic, mage hand, stick**; 1st — *buzzing bee**, *ray of enfeeblement, grease*].

Possessions: dagger (2), club, backpack, tanglefoot bag (2), alchemist fire (2), anti-toxin, ~~scroll of enlarge person~~, *scroll of glitterdust, scroll of magic missile* (x2).

* see Appendix 2 New Rules Items

ENCOUNTER 7: TERREVERT

Ranji: Male elf (wood) Bbn1/Ftr1; CR 2; Medium humanoid (elf); HD 1d10+1d12+4; hp 22; Init +3; Spd 40 ft/x4; AC 17 (+4 armor, +3 dex), touch 13, flat-footed 14; Base Atk +2; Grp+5; Atk +6 melee (1d8+4/19-20 x2, longsword) or +5 melee (1d4+3, light hammer) or +5 melee (1d8+2/x3, composite longbow); Full Atk +6 melee (1d8+4/19-20 x2, longsword) or +5 melee (1d4+3, light hammer) or +5 melee (1d8+2/x3, composite longbow); SA Rage 1/day; SQ elf traits, fast movement, favored enemy +2 (humans), lowlight vision; AL CG; SV Fort +6, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8;

Skills and feats: Climb +3, Handle Animal +1, Intimidate +1, Jump +7, Knowledge (nature) +1, Listen +4, Survival +4, Swim +1; Power Attack, Weapon Focus [longsword].

Power up suite: (Rage): hp 26; AC 15, touch 11, flat footed 12; Full Atk: +8 melee (1d8+7/19-20 x2, longsword); SV: Fort +8, Ref +3, Will +2; Str 20, Con 18.

Possessions: Chainshirt, longsword (2), light hammer, composite longbow (+2 str), 20 arrows, backpack, alchemist fire, sunrod, rations, dagger (3), *potion of cure light wounds*.

Larosen: Female elf (high) Clr1/Rgr1; CR 2; Medium humanoid (elf); HD 2d8+2; hp 15; Init +2; Spd 40 ft/x4; AC 16 (+3 armor, +1 shield, +2 dex), touch 12, flat-footed 14; Base Atk +1; Grp+1; Atk +6 melee (1d8+4/19-20 x2, longsword) or +5 melee (1d4+3, light hammer) or +5 ranged (1d8+2/x3, mighty composite longbow); Full Atk +6 melee (1d8+4/19-20 x2, longsword) or +5 melee (1d4+3, light hammer) or +5 ranged (1d8+2/x3, mighty composite longbow); SA turn undead 4/day; SQ elf traits, favored enemy +2 [orc], lowlight vision; AL NG; SV Fort +5, Ref +4, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +6, Craft (leatherworking) +3, Handle Animal +3, Heal +4, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +5, Listen +6, Spot +6, Survival +7, Swim -2, Tumble +4 Use Rope +4; Combat Casting, Track.

Spells known: [caster level 1] (3/ 2+1) (base DC = 12 + spell level) 0—*mending, detect magic, create water*; 1st—*shield of faith, bless, entangle**;

*domain spell

Domains: Plant: rebuke or command plant creatures; Celerity: +10ft. of movement.

Possessions: Studded leather armor, light wooden shield, longsword, club, longbow, 20 arrows, dagger (2), handaxe, holy symbol (3), *scrolls: cure light wounds* (2), *remove fear, wand of resurgence** (5 charges)

* see Appendix 2 New Rules Items

Ferngale: Female elf (high) Drd2; CR 2; Medium humanoid (elf); HD 2d8+2; hp 15; Init +2; Spd 20 ft/x4; AC 16 (+3 armor, +1 shield, +2 dex), touch 12, flat-footed 14; Base Atk +1; Grp+1; Atk +1 melee (1d8/19-20 x2, longsword), or +1 melee (1d6, club), or +1 melee (1d4/19-20 x2, dagger), or +3 ranged (1d8/x3, longbow); Full Atk +1 melee (1d8/19-20 x2, longsword), or +1 melee (1d6, club), or +3 ranged (1d8/x3, longbow); SA -; SQ Animal companion, elf traits, lowlight vision, nature sense, woodland stride; AL N; SV Fort +4, Ref +2, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 10;

Skills and Feats: Concentration +6, Handle Animal +3, Heal +6, Knowledge (nature) +6, Listen +6, Profession (herbalist) +5, Spellcraft +3, Spot +7, Survival +7, Swim -6; Spell focus (conjuration)

Spells known: [caster level 2]; (4/3; base DC = 13 + spell level); 0—[*create water, detect poison, know direction, mending*]; 1st—[*entangle, faerie fire, cure light wounds*]

Possessions: hide armor, light wooden shield, longsword, club, dagger (2), longbow, 20 arrows, *scrolls: cure light wounds* (2), *faerie fire*, alchemist fire, tanglefoot bag (2).

Fang: Medium Animal (wolf); HD 2d8+4; HP13; Init +2; Spd: 50 ft.; AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp+2; Atk: +3 melee (1d6+1, bite); Full Atk: +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA: Trip; SQ: Low-light vision, scent; AL N; SV: Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus [bite]

Gelmir: Male elf (gray) Sor2; CR 2; Medium humanoid (elf); HD 2d4+2; hp 12; Init +7; Spd 30 ft/x4; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +1; Grp -1; Atk +4 ranged touch (per spell, ray) or -1 melee touch (per spell, touch) or +4 ranged (1d8-2/x3, longbow) or -1 melee (1d8-2/19-20 x2, longsword); Full Atk +4 ranged (1d8-2/x3, longbow) or -1 Melee (1d8-2/19-20 x2, longsword); SA Spells; SQ elf traits, low-light vision, AL CG; SV Fort +1, Ref +3, Will +3; Str 6, Dex 16, Con 12, Int 14, Wis 10, Cha 16;

Skills and Feats: Concentration +6, Knowledge (arcana) +7, Knowledge (the planes) +5, Spellcraft +9; Combat Casting, Improved Initiative.

Spells per day [caster level 2] (6/5) base DC = 13 + spell level; 0—*detect magic, read magic, mage hand, mending, message*, 1st—*ray of enfeeblement, buzzing bee**.

Possessions: longsword, longbow, 20 arrows, dagger (2), spell component pouch (3), sunrod, tanglefoot bag (2), anti-toxin, alchemist fire, *scroll of magic missile, scroll of detect magic, scroll of color spray*.

* see Appendix 2 New Rules Items

ENCOUNTER 4: BLACKTHORN CAMP

Orc scout: Male Orc Rgr1/Sct1; CR 2; Medium Humanoid (Orc); HD 2d8+4; hp 17; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +1; Grp+4; Atk +4 melee (2d4+4/18-20 x2, falchion), or +3 ranged (1d8/x3, longbow), or +4 melee (1d8+3/x3, battleaxe); Full Atk +4 melee (2d4+4/18-20 x2, falchion), or +3 ranged (1d8/x3, longbow), or +4 melee (1d8+3/x3, battleaxe); SA skirmish +1d6; SQ darkvision 60ft., favored enemy +2 [elf]; AL LE; SV Fort +4, Ref +6, Will -1; Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 6;

Skills and Feats: Hide +6, Listen +4, Move Silently +6, Spot +4, Survival +4; Power Attack, Track.

Possessions: Falchion, longbow, 20 arrows, studded leather armor, battleaxe, dagger (2), club, backpack, acid (2), tanglefoot bag, torch, *potion cure light wounds, safewing emblem**

* see Appendix 2 New Rules Items

Skirmish (Ex): For any round in which you move at least 10', you gain 1d6 damage with all melee attacks & all ranged attack within 30'. Only creatures vulnerable to critical hits are vulnerable to the extra damage.

Gnoll sentry: Male Gnoll Rgr1; CR 1; Medium Humanoid (Gnoll); HD 2d8+4; hp 17; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +1; Grp+3; Atk +3 ranged (1d8+2/x3, mighty composite longbow), or +3 melee (1d8+3, morningstar), or +3 melee (1d6+3, club); Full Atk or +3 ranged (1d8+2/x3, mighty composite longbow), or +3 melee (1d8+3, morningstar), or +3 melee (1d6+3, club); SA-; SQ darkvision 60ft., favored enemy +2 [elf]; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 6;

Skills and Feats: Listen +4, Move Silently +2, Spot +4, Survival +3; Point Blank Shot, Track.

Possessions: composite longbow (+2str), longbow, 40 arrows, Morningstar, club, dagger (3), leather armor, backpack, alchemist fire (1), torch, anti-toxin (1), *potion cure light wounds, safewing emblem**.

* see Appendix 2 New Rules Items

ENCOUNTER 6: KETTER'S HEARTH

Bigsmash: Male Orc Bbn2/Ftr2; CR 4; Medium humanoid (orc); HD 2d10+2d12+12; hp 48; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +4; Grp +8; Atk +9 melee (1d8+6/x3, masterwork orc double axe) or +8 melee (1d8+6/x3, battleaxe) or +6 ranged (1d8/x3, composite longbow); Full Atk +9 melee (1d8+6/x3, masterwork orc double axe) or +8 melee (1d8+6/x3, battleaxe) or +6 ranged (1d8/x3, composite longbow); SA Rage1/day; SQ Darkvision 60ft., fast movement, uncanny dodge; AL NE; SV Fort +10, Ref +3, Will +1; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 6;

Skills and Feats: Climb +4, Craft (weaponsmithing) +2, Intimidate +4, Jump +4, Listen +2, Survival +2; Exotic Weapon Proficiency [orc double axe], Power Attack, Weapon Focus [orc double axe], Reckless Rage*.

* see Appendix 2 New Rules Items

Power-Up Suite (Reckless Rage + enlarge): hp 60; AC 9, touch 6, flat-footed 8; Grp +16; Full Atk +12 melee (2d6+12/x3, orc double axe) or +11 melee (2d6+12/x3, battleaxe) or +5 ranged (2d6/x3, composite longbow); Space and Reach 10 ft./10ft.; SV: Fort +13, Ref +2, Will +5; Str 27, Dex 12, Con 22.

Active Spell Table

| Spell | Caster Level |
|----------------|-----------------|
| Enlarge Person | 4 th |

Possessions: masterwork orc double axe, composite longbow, 20 arrows, dagger (2), battleaxe, masterwork hide armor, backpack, *potion cure light wounds (x2), cloak of resistance +*.

Sparto: Male gnoll Ftr2/Rgr2; CR5; Medium humanoid (gnoll); HD 4d8+2d10+12; hp 56; Init +3; Spd 30 ft/x4; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +5; Grp +7; Atk +10 ranged (1d8+2/x3, masterwork mighty composite longbow) or +6 melee (1d8+3, morningstar); Full Atk +8/+8 ranged (1d8+2/x3, masterwork mighty composite longbow) or +6 melee (1d8+3, morningstar); SA Combat style [archery - rapid shot]; SQ darkvision 60ft., favored enemy +2 [elf]; AL LE; SV Fort +11, Ref +6, Will +1; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Craft (bowmaking) +5, Knowledge (nature) +3, Knowledge (religion) +2, Listen +3, Spot +7, Survival +6, Swim +3; Point Blank Shot, Precise Shot, Ranged Disarm*, Rapid Shot, Track, Weapon Focus [mighty composite longbow].

Possessions: +1 studded leather armor, masterwork mighty composite longbow (+2 Str), morningstar, dagger (2), longbow, 40 arrows, backpack, tanglefoot bag, alchemist fire (x2), sunrod, oil (x2), flint and steel, *potion of cure light wounds*.

* see Appendix 2 New Rules Items

Rebub: Female orc Clr4; CR 4; Medium humanoid (orc); HD 4d8+8; hp 34; Init +2; Spd 20 ft/x3; AC 20 (+8 armor, +1 shield, +1 Dex), touch 11, flat-footed 19; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d10/19-20 x2, heavy crossbow); Full Atk +6 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d10/19-20 x2, heavy crossbow); SA turn undead 1/day, SQ darkvision 60ft; AL NE; SV Fort +6, Ref +3, Will +6; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 6;

Skills and Feats: Concentration +7, Diplomacy +3, Heal +7, Sense Motive +7, Spellcraft +4; Combat Casting, Shielded Casting*.

Rebuke Undead (Su): 1/day; 1d20+0; turning damage 2d6+4.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0— *create water, detect magic, guidance* (x2), *mending*; 1st— *bless, command, cure light wounds, protection from good, enlarge person*** 2nd— *cure moderate wounds, hold person, wave of grief**, *bull's strength***.

* see Appendix 2 New Rules Items

**Domains: Strength (Feat of strength: +4 enhancement to strength for 1 rd 1/day); War (Weapon Focus [spear]).

Power-Up Suite (enlarge): hp 34; AC 18, touch 9, flat-footed 17; Grp +10; Full Atk +6 melee (2d6+3/x2, heavy mace) or +5 ranged (2d8/19-20 x2, heavy crossbow); SV: Fort +6, Ref +2, Will +6; Str 16, Dex 12, Con 14.

Active Spell Table

| Spell | Caster Level |
|----------------|-----------------|
| Enlarge Person | 4 th |

Possessions: Masterwork Full plate, masterwork light wooden shield, masterwork heavy mace, dagger (2), holy symbol (3), backpack, tanglefoot bag, sunrod, torch, tinder twig (3), anti-toxin, *wand of resurgence** (5 charges), *scroll of cure light wounds* (3).

* see Appendix 2 New Rules Items

Durgo: Male Half-orc Wiz4; CR 4; Medium humanoid (orc); HD 4d4+8; hp 21; Init +2; Spd 30 ft/x4; AC 16 (+4 *mage armor*, +2 Dex), touch 12, flat-footed 14; Base Atk +2; Grp +3; Atk +4 ranged touch (per spell, ray) or +3 melee touch (per spell, touch) or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk +4 ranged (1d8/19-20 x2, light crossbow); SA Spells; SQ Darkvision 60ft.; AL LE; SV Fort +3, Ref +5, Will +4; Str 12, Dex 14, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Concentration +9, Craft (weaving) +8, Knowledge (arcana) +8, Knowledge (local) +4, Spellcraft +11; Scribe Scroll, Enlarge Spell, Sudden Maximize*.

Spells Prepared (Wiz; 4/4/3; base DC = 12 + spell level): 0— *daze, detect magic, mage hand, stick**; 1st— *buzzing bee**; ~~*enlarge person*~~, *grease, ray of enfeeblement*; 2nd— *blur, bull's strength, glitterdust*.

Possessions: dagger (x2), club, backpack, tanglefoot bag (2), alchemist fire (2), anti-toxin, *scroll of enlarge person, scroll of glitter dust, scroll of magic missile* (x2).

* see Appendix 2 New Rules Items

ENCOUNTER 7: TERREVERT

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr1; CR 4; Medium humanoid (elf); HD 1d8+2d10+1d12+12; hp 41; Init +3; Spd 40 ft/x4; AC 19 (+5 armor, +3 Dex, +1 deflection), touch 14, flat-footed 16; Base Atk +4; Grp +7; Atk +9 melee (1d8+4/19-20/x2, masterwork longsword) or +8 melee (1d4+3, masterwork light hammer) or +8 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +9 melee (1d8+4/19-20/x2, masterwork longsword) or +8 melee (1d4+3, masterwork light hammer) or +8 ranged (1d8+2/x3, masterwork mighty composite longbow); SA Rage1/day; SQ elf traits, fast movement, favored enemy +2 [human], lowlight vision; AL CG; SV Fort +10, Ref +6, Will +1; Str 17, Dex 16, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Handle Animal +1, Hide +5, Intimidate +1, Jump +8, Knowledge (nature) +3, Listen +4, Move Silently +4, Survival +4, Swim +3; Improved Toughness*, Power Attack, Track, Weapon Focus [longsword].

Power up suite: (Rage + barkskin): hp 49; AC 19, touch 12, flat footed 16; Full Atk: +11 melee (1d8+7/19-20 x2, masterwork longsword); SV: Fort +12, Ref +6, Will +3; Str 21, Con 18.

| Spells Active | Caster level |
|---------------|-----------------|
| Barkskin | 3 rd |

Possessions: masterwork longsword, longsword, masterwork light hammer, light hammer, masterwork mighty composite longbow (+2 str), 20 arrows, dagger (3), +1 *chainshirt*, tanglefoot bag, alchemist fire, acid, *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of remove blindness*.

* see Appendix 2 New Rules Items

Larosen Female Elf (High) Clr3/Rgr1; CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +2; Spd 40 ft/x4; AC 18 (+4 armor, +2 shield, +2 Dex), touch 12, flat-footed 16; Base Atk +3; Grp +3; Atk +4 melee (1d8/19-20 x2, masterwork longsword) or +6 ranged (1d8/x3, masterwork longbow); Full Atk +4 melee (1d8/19-20 x2, masterwork longsword) or +6 ranged (1d8/x3, masterwork longbow); SA Turn undead 4/day; SQ elf traits, favored enemy +2 [orc], lowlight vision; AL NG; SV Fort +7, Ref +6, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12;

Skills and Feats: Concentration +8, Craft (leatherworking) +3, Handle Animal +3, Heal +7, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +5, Listen +7, Spot +7, Survival +10, Swim +2, Tumble +4, Use Rope +4; Combat Casting, Track, Augment Healing*.

| Spells Active | Caster level |
|----------------|-----------------|
| Divine Insight | 3 rd |

Spells known: 4/3+1/2+1; base DC = 13+ spell level; CL3; o—*create water*, *detect magic*, *mending*, *guidance*, 1st—*bless*, *entangle**, *obscuring mist*, *shield of faith*; 2nd—*barkskin**, *divine insight**, *resist energy*.

Domains: plant: rebuke or command plant creatures; celerity: +10ft. of movement;

Possessions: +1 *studded leather armor*, +1 *light wooden shield*, masterwork longsword, masterwork longbow, 20 arrows, club, dagger (2), alchemist fire, sunrod, holy symbol (3), *scroll of cure light wounds* (x2), *scroll of cure moderate wounds*, *scroll of remove blindness*, *scroll of remove paralysis*, *scroll of remove curse*, *wand of resurgence** (5 charges).

*see Appendix 2 New Rules Items

Ferngale: Female elf (high) Drd4; CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +3; Spd 20 ft/x4; AC 20 (+4 armor, +2 shield, +3 Dex, +1 deflection), touch 14, flat-footed 17; Base Atk +3; Grp +3; Atk +4 melee (1d8/19-20 x2, masterwork longsword), or +3 melee (1d6, club), or +7 ranged (1d8/x3, masterwork longbow); Full Atk +4 melee (1d8/19-20 x2, masterwork longsword), or +3 melee (1d6, club), or +7 ranged (1d8/x3, masterwork longbow); SA—; SQ Animal companion, elf traits, lowlight vision, nature sense, resist nature's lure, trackless step, woodland stride; AL N; SV Fort +6, Ref +5, Will +9; Str 10, Dex 16, Con 12, Int 12, Wis 17, Cha 10

Skills and Feats: Concentration +8, Handle Animal +4, Heal +8, Knowledge (nature) +7, Listen +8, Profession (herbalist) +6, Spellcraft +4, Spot +8, Survival +10, Swim -1; Augment Summoning, Spell Focus (Conjuration).

Spells known: 5/4/3 base DC = 13 + spell level, CL4; o—*create water*, *detect magic*, *know direction*, *mending*, *purify food and water*; 1st—*cure light wounds*, *entangle*, *faerie fire*, *wall of smoke**; 2nd—*bear's endurance*, ~~*resist energy*~~, *warp wood*

| Spells Active | Caster level |
|-----------------------------|------------------------------|
| <i>Resist energy</i> (acid) | 4 th 10pts/attack |

Possessions: +1 *hide armor*, +1 *light wooden shield*, masterwork longsword, masterwork longbow, 20 arrows, dagger (2), club, sprig of holly (2), alchemist fire, *scroll of faerie fire*, *scroll of entangle*, *scroll of cure light wounds* (x2), *scroll of cure moderate wounds*, *pearl of power* (1st).

* see Appendix 2 New Rules Items

Fang: Medium animal (wolf, advanced); HD 4d8+16; HP 39; Init +3; Spd 50 ft.; AC 15 (+3 Dex, +4 natural), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk: +6 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA: Trip (+2); SQ: Evasion, link, low-light vision, scent, share spells; AL N; SV: Fort +6, Ref +8, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2; Improved Toughness*, Track, Weapon Focus [bite].

* see Appendix 2 New Rules Items

Gelmir: Male elf (gray) Sor4; CR 4; Medium humanoid (elf); HD 4d4+4; hp 20; Init +7; Spd 30 ft/x4; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +2; Grp +0; Atk +5 ranged touch (per spell/x2, ray) or +0 melee touch (per spell/x2, touch) or +5 ranged (1d8-2/x3, longbow) or +0 melee (1d8-2/19-20 x2, longsword); Full Atk +5 ranged (1d8-2/x3, longbow) or +0 melee (1d8-2/19-20 x2, longsword); SA: Spells; SQ elf traits, lowlight vision; AL CG; SV Fort +3, Ref +5, Will +5; Str 6, Dex 16, Con 12, Int 14, Wis 10, Cha 17.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Knowledge (the planes) +5, Spellcraft +11; Combat Casting, Improved Initiative.

Spells per day: 6/7/4; base DC = 13 + spell level; CL4; Spells known 0-*detect magic*, *disrupt undead*, *mage hand*, *message*, *read magic*; 1st—*buzzing bee*^N, *ray of enfeeblement*, *shocking grasp*, 2nd—*scorching ray*

Possessions: longbow, 20 arrows, longsword, dagger (2), alchemist fire (2), acid, anti-toxin, sunrod (2), tanglefoot bag, spell component pouch (3), *scroll of magic missile*, *scroll of blur*, *scroll of detect magic*, *scroll of hold person*.

* see Appendix 2 New Rules Items

ENCOUNTER 4: BLACKTHORN CAMP

Orc scout: Male Half-orc Rgr1/Scout2; CR 3; Medium humanoid (orc); HD 3d8+6; hp 24; Init +3; Spd 30 ft/x4; AC 16 (+3 armor, +2 Dex, +1 deflection), touch 13, flat-footed 16; Base Atk +2; Grp+5; Atk +6 melee (2d4+4/18-20 x2, masterwork falchion), or +5 ranged (1d8/x3, masterwork longbow), or +5 melee (1d8+4/x3, battleaxe); Full Atk +6 melee (2d4+4/18-20 x2, masterwork falchion), or +5 ranged (1d8/x3, masterwork longbow), or +5 melee (1d8+4/x3, battleaxe); SA: Skirmish +1d6; SQ Battle fortitude, darkvision 60ft., favored enemy +2 [elf], uncanny dodge; AL LE; SV Fort +6, Ref +8, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 6;

Skills and Feats: Hide +8, Listen +5, Move Silently +8, Spot +5, Survival +5, Tumble +3; Expeditious Dodge*, Power Attack, Track.

Possessions: masterwork falchion, masterwork composite longbow (Str+2), 20 arrows, masterwork studded leather armor, battleaxe, dagger (2), club, backpack, acid (2), tanglefoot bag, torch, *potion cure light wounds (x2)*, *safewing emblem*^N

Skirmish (Ex): For any round in which you move at least 10', you gain 1d6 damage with all melee attacks & all ranged attack within 30'. Only creatures vulnerable to critical hits are vulnerable to the extra damage. Also, the Scout receives a +1 Competence bonus to AC in those same rounds.

Battle Fortitude (Ex): You gain a +1 competence on Fortitude saves and initiative checks.

* see Appendix 2 New Rules Items

Gnoll sentry: Male Gnoll Rgr2; CR 2; Medium humanoid (gnoll); HD 3d8+6; hp 24; Init +2; Spd 30 ft/x4; AC 16 (+3 armor, +2 Dex, +1 deflection), touch 13, flat-footed 14; Base Atk+2; Grp +4; Atk +5 ranged (1d8+2/x3, masterwork mighty composite longbow) or +5 melee (1d8+3, masterwork morningstar) or +4 melee (1d6+3, club); Full Atk +5 ranged (1d8+2/x3, masterwork mighty composite longbow) or +5 melee (1d8+3, masterwork morningstar) or +4 melee (1d6+3, club); SA Combat style [archery-rapid shot; SQ darkvision 60ft.; favored enemy +2 [elf]; AL LE; SV Fort +7, Ref +5, Will +1; Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 6;

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +4; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: masterwork composite longbow (+2 Str), longbow, 40 arrows, masterwork morningstar, club, dagger (3), leather armor, backpack, alchemist fire (1), torch, anti-toxin (1), *potion cure light wounds(x2)*, *safewing emblem**, *ring of protection +1*

* see Appendix 2 New Rules Items

ENCOUNTER 6: KETTER'S HEARTH

Bigsmash: Male Orc Bbn2/Ftr4; CR 6; Medium humanoid (orc); HD 4d10+2d12+18; hp 72; Init +2; Spd 30 ft/x4; AC 19 (+4 armor, +2 Dex, +2 natural, +1 deflection), touch 13, flat-footed 17; Base Atk +6; Grp +11; Atk +15 melee (1d8+12/x3, +1 orc double axe) or +8 ranged (1d8/x3, composite longbow), or +11 Melee (1d8+7/x3, battleaxe); Full Atk +13/+8 melee (1d8+10/x3, +1 orc double axe), or +11/+6 melee (1d8+8/x3, +1 orc double axe) and +11 melee (1d8+4/x3, masterwork orc double axe), or +8/+3 ranged (1d8/x3, composite longbow), or +11/+6 melee (1d8+7/x3, battleaxe); SA: Rage 1/day; SQ darkvision 60ft., fast movement, uncanny dodge; AL NE; SV Fort +11, Ref +4, Will +2; Str 20, Dex 15, Con 16, Int 8, Wis 10, Cha 6;

Skills and Feats: Climb +5, Craft (weaponsmithing) +2, Intimidate +4, Jump +5, Listen+2, Survival +2, Swim +3; Exotic Weapon Proficiency [orc double axe], Power Attack, Reckless Rage*, Two-Weapon Fighting, Weapon Focus [orc double axe], Weapon Specialization [orc double axe].

Power-Up Suite (Reckless Rage + enlarge + barkskin + magic vestment): hp 90; AC 15; touch 7, flat-footed 11; Grp +19; Full Atk +16/+11 melee (1d8+16/x3, +1 orc double axe), or +13/+8 melee (2d6+12/x3, +1 orc double axe) and +13 melee (2d6+6/x3, masterwork orc double axe), or +7/+2 ranged (1d8/x3, composite longbow), or +14/+9 melee (2d6+13/x3, battleaxe); SV Fort +14, Ref +3, Will +6; Str 28, Dex 13, Con 22.

Active Spell Table

| Spell | Caster Level |
|-----------------------|-----------------|
| <i>magic vestment</i> | 6 th |
| <i>barkskin</i> | 3 rd |
| <i>enlarge person</i> | 6 th |

Possessions: +1 orc double axe, longbow, 20 arrows, dagger (2), battleaxe, +1 hide armor, backpack, +1 cloak of resistance, gauntlets of ogre power, *potion cure light wounds (x2)*, *potion of cure moderate wounds (x2)*, *ring of protection +1*, ~~*potion of barkskin*~~.

* see Appendix 2 New Rules Items

Sparto: Male gnoll Ftr2/Rgr3/Obw1; CR 7; Medium humanoid (gnoll); HD 6d8+2d10+14; hp 70; Init +3; Spd 30 ft/x4; AC 20 (+4 armor, +3 Dex, +2 natural (from potion CL3), +1 deflection), touch 14, flat-footed 17; Base Atk +7; Grp +9; Atk +12 ranged (2d8+3/x3, +1 mighty composite longbow) or +9 melee (1d8+2, morningstar); Full Atk +12/+7 ranged (1d8+3/x3, +1 mighty composite longbow), or +10/+10/+5 ranged (1d8+3/x3, +1 mighty composite longbow), or +9/+4 melee (1d8+2, morningstar); SA Combat style [archery-rapid shot], ranged precision attack +1d8; SQ darkvision 60ft., favored enemy +2 [elf]; AL LG; SV Fort +13, Ref +9, Will +5; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Craft (bowmaking) +6, Knowledge (nature) +4, Knowledge (religion) +2, Listen +4, Spot +9, Survival +8, Swim +4; Endurance, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm*, Rapid Shot, Track, Weapon Focus [mighty composite longbow].

Possessions: +1 studded leather armor, mighty composite longbow, (+2 Str), morningstar, dagger (2), longbow, 40 arrows, backpack, tanglefoot bag, alchemist fire (2), sunrod, oil (2), flint and steel, *potion of cure light wounds*, *potion of cure moderate wounds* (x2), ~~*potion of barkskin*~~, +1 ring of protection, +1 cloak of resistance.

* see Appendix 2 New Rules Items

Rebub: Female orc Clr6; CR 6; Medium humanoid (orc); HD 6d8+12; hp 48; Init +2; Spd 30 ft/x3; AC 23 (+9 armor, +2 shield, +1 Dex, +1 deflection), touch 12, flat-footed 22; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, masterwork heavy mace), or +6 ranged (1d10/19-20 x2, heavy crossbow); Full Atk +7 melee (1d8+2, masterwork heavy mace), or +6 ranged (1d10/19-20 x2, heavy crossbow); SA Rebuke undead 1/day; SQ Darkvision 60ft.; AL NE; SV Fort +8, Ref +5, Will +8; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 6;

Skills and Feats: Concentration +7, Diplomacy +6, Heal +7, Sense Motive +7, Spellcraft +5; Combat Casting, Shielded Casting*, Block Arrow*.

Power-Up Suite (enlarge): hp 48; AC 21, touch 10, flat-footed 20; Grp +11; Full Atk +7 melee (2d6+3, masterwork heavy mace), or +5 ranged (2d8/19-20 x2, heavy crossbow); SV: Fort +8, Ref +4, Will +8; Str 16, Dex 12, Con 14.

Turn Undead (Su): 1/day; 1d20+0; turning damage 2d6+4.

Spells Prepared (CL 6; 5/4+1/4+1/2+1; base DC = 12 + spell level): 0—*create water*, *detect magic*, *guidance* (2), *mending*; 1st—*bless*, *cure light wounds*, *protection from good* (2), ~~*enlarge person*~~*; 2nd—*cure moderate wounds* (2), *hold person*, *wave of grief**; *bull's strength**; 3rd—*dispel magic*, *cure serious wounds*, ~~*magic vestment*~~*.

*Domain spell.

Domains: Strength (Feat of strength: +6 enhancement to strength for 1 rd 1/day); War (Weapon Focus [spear]).

Possessions: +1 Full plate, +1 light wooden shield, masterwork heavy mace, dagger(2), holy symbol (3), backpack, tanglefoot bag, sunrod, torch, tinder twig (3), anti-toxin, *wand of resurgence** (5 charges), *scroll of cure light wounds* (3) +1 cloak of resistance, +1 ring of protection, boots of striding and springing.

* see Appendix 2 New Rules Items

Durgo: Male Half-orc Wiz5/WarWeaver1; CR 6; Medium humanoid (orc); HD 6d4+12; hp 31; Init +2; Spd 30 ft/x4; AC 17 (+4 mage armor, +2 Dex, +1 deflection), touch 13, flat-footed 15; Base Atk +2; Grp +3; Atk +4 ranged touch (per spell, ray), or +3 melee touch (per spell, touch), or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk +4 ranged (1d8/19-20 x2, light crossbow); SA Spells; SQ Darkvision 60ft., eldritch tapestry, quiescent weaving; AL LE; SV Fort +4, Ref +6, Will +7; Str 12, Dex 14, Con 14, Int 15, Wis 10, Cha 8;

Skills and Feats: Concentration +11, Craft (weaving) +10, Knowledge (arcana) +10, Knowledge (local) +4, Spellcraft +13; Enlarge Spell, Scribe Scroll, Spell Focus (Conjuration), Split Ray*, Sudden Maximize*.

Spells Prepared (Wiz CL5; 4/4/3/2; base DC = 12 + spell level; conjuration 13+ spell level): 0—*daze*, *detect magic*, *mage hand*, *stick**; 1st—*buzzing bee**; ~~*enlarge person*~~, *orb of sound*, *lesser**; *ray of enfeeblement* 2nd—~~*blur*~~, *glitterdust*, *Tasha's hideous laughter*; 3rd—*haste*, *rust ray**.

Possessions: Dagger (x2), club, backpack, tanglefoot bag (2), alchemist fire(2), anti-toxin, *scroll of enlarge person*, *scroll of glitter dust*, *scroll of magic missile* (x2), *wand of magic missile* 5th CL (12 charges), *potion of invisibility*, +1 cloak of resistance, +1 ring of protection

In weave: *blur*

Eldritch Tapestry (Su): You can weave an eldritch tapestry containing yourself and one other. Doing so takes 10 minutes and requires a DC 15 Craft (weaving) check. You can cast spells up to level 5 into the tapestry.

Quiescent Weaving (Su): You can store 1 spells of level 5 or lower in a dormant state in your tapestry. As a move action you can release all the spells. They take effect in the order they were placed into the tapestry.

* see Appendix 2 New Rules Items

ENCOUNTER 7: TERREVERT

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr2/Hexblade1; CR 6; Medium humanoid (elf); HD 2d8+3d10+1d12+18; hp 64; Init +3; Spd 40 ft/x4; AC 19 (+5 armor, +3 Dex, +1 deflection), touch 14, flat-footed 16; Base Atk +6; Grp +9; Atk +11 melee (1d8+6/19-20 x2, +1 *longsword*), or +10/+5 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +9/+4 melee (1d8+4/19-20 x2, +1 *longsword*) and +9 melee (1d4+1, masterwork light hammer), or +10/+5 ranged (1d8+2/x3, masterwork mighty composite longbow); SA Hexblade curse (DC 9), rage1/day; SQ Elf traits, fast movement, favored enemy +2 [human], lowlight vision; AL CG; SV Fort +11, Ref +7, Will +3; Str 17, Dex 16, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Handle Animal +1, Hide +7, Intimidate +1, Jump +8, Knowledge (nature) +5, Listen +4, Move Silently +7, Survival +4, Swim +3; Improved Toughness*, Power Attack, Track, Two-Weapon Fighting, Weapon Focus [longsword, light hammer]

Power up suite: (Rage + *barkskin*): hp 76; AC 20, touch 12, flat footed 16; Grp +11; Full Atk: +11/+6 melee (1d8+6/19-20 x2, +1 *longsword*) and +11 melee (1d4+2; masterwork light hammer); SV: Fort +13, Ref +7, Will +5; Str 21, Con 18.

| Spells Active | Caster level |
|-----------------|-----------------|
| <i>barkskin</i> | 5 th |

Possessions: +1 chainshirt, +1 ring of deflection, +1 *longsword*, masterwork light hammer (2), masterwork longsword, masterwork composite longbow (+2 str), 20 arrows, dagger (2), alchemist fire (2), acid (2), sunrod (3), tanglefoot bag (2), *potion of cure moderate wounds* x2, *potion of fly*, *potion of remove blindness*.

Hexblade's Curse (Su): Once per day, as a free action, you can unleash a curse upon a foe within 60 feet that you can see. The target of your curse takes a -2 penalty attacks, save, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 9) negates the effect.

* see Appendix 2 New Rules Items

Larosen Female elf (high) Clr4/Rgr1/Seeker of the Misty Isles; CR 6; Medium humanoid (elf); HD 6d8+6; hp 42; Init +3; Spd 50 ft/x4; AC 20 (+4 armor, +2 shield, +3 Dex, +1 deflection), touch 14, flat-footed 17; Base Atk +4; Grp +4; Atk +5 melee (1d8+1/19-20 x2, +1 *longsword*), or +5 melee (1d6, masterwork club), or +8 ranged (1d8/x3, masterwork longbow); Full Atk +5 melee (1d8+1/19-20 x2, +1 *longsword*), or +5 melee (1d6, masterwork club), or +8 ranged (1d8/x3, masterwork longbow); SA Turn undead 4/day; SQ Elf traits, favored enemy +2 [orc], lowlight vision; AL NG; SV Fort +10, Ref +9, Will +9; Str 10, Dex 16, Con 12, Int 12, Wis 18, Cha 12;

Skills and Feats: Balance +5, Concentration +10, Craft (leatherworking) +3, Diplomacy +3, Handle Animal +3, Heal +10, Hide +4, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +7, Knowledge (religion) +3, Listen +8, Move Silently +4, Spot +8, Survival +12, Swim +2, Tumble +6, Use Rope +5; Augment Healing*, Divine Metamagic (Empower Spell)*, Empower Spell, Track.

Domains: Plant: rebuke or command plant creatures; Celerity: +10ft. of movement; travel: act normally regardless of magical effects that impede your movement as if you were affected by the spell freedom of movement for 4 rounds.

| Spells Active | Caster level |
|-----------------------------|----------------------------------|
| <i>resist energy (fire)</i> | 5 th ~ 10 pts/ attack |

Spells known: (5/4+1/3+1/2+1) (base DC = 14 + spell level); o- *create water*, *detect magic*, *mending*, *detect poison*, *guidance*, 1st-*bless*, *entangle**, *obscuring mist*, *protection from evil*, *shield of faith*; 2nd-*barkskin**, *healing lorecall**, *resist energy*, *silence*; 3rd-*blur**, *dispel magic*, *prayer*.

Possessions: +1 longsword, masterwork club, masterwork longbow, 20 arrows, alchemist fire (x2), acid (x2), anti-toxin, sunrod (x2), +1 studded leather armor, +1 light wooden shield, holy symbol (x3), +1 cloak of resistance, pearl of power (1st), scroll of remove blindness, scroll of remove paralysis, scroll of remove curse, scroll of cure moderate wounds (x2), scroll of cure serious wounds, wand of resurgence (5 charges)

* see Appendix 2 New Rules Items

Ferngale: Female elf (high) Drd6; CR 6; Medium humanoid (elf); HD 6d8+6; hp 42; Init +2; Spd 30 ft/x4; AC 19 (+4 armor, +2 shield, +2 Dex, +1 deflection), touch 13, flat-footed 17; Base Atk +4; Grp +4; Atk +5 melee (1d8/19-20/x2, masterwork longsword), or +4 melee (1d6, club), or +7 ranged (1d8/x3, masterwork longbow); Full Atk +5 melee (1d8/19-20/x2, masterwork longsword), or +4 melee (1d6, club), or +7 ranged (1d8/x3, masterwork longbow); SA Spells; SQ Animal companion, elf traits, lowlight vision, nature sense, resist nature's lure, trackless step, wild shape 2/day, woodland stride; AL N; SV Fort +7, Ref +5, Will +10; Str 10, Dex 14, Con 12, Int 12, Wis 19, Cha 10;

Skills and Feats: Concentration +10, Diplomacy +1, Handle Animal +5, Heal +9, Knowledge (nature) +9, Listen +9, Profession (herbalist) +7, Spellcraft +5, Spot +8, Survival +11, Swim +0; Augment Summoning, Natural Spell, Spell Focus (Conjuration).

| Spells Active | Caster level |
|-----------------------------|----------------------------------|
| <i>resist energy (acid)</i> | 6 th ~ 10 pts/ attack |

Spells known: 5/4/4/3. base DC = 13 + spell level, CL6; 0—create water, detect magic, know direction, mending, purify food and water; 1st—cure light wounds, entangle, faerie fire, wall of smoke*; 2nd—bear's endurance, flame blade, ~~resist energy~~, warp wood; 3rd—~~greater magic fang~~, poison, spike growth.

Possessions: masterwork longsword, +1 hide armor, +1 light wooden shield, +1 ring of protection, club, dagger (2), masterwork longbow, 20 arrows, alchemist fire x2, acid x2, sprig of holly x2, scroll of cure light wounds (x2), scroll of cure moderate wounds (x2), scroll of faerie fire, scroll of entangle, scroll of lesser restoration, scroll of resist energy, periapt of wisdom +2, cloak of resistance +1.

* see Appendix 2 New Rules Items

Fang: Medium animal; HD 6d8+24; HP 57; Init +3; Spd:50 ft.; AC:19 (+3 Dex, +2 leather barding, +6 natural), touch 13, flat-footed 18; Base Atk+4; Grp+7; Atk +8 melee (1d6+4, bite); Full Atk: +8 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ: Evasion, devotion, low-light vision, link, scent, share spells; AL N; SV Fort +8, Ref +8, Will +3; Str 17, Dex 17, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +4; Ability Focus [trip], Improved Toughness*, Track, Weapon Focus [bite].

Power up suite (*greater magic fang*); Atk +11 melee (1d6+7, bite); Full Atk: +11/+6 melee (1d6+7, bite).

| Spells Active | Caster level |
|---------------------------|-----------------|
| <i>greater magic fang</i> | 6 th |

* see Appendix 2 New Rules Items

Gelmir: Male elf (gray) Sor6; CR 6; Medium humanoid (elf); HD 6d4+12; hp 34; Init +8; Spd 30 ft/x4; AC 19 (+4 Dex, +4 mage armor, +1 deflection), touch 15, flat-footed 15; Base Atk +3; Grp +1; Atk +7 ranged touch (per spell, ray), or +1 melee touch (per spell, touch), or +7 ranged (1d8-2/x3, longbow), or +1 melee (1d8-2/19-20 x2, longsword); Full Atk +7 ranged (1d8-2/x3, longbow), or +1 melee (1d8-2/19-20 x2, longsword); SA Spells; SQ lowlight vision, elf traits, ;AL CG; SV Fort +5, Ref +7, Will +7; Str 6(-2), Dex 18(+4), Con 14(+2), Int 14(+2), Wis 10(+0), Cha 17(+3).

Skills and Feats: Concentration +11, Knowledge (arcana) +11, Knowledge (the planes) +7, Spellcraft +13; Combat Casting, Empower Spell, Improved Initiative.

| Spells Active | Caster level |
|-------------------|--------------|
| <i>mage armor</i> | 6th |

Possessions: longbow, 20 arrows, longsword, dagger (2), alchemist fire (2), acid, anti-toxin, sunrod (2), tanglefoot bag, spell component pouch (3), scroll of magic missile, scroll of blur, scroll of detect magic, scroll of hold person, +1 cloak of resistance, +1 ring protection

Spells per day: 6/6/5/3; base DC = 13 + spell level; CL4; Spells known 0-detect magic, read magic, electric jolt, message, disrupt undead, mage hand; 1st—buzzing bee, mage armor; ray of enfeeblement, shocking grasp; 2nd—mirror image, scorching ray; 3rd—lightning bolt

* see Appendix 2 New Rules Items

ENCOUNTER 4: BLACKTHORN CAMP

Orc scout: male Half-orc Ftr1/Rgr1/Scout4/Dread Commando1; CR 7; Medium humanoid (orc); HD 6d8+1d10+21; hp 60; Init +4; Spd 40 ft/x4; AC 17 (+4 armor, +2 Dex, +1 deflection), touch 13, flat-footed 17; Base Atk+6; Grp+11; Atk +13 melee (2d4+8/18-20 x2, +1 *falchion*), or +9 ranged (1d8+1/x3, +1 *longbow*), or +11 melee (1d8+5/x3, battleaxe); Full Atk +13/+8 Melee (2d4+8/18-20 x2, +1 *falchion*), or +9/+4 ranged (1d8+1/x3, +1 *longbow*), or +11/+6 melee (1d8+5/x3, battleaxe); SA Skirmish +1d6, sudden strike +1d6; SQ Battle fortitude, darkvision 60ft., fast movement, favored enemy +2 [elf], stealthy movement, team initiative bonus, trackless step, uncanny dodge; AL LE; SV Fort +10, Ref +11, Will +1; Str 20, Dex 14, Con 16, Int 8, Wis 8, Cha 6;

Skills and Feats: Hide +11, Listen +8, Move Silently +11, Spot +9, Survival +7, Swim+6, Tumble +5; Expeditious Dodge*, Mobility, Power Attack, Spring Attack, Track, Weapon Focus [falchion].

Possessions: +1 *falchion*, +1 *composite longbow* (str+2), 20 arrows, +1 *studded leather armor*, masterwork battleaxe, dagger (2), club, backpack, acid (2), tanglefoot bag, torch, *potion cure light wounds*(2), *potion of barkskin*, *potion of cure moderate wounds*, *safewing emblem**, *gauntlets of ogre power*, *amulet of health* +2

Skirmish (Ex): For any round in which you move at least 10', you gain 1d6 damage and a +1 competence bonus to AC.

Sudden Strike (Ex): Whenever you target is denied a Dexterity bonus, you deal and extra 1d6 points of damage. Cannot be used while flanking unless opponent is denied its Dexterity bonus.

Team Initiative Bonus (Ex): All allies within 30 feet who can see you (including yourself) gain a +2 competence bonus on initiative checks

Battle Fortitude (Ex): You gain a +1 competence on Fortitude saves and initiative checks.

Stealthy Movement (Ex): You take no penalty on Hide or Move Silently while moving up to your normal speed, and you take only a -10 on Hide and Move Silently checks when running or Charging

* see Appendix 2 New Rules Items

Gnoll sentry: Male Gnoll Ftr2/Rgr2; CR 4; Medium humanoid (gnoll); HD 3d8+2d10+15; hp 45; Init +5; Spd 30 ft/x4; AC 18 (+4 armor, +3 Dex, +1 deflection), touch 14, flat-footed 15; Base Atk +4; Grp +6; Atk +8 ranged (1d8+3/x3, +1 *mighty composite longbow*), or +7 melee (1d8+4, +1 *morningstar*), or +6 melee (1d6+3, club); Full Atk +8 ranged (1d8+3/x3, +1 *mighty composite longbow*), or +7 melee (1d8+4, +1 *morningstar*), or +6 melee (1d6+3, club); SA-; SQ darkvision 60ft., favored enemy +2 [elf]; AL LE; SV Fort +12, Ref +7, Will +2; Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 6;

Skills & Feats: Craft (Fletcher) +1, Hide +4, Listen +5, Move Silently +5, Spot +5, Survival +4; Point Blank Shot, Precise Shot, Rapid Shot, Track, Sharp-Shooting*, Coordinated Shot*.

Possessions +1 *composite longbow* (+2 Str), longbow, 40 arrows, +1 *morningstar*, club, dagger(3), +1 *leather armor*, backpack, alchemist fire, torch, anti-toxin, *potion cure light wounds*(x2), *potion of barkskin*, *potion of cure moderate wounds*, *safewing emblem**, *ring of protection* +1

* see Appendix 2 New Rules Items

ENCOUNTER 6: KETTER'S HEARTH

Bigsmash: Male orc Bbn2/Ftr4/Eye of Gruumsh 2; CR 8; Medium humanoid (orc); HD 4d10+4d12+24; hp 92; Init +2; Spd 35 ft/x4; AC 18 (+5 armor, +2 Dex, +1 deflection), touch 13, flat-footed 15; Base Atk+8; Grp +13; Atk +15 melee (1d8+10/x3, +1 *orc double axe*), or +10 ranged (1d8/x3, composite longbow), or +13 melee (1d8+7/x3, battleaxe); Full Atk +13/+8 melee (1d8+8/x3, +1 *orc double axe*) and +13 melee (1d8+4/x3, masterwork *orc double axe*), or +10/+5 ranged (1d8/x3, composite longbow) or +13/+8 melee (1d8+7/x3, battleaxe); SA Rage 2/day, swing blindly; SQ Command the horde, darkvision 60ft., fast movement, uncanny dodge; AL NE; SV Fort +14, Ref +4, Will +2; Str 21, Dex 15, Con 16, Int 8, Wis 10, Cha 6;

Skills and Feats: Climb +5, Craft (weaponsmithing) +2, Intimidate +6, Jump +5, Listen +2, Survival +2, Swim +3; Blind-Fight, Exotic Weapon Proficiency (orc double axe), Power Attack, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe), Reckless Rage*.

Power-Up Suite (Reckless Rage + Swing Blindly + enlarge + barkskin + magic vestment stonesskin + resist energy (fire) + freedom of movement): hp 116; AC 10, touch 5, flat-footed 8; grapple +23 (n/a); Full Atk +20/+15 melee (1d8+19/x3, +1 orc double axe), or +18/+13 melee (2d6+14/x3, +1 orc double axe) and +18 melee (2d6+7/x3, masterwork orc double axe), or +8/+3 ranged (2d6/x3, composite longbow), or +18/+13 melee (1d8+16/x3, battleaxe); SV Fort +17, Ref +3, Will +6; Str 33, Dex 13, Con 22.

Active Spell Table

| Spell | Caster Level |
|-----------------------------|---------------------------------|
| <i>freedom of movement</i> | 7 th |
| <i>stonesskin</i> | 7 th (70 pts) |
| <i>resist energy (fire)</i> | 7 th (20 pts/attack) |
| <i>barkskin</i> | 3 rd |
| <i>enlarge person</i> | 7 th |

Possessions: +1 - masterwork Axe, orc double, longbow, 20 arrows, dagger (2), battleaxe, +1 hide armor, backpack, *potion cure light wounds (x2)*, +1 cloak of resistance, gauntlets of ogre power. *Potion of cure moderate wounds (x2)*, ~~*potion of barkskin*~~, +1 ring of protection, boots of striding and springing

Command the Horde (Ex): You can direct the actions of any non-good orcs or half-orcs within 30 ft. of you as long as their Hit Die are lower than 4. Those following your orders gain a +2 morale bonus on Will saves.

Swing Blindly (Ex): You can choose to add an extra +4 to Str when raging but doing so increases your AC penalty from -2 to -4.

* see Appendix 2 New Rules Items

Sparto: Male Gnoll Ftr2/Rgr3/Order of the Bow 3; CR 9; Medium humanoid (gnoll); HD 8d8+2d10+30; hp 93; Init +5; Spd 30 ft/x4; AC 20 (+4 armor, +5 Dex, +1 deflection), touch 16, flat-footed 15; Base Atk +9; Grp +11; Atk +16 ranged (3d8+3/x3, +1 bane (elf) mighty composite longbow); Full Atk +16/+11 ranged (1d8+3/x3, +1 bane (elf) mighty composite longbow), or +14/+14/+9 ranged (1d8+3/x3, +1 bane (elf) mighty composite longbow), or +11/+6 melee (1d8+2, morningstar); SA Close combat shot, combat style [archery – Rapid Shot], ranged precision attack +2d8; SQ darkvision 60ft., favored enemy +2 [elf]; AL LE; SV Fort +15, Ref +12, Will +6; Str 14, Dex 20, Con 16, Int 10, Wis 12, Cha 6;

Skills and Feats: Craft (bowmaking) +6, Knowledge (nature) +4, Knowledge (religion) +2, Listen +4, Spot +11, Survival +8, Swim +6; Endurance, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm*, Rapid Shot, Track, Weapon Focus [composite longbow], Woodland Archer*.

Power-up Suite (barkskin + resist energy): AC 22, touch 16, flat-footed 17; grapple +11

Active Spell Table

| Spell | Caster Level |
|-----------------------------|---------------------------------|
| <i>stonesskin</i> | 7 th (70 points) |
| <i>resist energy (fire)</i> | 7 th (20 pts/attack) |
| <i>barkskin</i> | 3 rd |

Possessions: +1 studded leather armor +1 bane (elf) Composite longbow, (+2str), morningstar, dagger (2), longbow, 40 arrows, backpack, tanglefoot bag, alchemist fire (2), sunrod, oil (2), flint and steel, *potion of cure light wounds*. *Potion cure moderate wounds (2)*, ~~*potion of barkskin*~~, +1 ring of protection, +1 cloak of resistance, amulet of health +2, glove of dexterity +2,

* see Appendix 2 New Rules Items

Rebub: Female orc Clr7/Warpriest 1; CR 8; Medium humanoid (orc); HD 7d8+1d10+16; hp 68; Init +2; Spd 30 ft/x3; AC 23 (+9 armor, +2 shield, +1 Dex, +1 deflection), touch 12, flat-footed 22; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, +1 heavy mace), or +8 ranged (1d10/19-20 x2, heavy crossbow); Full Atk +9/+4 melee (1d8+3, +1 heavy mace), or +8 ranged (1d10/19-20 x2, heavy crossbow); SA rebuke undead 1/day; SQ darkvision 60ft., rally; AL NE; SV Fort +11, Ref +6, Will +11; Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 8;

Skills and Feats: Concentration +7, Diplomacy +8, Heal +7, Sense Motive +7, Spellcraft +7; Block Arrow*, Combat Casting, Spell Focus (Enchantment), Shielded Casting*.

Rebuke Undead (Su): 1/day; 1d20+0; turning damage 2d6+8

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level 15+spell level (enchantment)): 0— *create water, cure minor wound, detect magic, guidance (x2), mending*; 1st— *bles, command, cure light wounds, protection from good x(2), enlarge person**; 2nd— *cure moderate wounds (x2), hold person, wave of grief^N, bull's strength**; 3rd— *dispel magic, cure serious wounds, ~~ring of blades^N, magic vestment*~~*; 4th— ~~*freedom of movement, divine power, dominate person**~~

**Domains: Strength - Feat of strength: +7 enhancement to strength for 1 rd 1/day; War - Weapon Focus [spear]; Domination - Spell focus (enchantment)

Power-Up Suite (*enlarge + ring of blades + resist energy (fire)*): hp 63; AC 23, touch 10, flat-footed 21; Grp +13; Full Atk +9/+4 melee (2d6+4, +1 *heavy mace*), or +6 ranged (2d8/19-20 x2, heavy crossbow); SV: Fort +11, Ref +4, Will +13; Str 16, Dex 12, Con 14.

Active Spell Table

| Spell | Caster Level |
|-----------------------------|---------------------------------|
| <i>resist energy (fire)</i> | 7 th (20 pts/attack) |
| <i>stoneskin</i> | 7 th (70 points) |
| <i>ring of blades</i> | 7 th |
| <i>enlarge person</i> | 7 th |

Possessions: +1 Full plate, +1 light wooden shield, masterwork heavy mace, dagger(x2), holy symbol (3), backpack, tanglefoot bag, sunrod, torch, tinder twig (x3), anti-toxin, wand of resurgence (5 charges), scroll of cure light wounds (x3) +1 cloak of resistance, +1 ring of deflection, boots of striding and springing, spear, masterwork

Rally (Ex): If not currently suffering from a fear effect you can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear you are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus.

* see Appendix 2 New Rules Items

Durgo: Male Half-orc Wiz5/WarWeaver3; CR 8; Medium humanoid (orc); HD 8d4+32; hp 57 (77 with *empowered false life*); Init +2; Spd 30 ft/x4; AC 15 (+4 armor, +2 Dex, +1 deflection), touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +5 ranged touch (per spell, ray), or +4 melee touch (per spell, touch), or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk +5 ranged (1d8/19-20 x2, light crossbow); SA Spells; SQ darkvision 60ft., eldritch tapestry, quiescent weaving; AL LE; SV Fort +7, Ref +7, Will +8; Str 12, Dex 14, Con 18, Int 18, Wis 10, Cha 8;

Skills and Feats: Concentration +15, Craft (weaving) +12, Craft (alchemy) +7, Knowledge (arcana) +14, Knowledge (local) +6, Spellcraft +17; Enlarge Spell, Scribe Scroll, Spell Focus (Evocation), Split Ray*, Sudden Maximize*.

Active Spell Table

| Spell | Caster Level |
|-----------------------------|---------------------------------|
| <i>resist energy (fire)</i> | 7 th (20 pts/attack) |
| <i>stoneskin</i> | 7 th (70 points) |
| <i>false life</i> | 7 th |
| <i>mage armor</i> | 7 th |

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level; conjuration 15 + spell level): 0— *daze, detect magic, mage hand, stick**; 1st— *buzzing bee**; ~~*enlarge person, magic missile, orb of sound, lesser**~~; *ray of enfeeblement*; 2nd— ~~*false life, glitterdust*~~; *resist energy, scorching ray*; 3rd— ~~*displacement*~~; *haste, ray of enfeeblement [empowered]*; 4th— *battle hymn**; *stoneskin*.

In weave: ~~*resist energy (fire), stoneskin, displacement*~~

Possessions: Dagger(x2), club, backpack, tanglefoot bag (x2), alchemist fire(x2), anti-toxin, scroll enlarge person, glitter dust, magic missile (x2), wand of magic missile 5th CL (12 charges), potion of invisibility, potion of cure moderate wounds (x2), headband of intellect +2, amulet of health +4, +1 ring of protection, +1 cloak of resistance

Eldritch Tapestry (Su): You can weave an Eldritch tapestry containing yourself and 3 others. Doing so takes 10 minutes and requires a DC 15 Craft (weaving) check. You can cast spells up to level 5 into the tapestry.

Quiescent Weaving (Su): You can store 3 spells of level 5 or lower in a dormant state in your tapestry. As a move action you can release all the spells. They take effect in the order they were placed into the tapestry.

* see Appendix 2 New Rules Items

ENCOUNTER 7: TERREVERT

Ranji: Male elf (wood) Bbn1/Ftr2/Rgr3/Hexblade 1/Wild Runner 1; CR 8; Medium humanoid (elf); HD 3d8+4d10+1d12+32; hp 83; Init +3; Spd 50 ft/x4; AC 20 (+5 armor, +3 Dex, +2 deflection), touch 15, flat-footed 17; Base Atk +8; Grp +13; Atk +13 melee (1d8+6/19-20 x2, +1 *longsword*), or +13 melee (1d4+4, +1 *light hammer*), or +13 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +13/+8 Melee (1d8+6;19-20/x2, +1 *longsword*) and +13 melee (1d4+4, +1 *light hammer*), or +13/+8 ranged (1d8+2/x3, masterwork mighty composite longbow); SA Hexblade's curse, rage 1/day; SQ elf traits, fast movement, favored enemy +2 [human], lowlight vision, trackless step, wild empathy; AL CG; SV Fort

+15, Ref +10, Will +5; Str 20, Dex 16, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +5, Handle Animal +1, Hide +8, Intimidate +1, Jump +13, Knowledge (nature) +7, Listen +7, Move Silently +8, Survival +9, Swim +4; Endurance, Hammer's Edge*, Improved Bull Rush, Power Attack, Track, Two-Weapon Fighting, Weapon Focus [light hammer; longsword],

Power up suite: (Rage + *barkskin* + *freedom of movement*): hp 99; AC 22, touch 13, flat footed 19; Full Atk: 15/+10 melee (1d8+8/19-20/x2, +1 longsword) and +15 melee (1d4+5/x2, +1 light hammer); SV: Fort +17, Ref +10, Will +7; Str 24, Con 20.

| Spells Active | Caster level |
|----------------------------|--------------|
| <i>barkskin</i> | 7th |
| <i>freedom of movement</i> | 7th |

Possessions: +1 chainshirt, +1 ring of deflection, +1 longsword, +1 light hammer, masterwork light hammer (x2), masterwork longsword, masterwork mighty composite longbow (+2 str), 20 arrows, dagger (x2), alchemist fire (x2), acid (x2), sunrod (x3), tanglefoot bag (x2), *potion of cure moderate wounds* (x2), *potion of fly*, *potion of remove blindness*, +2 *cloak of resistance*, *glove of ogre power*, *amulet of health* +2.

Hexblade's Curse (Su): Once per day, as a free action, you can unleash a curse upon a foe within 60 feet that you can see. The target of your curse takes a -2 penalty attacks, save, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 9) negates the effect.

* see Appendix 2 New Rules Items

Leronsen: Female elf (high) Clr4/Rgr1/Seeker of the Misty Isle 3; CR 8; Medium humanoid (elf); HD 8d8+8; hp 51; Init +3; Spd 50 ft/x4; AC 20 (+4 armor, +2 shield, +3 Dex, +1 deflection), touch 14, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d8+1/19-20 x2, +1 longsword), or +6 melee (1d6, club), or +10 ranged (1d8/x3, masterwork longbow); Full Atk +7/+2 melee (1d8+1/19-20 x2, +1 longsword), or +6/+1 melee (1d6, club), or +10/+5 ranged (1d8/x3, masterwork longbow); SA Spells, turn undead; SQ Elf traits, favored enemy +2 [orc], lowlight vision, wild empathy; AL NG; SV Fort +13, Ref +12, Will +12; Str 10, Dex 16, Con 12, Int 12, Wis 19, Cha 12;

Skills and Feats: Balance +8, Concentration +12, Craft (leatherworking) +3, Diplomacy +7, Handle Animal +3, Heal +6, Hide +6, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +5, Knowledge (religion) +5, Listen +8, Move Silently +6, Spot +9, Survival +12, Swim +2, Use Rope +5; Augment Healing*, Divine Metamagic (Empower Spell)*, Empower Spell, Track.

| Spells Active | Caster level |
|-----------------------------|--------------------------------|
| <i>Resist energy (fire)</i> | 7 th 20 pts/ attack |
| <i>Divine insight</i> | 7th |
| <i>Freedom of movement</i> | 8th |

Spells known: (6/5+1/4+1/3+1/2+1) (base DC = 14 + spell level); 0- *create water*, *detect magic*, *mending*, *detect poison*, *guidance* (2); 1st—*protection from evil*, *bleed*, *shield of faith*, *divine favor*, *entropic shield*, *entangle***; 2nd—*healing lorecall**, ~~*resist energy*~~, *silence*, ~~*divine insight*~~, ~~*barkskin*~~**; 3rd—*dispel magic*, *prayer*, *wind wall*, *blur**; 4th—*panacea***; ~~*freedom of movement*~~, *dimensional door***.

Possessions: +1 longsword, masterwork club, masterwork longbow, 20 arrows, alchemist fire x2, acid x2, anti-toxin, sunrod x2, +1 *studded leather armor*, +1 *light wooden shield*, holy symbol (3), +1 *cloak of resistance*, *pearl of power* (1st), *scrolls: remove blindness*, *remove paralysis*, *remove curse*, *cure moderate wounds* (x2), *cure serious wounds*, *wand of resurgence* (5 charges), +2 *cloak of resistance*, *boots of striding and springing*

* see Appendix 2 New Rules Items

Ferngale: Female elf (high) Drd8; CR 8; Medium humanoid (Elf); HD 8d8+8; hp 51; Init +2; Spd 30 ft/x4; AC 20 (+4 armor, +2 shield, +2 Dex, +2 deflection), touch 14, flat-footed 18; Base Atk +6; Grp +6; Atk +7 melee (1d8+1/19-20 x2, +1 longsword), or +6 melee (1d6, club), or +9/+4 ranged (1d8+1/x3, +1 longbow); Full Atk +7/+2 melee (1d8+1/19-20 x2, +1 longsword), +6/+1 melee (1d6, club), or +9/+4 ranged (1d8+1/x3, +1 longbow); SA Spells; SQ Animal companion, elf traits, lowlight vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape, woodland stride; AL N; SV Fort +9, Ref +6, Will +13; Str 10, Dex 14, Con 12, Int 12, Wis 20, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +3, Handle Animal +5, Heal +11, Knowledge (nature) +11, Listen +10, Profession (herbalist) +9, Spellcraft +5, Spot +10, Survival +13, Swim +0; Augment Summoning, Natural spell, Spell Focus (Conjuration).

| Spells Active | Caster level |
|-----------------------------|--------------------------------|
| <i>resist energy (acid)</i> | 8 th 20 pts/ attack |
| <i>divine insight</i> | 7th |

Spells known; (6/5/4/4/3; Base DC = 14 + spell level; CL8; 0—*create water, detect magic, know direction, mending, purify food and water*; 1st—*cure light wounds (x2), entangle, faerie fire, wall of smoke**; 2nd—*barkskin, flame blade, resist energy, warp wood*; 3rd—*cure moderate wounds, greater magic fang, poison, spike growth*; 4th—*arc of lightning*, flame strike, freedom of movement*

Possessions; +1 longsword, +1 hide armor, +1 light wooden shield, +1 ring of protection, club, dagger (2), masterwork longbow, 20 arrows, alchemist fire x2, acid x2, sprig of holly x2, scrolls: *cure light wounds x2, cure moderate wounds x2, faerie fire, entangle, lesser restoration, resist energy, periapt of wisdom +2, cloak of resistance +2, +2 ring of protection*

* see Appendix 2 New Rules Items

Fang: Medium animal (advanced wolf); HD 8d8+24; HP 75; Init +4; Spd:50 ft.; AC:24 (+4 Dex, +2 leather barding, +8 natural), touch 14, flat-footed 20; Base Atk +6; Grp+10; Atk +11 melee (1d6+6, bite); Full Atk: +11/+6 melee (1d6+6, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ: Evasion, devotion, link, low-light vision, scent, share spells; AL N; SV: Fort +8, Ref +8, Will +3; Str 18, Dex 18, Con 17, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +4*; Ability focus [trip], Improved Toughness*, Multiattack, Track, Weapon Focus [bite].

Power up suite (*greater magic fang + barkskin*): AC 27, touch 14, flat-footed 23; Atk: +14 melee (1d6+8, bite); Full Atk: +14/+9 melee (1d6+8, bite).

| Spells Active | Caster level |
|-----------------------------|-----------------|
| <i>Greater magic weapon</i> | 8 th |
| <i>Barkskin</i> | 8th |

* see Appendix 2 New Rules Items

Gelmir: Male elf (gray) Sor6/Elemental Savant 2; CR 8; Medium humanoid (elf); HD 8d4+16; hp 41; Init +4; Spd 30 ft/x4; AC 16 (+4 Dex, +2 deflection), touch 16, flat-footed 12; Base Atk +4; Grp+2; Atk +8 ranged touch (per spell, ray), or +2 melee touch (per spell, touch), or +9 ranged (1d8-1/x3, +1 longbow), or +3 melee (1d8-1/19-20 x2, +1 longsword); Full Atk +9 ranged (1d8-1/x3, +1 longbow), or +3 melee (1d8-1/19-20 x2, +1 longsword); SA Spells; SQ Elemental specialty (electricity), elf traits, lowlight vision, resistance to energy (electricity); AL CG; SV Fort +6, Ref +10, Will +10; Str 6, Dex 18, Con 14, Int 14, Wis 10, Cha 18;

Skills and Feats: Bluff +5, Concentration +13, Knowledge (arcana) +13, Knowledge (the planes) +8, Spellcraft +15; Empower Spell, Energy Substitution [electricity]*, Sudden Still*.

| Spells Active | Caster level |
|-------------------|-----------------|
| <i>mage armor</i> | 8 th |

Spells per day: 6/6/6/5/3; base DC = 14 + spell level; CL8; Spells known 0- *arcane mark, detect magic, disrupt undead, electric jolt*, message, mage hand, read magic*; 1st—*buzzing bee*, mage armor, magic missile, ray of enfeeblement, shocking grasp*; 2nd—*invisibility, mirror image, scorching ray*; 3rd—*dispel magic, lightning bolt*; 4th—*dimensional door*.

Possessions: longbow, 20 arrows, longsword, dagger (2), alchemist fire (2), acid, anti-toxin, sunrod (2), tanglefoot bag, spell component pouch (3), scroll of magic missile, scroll of blur, scroll of detect magic, scroll of hold person, +2 cloak of resistance, amulet of health +2.

Elemental Specialty (Ex): You have chosen electricity as your elemental specialty. When you cast a spell with an energy descriptor which deals damage, its descriptor and damage type change to electricity. Resistance to Energy (Ex): You have Electricity resistance 5.

Immunity to Sleep (Ex): You have immunity to sleep effects

* see Appendix 2 New Rules Items

ENCOUNTER 2: CLEAR SAILING

Giant Crocodile, advanced: Huge animal; CR 6; HD 13d8+78 hp 147; Init +1; Spd 20 ft., Swim 30ft.; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Base Atk +9; Grp +26; Atk +16 melee (2d10+14, bite) or +16 melee (1d12+14, tail slap); Full Atk +16 melee (2d10+14, bite) or +16 melee (1d12+14, tail slap); Space/Reach 15ft/10ft; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +14, Ref +10, Will +4; Str 28, Dex 12, Con 20, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +7*, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Improved Natural Attack, Improved Toughness*, Skill Focus [hide].

* see Appendix 2 New Rules Items

ENCOUNTER 4: BLACKTHORN CAMP

Orc scout: Male Half-orc Ftr1/Rgr1/Scout4/Dread Commando2; CR 8; Medium humanoid (orc); HD 7d8+1d10+32; hp 78; Init +5; Spd 40 ft/x4; AC 17 (+4 armor, +2 Dex, +1 deflection), touch 13, flat-footed 17; Base Atk +7; Grp +12; Atk +13 melee (2d4+8/18-20 x2, +1 falchion), or +10 ranged (1d8+1/x3, +1 longbow), or +12 melee (1d8+5/x3, battleaxe); Full Atk +13/+8 melee (2d4+8/18-20 x2, +1 falchion), or +10/+5 ranged (1d8+1/x3, +1 longbow), or +12/+7 melee (1d8+5/x3, battleaxe); SA Skirmish, sudden strike; SQ Armored ease, battle fortitude, darkvision 60ft., fast movement, favored enemy +2 [elf], stealthy movement, team initiative bonus, trackless step, uncanny dodge, wild empathy; AL LE; SV Fort +10, Ref +12, Will +1; Str 21, Dex 14, Con 16, Int 8, Wis 8, Cha 6;

Skills and Feats: Hide +12, Listen +9, Move Silently +12, Spot +10, Survival +7, Swim +7, Tumble +5; Expeditious Dodge*, Improved Toughness*, Mobility, Power Attack, Spring Attack, Track.

Possessions: +1 Falchion, +1 composite longbow (str+2), masterwork, 20 arrows, +1 studded leather armor, masterwork battleaxe, dagger (2), club, backpack, acid (2), tanglefoot bag, torch, *potion cure light wounds* (x2), *potion of barkskin*, *potion of cure moderate wounds*, *safewing emblem**, *gauntlets of ogre power*, *amulet of health* +2

Armored Ease (Ex): You reduce the armor check penalty of any armor you are proficient with by 2 (to a minimum of 0).

Skirmish (Ex): For any round in which you move at least 10', you gain 1d6 damage and a +1 competence bonus to AC.

Sudden Strike (Ex): Whenever you target is denied a Dexterity bonus, you deal and extra 1d6 points of damage. Cannot be used while flanking unless opponent is denied its Dexterity bonus.

Team Initiative Bonus (Ex): All allies within 30 feet who can see you (including yourself) gain a +2 competence bonus on initiative checks

Battle Fortitude (Ex): You gain a +1 competence on Fortitude saves and initiative checks.

Stealthy Movement (Ex): You take no penalty on Hide or Move Silently while moving up to your normal speed, and you take only a -10 on Hide and Move Silently checks when running or Charging

* see Appendix 2 New Rules Items

Gnoll sentry: Male gnoll Ftr4/Rgr2/Scout1; CR 7; Medium humanoid (gnoll); HD 4d8+4d10+24; hp 71; Init +4; Spd 30 ft/x4; AC 19 (+4 armor, +4 Dex, +1 deflection), touch 15, flat-footed 15; Base Atk +6; Grp +8; Atk +11 ranged (1d8+5/x3, +1 mighty composite longbow), or +9 melee (1d8+4, +1 morningstar), or +8 melee (1d6+3, club); Full Atk +10/+10/+5 ranged (1d8+5/x3, +1 mighty composite longbow), or +9/+4 melee (1d8+4, +1 morningstar), or +8/+3 melee (1d6+3, club); SA Combat style [archery-rapid shot], skirmish +1d6; SQ darkvision 60ft., favored enemy +2 [elf], wild empathy; AL LG; SV Fort +13, Ref +11, Will +3; Str 14, Dex 18, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Craft (fletcher) +1, Hide +5, Listen +7, Move Silently +7, Spot +9, Survival +5; Coordinated Shot*, Point Blank Shot, Precise Shot, Rapid Shot, Sharp-Shooting*, Track, Weapon Focus [composite longbow], Weapon Specialization [composite longbow].

Possessions: +1 composite longbow (+2str), longbow, 40 arrows, +1 morningstar, club, dagger (x3), +1 leather armor, backpack, alchemist fire, torch, anti-toxin, *potion cure light wounds*(x2), *potion of barkskin*, *potion of cure moderate wounds*, *safewing emblem**, *ring of protection* +1

* see Appendix 2 New Rules Items

ENCOUNTER 6: KETTER'S HEARTH

Bigsmash: Male Orc Bbn2/Ftr4/Eye of Gruumsh 4; CR 10; Medium humanoid (orc); HD 4d10+6d12+50; hp 135; Init +2; Spd 35 ft/x4; AC 20 (+5 armor, +2 Dex, +1 natural, +2 deflection), touch 14, flat-footed 19; Base +10; Grp +15; Atk +17 melee (1d8+10/x3, +1 orc double axe); Full Atk +15/+10 melee (1d8+8/x3, +1 orc double axe) and +15 melee (1d8+5/x3, +1 orc double axe), or +12/+7 ranged (1d8/x3, composite longbow), or +15/+10 melee (1d8+7/x3, battleaxe); SA Blind-fight, blinding spittle, rage 1/day, swing blindly; SQ Command the horde, darkvision 60ft., fast movement, ritual scarring, uncanny dodge; AL NE; SV Fort +18, Ref +6, Will +4; Str 21, Dex 15, Con 20, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Craft (weaponsmithing) +2, Intimidate +8, Jump +5, Listen +2, Survival +2, Swim +3; Blind-Fight, Exotic Weapon Proficiency [orc double axe], Intimidating Rage*, Power Attack, Reckless Rage*, Two-Weapon Fighting, Weapon Focus [orc double axe], Weapon Specialization [orc double axe],

Power-Up Suite (Reckless Rage + swing blindly + enlarge + barkskin + freedom of movement): hp 165; AC 10, touch 5, flat-footed 8; Grp +26 (n/a); Full Atk +23/+18 melee (2d6+21/x3, +1 orc double axe), or +21/+16 melee (2d6+15/x3, +1 orc double axe) and +21 melee (2d6+9/x3, +1 orc double axe), or +8/+3 ranged (2d6/x3, composite longbow), or +18/+13 melee (1d8+17/x3, battleaxe); SV Fort +22, Ref +4, Will +10; Str 34, Dex 13, Con 26.

Active Spell Table

| Spell | Caster Level |
|--------------------------------------|---------------------------|
| <i>freedom of movement</i> | 8 th |
| <i>stoneskin</i> | 9 th (90 pts) |
| <i>protection from energy (fire)</i> | 9 th (108 pts) |
| <i>barkskin</i> | 3 rd |
| <i>enlarge person</i> | 9 th |

Possessions: +1/+1 Axe, orc double, longbow, 20 arrows, dagger (2), battleaxe, +1 hide armor, backpack, *potion cure light wounds (2)*, +2 *cloak of resistance*, *gauntlets of ogre strength*. *Potion of cure moderate wounds (2)*, ~~*potion of barkskin*~~, +2 *ring of protection*, *boots of striding and springing*, *amulet of health +4*

Command the Horde (Ex): You can direct the actions of any non-good orcs or half-orcs within 30 ft. of you as long as their Hit Die are lower than 4. Those following your orders gain a +2 morale bonus on Will saves.

Swing Blindly (Ex): You can chose to add an extra +4 to Str when raging but doing so increases your AC penalty from -2 to -4.

Ritual Scarring (Ex): Through frequent disfiguration of your skin your natural armor bonus improves to +1.

Blinding Spittle (Ex): You can launch blinding spittle at any opponent within 20 ft. With a successful ranged touch attack (at a -4 penalty), you spit stomach acid into the target's eyes. If the target fails a reflex save (DC 19) he is blinded until he can rinse away the spittle. This ability is

* see Appendix 2 New Rules Items

Sparto: Male Gnoll Ftr2/Rgr3/Order of the Bow5; CR 11; Medium humanoid (gnoll); HD 10d8+2d10+33; hp 112; Init +6; Spd 30 ft/x4; AC 22 (+5 armor, +5 Dex, +2 deflection), touch 17, flat-footed 17; Base Atk +11; Grp +13; Atk +19 ranged (4d8+3/x3, +1 bane (elf) mighty composite longbow); Full Atk +19/+14 ranged (1d8+3/x3, +1 bane (elf) mighty composite longbow), or +17/+17/+12 ranged (1d8+3/x3, +1 bane (elf) mighty composite longbow), or +13/+8 melee (1d8+2, morningstar); SA Close combat shot, combat style [archery-rapid shot]; SQ darkvision 60ft., favored enemy +2 [elf], ranged precision attack, wild empathy; AL NE; SV Fort +14, Ref +15, Will +8; Str 14, Dex 22, Con 16, Int 10, Wis 12, Cha 6.

Skills & feats: Craft (bowmaking) +6, Knowledge (nature) +4, Knowledge (religion) +2, Listen +4, Spot +13, Survival +8, Swim +8; Endurance, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm*, Rapid Shot, Track, Weapon Focus [composite longbow], Woodland Archer*.

Power-up Suite (barkskin): AC 24, touch 17, flat-footed 19;

Active Spell Table

| Spell | Caster Level |
|--------------------------------------|---------------------------|
| <i>stoneskin</i> | 9 th (90 pts) |
| <i>protection from energy (fire)</i> | 9 th (108 pts) |
| <i>barkskin</i> | 3 rd |

Possessions: +1 studded leather armor +1 bane (elf) Composite longbow, (+2str), composite longbow (+2 str), masterwork (2), morningstar, dagger (2), longbow, 40 arrows, *keen arrow (10)*, backpack, tanglefoot bag, alchemist fire (x2), sunrod, oil (x2), flint

and steel, *potion of cure light wounds*, *potion cure moderate wounds* (x2), ~~*potion of barkskin*~~, +2 *ring of protection*, +2 *cloak of resistance*, *amulet of health* +4, *glove of dexterity* +2.

Ranged Precision Attack (Ex): As a standard action you may make a single precisely aimed attack with a ranged weapon dealing an extra 3d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible Anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. You can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Close Combat Shot (Ex): You can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

* see Appendix 2 New Rules Items

Rebub: Female Orc Clr7/Warpriest3; CR 10; Medium Humanoid (Orc); HD 7d8+3d10+20; hp 79; Init +2; Spd 30 ft/x3; AC 23 (+9 armor, +2 shield, +1 Dex, +1 deflection), touch 12, flat-footed 22; Base Atk +8; Grp +10; Atk +12 melee (1d8+4, +1 *heavy mace*), or +10 ranged (1d10/19-20 x2, heavy crossbow); Full Atk +12/+7 melee (1d8+4, +1 *heavy mace*), or +10 ranged (1d10/19-20 x2, heavy crossbow); SA Rebuke undead, spells; SQ darkvision 60ft., inflame, mass cure light wounds, rally; AL NE; SV Fort +13, Ref +8, Will +13; Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 6;

Skills and Feats: Concentration +7, Diplomacy +10, Knowledge (history) +1, Sense Motive +13; Block Arrow*, Combat Casting, Divine Vigor*, Shielded Casting*, Spell Focus [enchantment], Weapon Focus [spear].

Rebuke Undead (Su): 1/day; 1d20+0; turning damage 2d6+8

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level; 15+spell level(enchantment)): 0— *create water*, *cure minor wound*, *detect magic*, *guidance* (2), *mending*; 1st— *bless*, *command*, *cure light wounds*, *enlarge person****, *protection from good* (x2); 2nd— *cure moderate wounds* (x2), *hold person*, *wave of grief**, *bull's strength****, 3rd— *dispel magic* (x2), *cure serious wounds*, ~~*magic vestment*~~*, ~~*ring of blades*~~*, 4th— *cure critical wounds*, *dominate person****, ~~*freedom of movement*~~ (x2).

**Domains: Strength - Feat of strength: +8 enhancement to strength for 1 rd 1/day; War - Weapon Focus [spear]; Domination - spell focus (enchantment)

Power-Up Suite (*enlarge + magic vestment + ring of blades + divine vigor*): hp 99; AC 23, touch 10, flat-footed 21; Grp +15; Full Atk +9/+4 melee (2d6+5, +1 *heavy mace*), or +6 ranged (2d8/19-20/x2, heavy crossbow); SV: Fort +13, Ref +7, Will +13; Str 16, Dex 12, con 14.

Active Spell Table

| Spell | Caster Level |
|--------------------------------------|---------------------------|
| <i>freedom of movement</i> | 8 th |
| <i>stoneskin</i> | 9 th (90 pts) |
| <i>protection from energy (fire)</i> | 9 th (108 pts) |
| <i>enlarge person</i> | 8 th |

Possessions: +1 *Full plate*, +1 *light wooden shield*, +1 *heavy mace*, +1 *mace, heavy*, masterwork, mace, heavy, dagger (x2), holy symbol (x3), backpack, tanglefoot bag, sunrod, torch, tinder twig (x3), anti-toxin, *wand of resurgence** (5 charges), *scroll of cure light wounds* (x3) +1 *cloak of resistance*, +1 *ring of deflection*, *boots of striding and springing*, *periapt of wisdom* +2, *cloak of resistance* +2, *scroll of freedom of movement*, *scroll of remove blindness*, spear, masterwork

Rally (Ex): If not currently suffering from a fear effect you can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear you are allowed an immediate Will saving throw at the DC of the fear effect, with a +3 morale bonus.

Inflame (Ex): As a full-round action, you can inflame the passions of your allies. You provide those who hear a +2 morale bonus on saving throws against any charm or fear effect. This effect lasts for 8 minutes after the speech ends, and you gain the bonus as well.

Mass Cure Light Wounds (Sp): Once per day, as the spell as cast by a level 7 cleric.

* see Appendix 2 New Rules Items

Durgo: Male Half-orc Wiz5/WarWeavers5; CR 10; Medium humanoid (orc); HD 10d4+40; hp 71(89 with *false life*); Init +2; Spd 30 ft/x4; AC 18 (+4 mage armor (from scroll), +2 Dex, +2 deflection), touch 14, flat-

footed 16; Base Atk +4; Grp +5; Atk +6 ranged touch (per spell, ray), or +5 melee touch (per spell, touch), or +6 ranged (1d8/19-20 x2, light crossbow); Atk +6 ranged (1d8/19-20 x2, light crossbow); SA Spells; SQ darkvision 60ft., eldritch tapestry, enlarged tapestry, quiescent weaving; AL LE; SV Fort +8, Ref +8, Will +10 (+12 command the horde); Str 12, Dex 14, Con 18, Int 18, Wis 10, Cha 8;

Skills and Feats: Concentration +17, Craft (weaving) +14, Craft (alchemy) +9, Knowledge (arcana) +16, Knowledge (local) +6, Spellcraft +19; Empower Spell, Enlarge Spell, Scribe Scroll, Spell Focus [evocation], Split Ray*, Sudden Maximize*.

Active Spell Table

| Spell | Caster Level |
|--------------------------------------|---------------------------|
| <i>stoneskin</i> | 9 th (90 pts) |
| <i>protection from energy (fire)</i> | 9 th (108 pts) |

Spells Prepared (Wiz; 4/5/5/4/3/1; base DC = 14 + spell level; conjuration 15+ spell level): 0- *daze*, *detect magic*, *mage hand*, *Stick**, 1st - *buzzing bee**, ~~*enlarge person*~~, *magic missile*, *orb of sound*, *ray of enfeeblement*; 2nd - ~~*false life*~~, *glitterdust (x2)*, *scorching ray*, 3rd - ~~*displacement*~~, *fly*, *haste*, *protection from energy*; 4th - *battle hymn**, *Evard's black tentacles*, ~~*stoneskin*~~, 5th - *fireball [empowered]*

In weave: ~~*protection from energy (fire)*~~ *stoneskin*, *fly*, *displacement*.

Possessions: Dagger (x2), club, backpack, tanglefoot bag (x2), alchemist fire (x2), anti-toxin, ~~*scroll of mage armor*~~, *scroll of enlarge person*, *scroll of glitterdust*, *scroll of magic missile (x2)*, *wand of magic missile 5th CL (12 charges)*, *potion of invisibility*, *potion of cure moderate wounds (x2)*, *headband of intellect +2*, *amulet of health +4*, *+2 ring of protection*, *+2 cloak of resistance*

Eldritch Tapestry (Su): You can weave an eldritch tapestry containing yourself and 4 others. Doing so takes 10 minutes and requires a DC 15 Craft (weaving) check. You can cast spells up to level 5 into the tapestry.

Quiescent Weaving (Su): You can store 4 spells of level 5 or lower in a dormant state in your tapestry. As a move action you can release all the spells. They take effect in the order they were placed into the tapestry.

Enlarged Tapestry (Su): Spells you cast through your tapestry have their range category increased by one level.

* see Appendix 2 New Rules Items

ENCOUNTER 7: TERREVERT

Ranji: Male elf (wood)
 Bbn1/Ftr2/Rgr3/Hexblade1/Wildrunner3; CR 10; Medium humanoid (elf); HD 3d8+6d10+1d12+40; hp 103; Init +3; Spd 50 ft/x4; AC 20 (+5 armor, +3 Dex, +2 deflection), touch 15, flat-footed 17; Base Atk +10; Grp +15; Full Atk +17 melee (1d8+8/19-20, +1 *longsword*), or +17 melee (1d4+6, +1 *light hammer*), or +15 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +15/+10 melee (1d8+6/19-20, +1 *longsword*) and +15 melee (1d4+4, +1 *light hammer*), or +15/+10 ranged (1d8+2/x3, masterwork mighty composite longbow); SA Combat style [two-weapon fighting], hexblade's curse, primal scream, rage 1/day; SQ Elf traits, endure elements, fast movement, favored enemy +5 [human], lowlight vision, scent, trackless step, wild empathy; AL CG; SV Fort +17, Ref +11, Will +6; Str 20, Dex 16, Con 18, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +6, Handle Animal +1, Hide +10, Intimidate +1, Jump +14, Knowledge (nature) +7, Listen +9, Move Silently +10, Survival +11, Swim +5; Endurance, Improved Bull Rush, Improved Favored Enemy [human]*, Hammer's Edge*, Power Attack, Track, Two-Weapon Fighting, Weapon Focus [light hammer; longsword].

Power up suite: (Rage + *barkskin* + *freedom of movement* + *stoneskin*): hp 123; AC 21, touch 13, flat footed 18; Full Atk: 17/+12 melee (1d8+8/19-20, +1 *longsword*) and +17 melee (1d4+5, +1 *light hammer*); SV Fort +19, Ref +11, Will +8; Str 24, Con 20

| Spells Active | Caster level |
|-----------------------------|--------------------------------|
| <i>resist energy (fire)</i> | 9 th 20 pts/ attack |
| <i>barkskin</i> | 9th |
| <i>freedom of movement</i> | 9th |
| <i>stoneskin</i> | 10 th 100 points |

Possessions: +1 *chainshirt*, +2 *ring of deflection*, +1 *longsword*, +1 *light hammer*, masterwork light hammer x2, masterwork longsword, masterwork composite longbow (+2 Str), 20 arrows, dagger x2 alchemist fire x2, acid x2, sunrod x3, tanglefoot bag x2, *potion of cure moderate wounds x2*, *potion of fly*, *potion of remove blindness*, +2 *cloak of resistance*, *glove of ogre power*, *amulet of health +4*

Hexblade's Curse (Su): Once per day, as a free action, you can unleash a curse upon a foe within 60 feet that you can see. The target of your curse takes a -2 penalty attacks, save, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 9) negates the effect.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, light or no armor. Primal Scream (Su): 2 times per day, as a free action, you can induce a state of feral frenzy that lasts for 9 rounds.

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Endure Elements Sp): You can use endure elements at will. Caster level is 3rd.

* see Appendix 2 New Rules Items

Leronsen Female elf (high) Clr4/Rgr1/Seeker of the Misty Isle 5; CR 10; Medium humanoid (elf); HD 10d8+10; hp 75; Init +3; Spd 50 ft/x4; AC 22 (+4 armor, +2 shield, +4 dex, +2 deflection), touch 16, flat-footed 18; Base Atk +7; Grp +7; Atk +8 melee (1d8+1/19-20, +1 longsword), or +8 melee (1d6; masterwork club), or +11 ranged (1d8/x3, masterwork longbow); Full Atk +8/+3 melee (1d8+1/19-20, +1 longsword), or +8/+3 melee (1d6, masterwork club), or +11/+6 ranged (1d8/x3, masterwork longbow); SA Spells, turn undead; SQ Corellon's perception, elf traits, favored enemy +2 [orc], lowlight vision, surefooted, swiftfooted, wild empathy; AL NG; SV Fort +13, Ref +13, Will +12; Str 10, Dex 18, Con 12, Int 12, Wis 20, Cha 12.

Skills and Feats: Balance +9, Concentration +14 (+18), Craft (leatherworking) +3, Diplomacy +7, Handle Animal +3, Heal +6, Hide +8, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +7, Knowledge (religion) +4, Listen +11, Move Silently +8, Spot +14, Survival +14, Swim +2, Tumble +10, Use Rope +5; Augment Healing*, Empower Spell, Divine Metamagic*[Empower Spell], Reach Spell*, Track.

| Spells Active | Caster level |
|-----------------------------|--------------------------------|
| <i>resist energy (fire)</i> | 9 th 20 pts/ attack |
| <i>divine insight</i> | 9th |
| <i>freedom of movement</i> | 9th |
| <i>stoneskin</i> | 10 th (100 points) |

Spells known: (6/6+1/5+1/4+1/3+1/2+1) (base DC = 14 + spell level); 0 – *create water, detect magic, detect poison, guidance (x2), mending*; 1st – *bles, divine favor, entropic shield, entangle**, *protection from evil, shield of faith (x2)*; 2nd – *barkskin**, *divine insight**, *healing lorecall**, *invisibility purge*, ~~*resist energy (2)*~~, *silence*; 3rd – *dispel magic (2), fly**, *prayer, wind wall*; 4th – *dimensional door**, ~~*freedom of movement, panacea**~~, *poison*; 5th – *flame strike (2), wall of thorns**.

Possessions: +1 longsword, masterwork club, masterwork longbow, 20 arrows, alchemist fire x2, acid x2, anti-toxin, sunrod x2, +1 studded leather armor, +1 light wooden shield, holy symbol (3), +1 cloak of resistance, pearl of power (1st), *scroll of remove blindness, scroll of remove paralysis, scroll of remove curse, scroll of cure moderate wounds (x2), scroll of cure serious wounds, wand of resurgence* (5 charges), +2 cloak of resistance, boots of striding and springing, periapt of wisdom +2, +2 gloves of dexterity, +2 ring of protection*

Swiftfooted (Ex): You can ignore the normal -5 penalty for accelerate movement when you use Balance, Climb, Hide, Move Silently and Survival. Your penalty for accelerated tumbling is reduced from -10 to -5.

Corellon's Perception (Ex): You gain a +5 racial bonus on Listen, Search, and Spot checks. You can attempt to spot or hear something you failed to notice previously once per round per skill as a free action.

Surefooted (Ex): You can ignore DC modifiers on Balance, Move Silently, and Tumble checks derived from the surface or terrain you are moving on.

* see Appendix 2 New Rules Items

Ferngale: Female elf (high) Drd10; CR 10; Medium humanoid (elf); HD 10d8+10; hp 63; Init +2; Spd 30 ft/x4; AC 20 (+4 armor, +2 shield, +2 Dex, +2 deflection), touch 14, flat-footed 18; Base Atk +7; Grp +7; Atk +8 melee (1d8+1/19-20, +1 longsword), or +7 melee (1d6, club), or +10 ranged (1d8+1/x3, +1 longbow); Full Atk +8/+3 melee (1d8+1/19-20, +1 longsword), or +7/+2 melee (1d6, club), or +10/+5 ranged (1d8+1/x3, +1 longbow); SA Spells; SQ Animal companion, elf traits, lowlight vision, nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape, woodland stride; AL N; SV Fort +10, Ref +7, Will +14; Str 10, Dex 14, Con 12, Int 12, Wis 20, Cha 10.

Skills and Feats: Concentration +14, Diplomacy +3, Handle Animal +5, Heal +11, Knowledge (nature) +12, Listen +12, Profession (herbalist) +9, Spellcraft +6, Spot +11, Survival +15, Swim +1; Augment Summoning, Natural Spell, Rapid Spell*, Spell Focus [conjunction]

| Spells Active | Caster level |
|-----------------------------|---------------------------------|
| <i>resist energy (acid)</i> | 10 th 20 pts/ attack |
| <i>freedom of movement</i> | 10th |
| <i>stoneskin</i> | 10 100 points |

Spells known; (6/5/5/4/4/3; base DC = 14 + spell level; CL8; 0 -- *create water, detect magic, know direction, mending, purify food and water*; 1st -- *entangle, faerie fire, cure light wounds (x2), wall of smoke*; 2nd -- *barkskin, briar web, flame blade, resist energy, warp wood*; 3rd -- *cure moderate wounds, greater magic fang, poison, spike growth*; 4th -- *arc of lightning* (x2), freedom of movement, flame strike*; 5th -- *animal growth, Rapid Summon nature's ally IV (1d3 dire wolves-see DM's Aid 1), rejuvenation cocoon**.

Possessions: +1 longsword, +1 hide armor, +1 light wooden shield, +1 ring of protection, club, dagger (2), masterwork longbow, 20 arrows, alchemist fire x2, acid x2, sprig of holly x2, scrolls: *cure light wounds x2, cure moderate wounds x2, faerie fire, entangle, lesser restoration, resist energy, peritapt of wisdom +2, cloak of resistance +2, +2 ring of protection*

* see Appendix 2 New Rules Items

Fang: Large animal; HD: 8d8+40 (83 hp); Init +3; Spd 50 ft.; AC 19 (-1 size, +2 armor, +3 Dex, +5 natural), touch 12, flat-footed 16; Base Atk +6; Grp +18; Atk +14 melee (1d8+12, bite); Full Atk: +14 melee (1d8+12, bite); Space/Reach: 10 ft./5 ft.; SA Trip; SQ: Evasion, devotion, link, low-light vision, scent, share spells; SV Fort +10, Ref +9, Will +7; Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +8, Survival +3*, Ability focus [trip], Improved Toughness*, Multiattack, Track, Weapon Focus [bite].

Power up suite (*greater magic fang* + *barkskin*): AC 23, touch 12, flat footed 20; Atk +17 melee (1d8+15, bite); Full Atk +17 melee (1d8+15, bite);

| Spells Active | Caster level |
|---------------------------|--------------|
| <i>greater magic fang</i> | 10th |
| <i>barkskin</i> | 10th |

* see Appendix 2 New Rules Items

Gelmir: Male elf (gray) Sor6/Elemental Savant 4; CR 10; Medium humanoid (elf); HD 10d4+20; hp 51; Init +4; Spd 30 ft/x4; AC 20 (+4 mage armor, +4 Dex, +2 deflection), touch 16, flat-footed 16; Base Atk +5; Grp +3; Atk +9 ranged touch (per spell, ray), or +3 melee touch (per spell, touch), or +4 melee (1d8-1/19-20, +1 longsword), or +10 ranged (1d8-1/x3, +1 longbow); Full Atk +4 melee (1d8-1/19-20, +1 longsword), or +10 ranged (1d8-1/x3, +1 longbow); SA Energy penetration, elemental specialty, spells; SQ Elf traits, lowlight vision, resistance to energy; AL LN; SV Fort +7, Ref +11, Will +11; Str 6, Dex 18, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Concentration +15, Craft (alchemy) +3, Knowledge (arcana) +15, Knowledge (the planes) +10, Spellcraft +17; Combat Casting, Empower Spell, Energy Substitution [electricity]*, Sculpt Spell*.

Spells per day: 6/6/3/6/3/3; base DC = 14 + spell level; CL8; Spells known 0 -- *arcane mark, detect magic, disrupt undead, electric jolt*, mage hand, message, read magic*; 1st -- *buzzing bee*, mage armor, magic missile, ray of enfeeblement, shocking grasp*; 2nd -- *invisibility, mirror image, resist energy, scorching ray*; 3rd -- *dispel magic, fly, lightning bolt*; 4th -- *orb of force*, stoneskin*; 5th -- *greater dimension door**.

| Spells Active | Caster level |
|---|---------------------------------|
| <i>resist energy (acid, fire, cold)</i> | 10 th 20 pts/ attack |
| <i>mage armor</i> | 10th |
| <i>stoneskin</i> | 10 th 100 points |

Possessions: longbow, 20 arrows, longsword, dagger (2), alchemist fire (2), acid, anti-toxin, sunrod (2), tanglefoot bag, spell component pouch (3), scrolls: *magic missile, blur, detect magic, hold person, +2.cloak of resistance, amulet of health +2.*

Elemental Specialty (Ex): You have chosen Electricity as your elemental specialty. When you cast a spell with an energy descriptor which deals damage, its descriptor and damage type change to Electricity.

Resistance to Energy (Ex): You have Electricity resistance 10.

Energy Penetration (Ex): When casting spells with the Electricity descriptor you have a +2 competence bonus to caster level checks to overcome Spell Resistance.

* see Appendix 2 New Rules Items

APPENDIX 2: NEW RULES ITEMS

RESURGENCE

Spell Compendium

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that was caused by a spell, spell-like ability, or Supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

REJUVENATION COCOON

Spell Compendium

Conjuration (Healing)

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 2 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast the spell, the *rejuvenation cocoon* forms around the subject. One round after the cocoon forms; it heals the subject of 10 points of damage per caster level (maximum 150 hit points) and purges the subject of poison and disease. At the end of the second round, the *rejuvenation cocoon* dissipates and the subject emerges, able to move and act freely.

The cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon. The subject can't move from the space it is in while cocooned, however. The cocoon has hardness 10 and 10 hit points per caster **level**. If it is destroyed, the spell ends.

Material Component: A cocoon of a butterfly.

RING OF BLADES *Spell Compendium*

Conjuration (Creation)

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area. Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

RUST RAY

Spell Compendium

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Target: One nonmagical ferrous object or one ferrous creature

Duration: Instantaneous

Saving Throw: None or Fortitude negates (object); see text

Spell Resistance: No

This russet ray corrodes metal that it touches. You must succeed on a ranged touch attack with the ray to strike a target.

It can effectively destroy any nonmagical iron or iron alloy object. Such objects struck by a *rust ray* take 2d6 points of damage +1 per two caster levels (maximum +10), ignoring hardness. You can also target a weapon being wielded or metal armor being worn. Metal armor affected by this ray takes normal damage from the spell and loses 1d4 points of Armor Class through corrosion. If an item is reduced to 0 hit points, it is destroyed. Ferrous creatures struck by the ray take the same damage as objects. Magic items can negate the effect with a successful Fortitude saving throw.

Material Component: Rust particles or a piece of a rust monster.

SILENT PORTAL

Spell Compendium

Illusion (Glamer)

Level: Assassin 1, sorcerer/wizard 0

Components: S

Casting Time: 1 standard action

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

Target: One portal

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This simple cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, or the like). Even the squeakiest door opens without a sound when under the effect of this spell. *Silent portal* covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not (since this is the normal way a door would be opened). Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster's ability modifier + other modifiers as appropriate) apply.

STICK

Spell Compendium

Transmutation

Level: Bard 0, sorcerer/wizard 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical, unattended object weighing up to 5 lb.

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Stick affixes one object weighing up to 5 pounds to another object. The two items can be separated with even a small amount of force, such as a wind stronger than 10 mph, a *mage hand* or *unseen servant* spell, or a move action by any corporeal creature (which provokes attacks of opportunity).

Material Component: A bit of dried glue.

WALL OF SMOKE

Spell Compendium

Conjuration (Creation)

Level: Druid 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level (S)

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a *wall of smoke*, but it must make a Fortitude save to avoid being nauseated for 1 round. A moderate wind (11+ mph), such as from a *gust of wind* spell, destroys the wall in 1 round. This spell does not function underwater.

WAVE OF GRIEF

Spell Compendium

Enchantment [Evil,

Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast take a -3 penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

ARC OF LIGHTNING

Spell Compendium

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the

line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods

BATTLE HYMN

Spell Compendium

Enchantment (Charm)

[Mind-Affecting]

Level: Bard 2, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Targets: All allies within 30 ft.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell brings forth a stirring martial tune that inspires all creatures within the area who are friendly to you. These creatures can reroll one Will save that they have just made each round for the duration of the spell. The reroll must be made before the DM declares whether the roll results in success or failure, and the result of the second roll must be used, even if it is a lower result.

BUZZING BEE

Spell Compendium

Conjuration (Creation)

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an unnerving noise that disrupts the subject's concentration. The subject is distracted and takes a -10 penalty on Move Silently checks. Creatures that can't hear are not distracted. The DC of Concentration checks to cast spells or maintain concentration while distracted is equal to this spell's DC + the level of the spell being cast. The bee has a fly speed of 180 feet (perfect). It remains near the subject in spite of darkness, invisibility, polymorph, cover, concealment, or any other attempt at disguising or hiding. The bee remains until the spell's duration expires or the subject moves out of range. The bee can't be attacked, but it can be dispelled.

Material Component: A dab of honey.

DIMENSION DOOR, GREATER

Spell Compendium

Conjuration [Teleportation]

Level: Sorcerer/wizard 5

Range: Touch

Target: You and touched objects or other touched willing creatures

Duration: 1 round/2 levels

This spell functions like *dimension door* (PH 221), except as noted above and that you can transfer the targets once per round, up to a distance of 25 feet + 5 feet per two levels, as a move action that does not provoke attacks of opportunity.

HEALING LORECALL

Spell Compendium

Divination

Level: Cleric 2, druid 2, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

A caster with 5 or more ranks in Heal can, when casting a conjuration (healing) spell, choose to remove any one of the following conditions affecting the subject of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued. A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened. Also, when determining the amount of damage healed by your conjuration (healing) spells, you can substitute your total ranks in Heal for your caster level. The normal caster level limit for individual spells still applies; thus, a 3rd-level cleric with 6 ranks in Heal when under the effect of *healing lorecall* cures 1d8+5 points of damage with a *cure light wounds* spell.

Material Component: A mint leaf.

PANACEA

Spell Compendium

Conjuration (Healing)

Level: Cleric 4, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell channels positive energy into a creature to wipe away its afflictions. It immediately ends any of the following conditions affecting the subject: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, and stunned. It negates sleep effects and the effect of the *feeblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage + 1 point per caster level (maximum +20). *Panacea* does not remove ability damage, negative levels, or drained levels.

Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

Orb of Cold, Lesser

Spell Compendium

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like lesser orb of acid, except that it deals cold damage.

Orb of Force

Spell Compendium

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

Orb of Sound, Lesser

Spell Compendium

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

DOMINATION DOMAIN

Spell Compendium

Granted Power: You gain Spell Focus (enchantment) as a bonus feat.

Domination Domain Spells

1 Command: One subject obeys selected command for 1 round.

2 Enthrall: Captivates all within 100 ft. + 10 ft./level.

3 Suggestion: Compels subject to follow stated course of action.

4 Dominate Person: Controls humanoid telepathically.

5 Command, Greater: As *command*, but affects one subject/level.

6 Geas/Quest: As *lesser geas*, plus it affects any creature.

7 Suggestion, Mass: As *suggestion*, plus one subject/level.

8 True Domination†: As *dominate person*, but save at –4.

9 Monstrous Thrall†: As *true domination*, but permanent and affects any creature

Safewing Emblem: (new Item) [From Spell Compendium]

This small feathered token can be worn or carried. If the owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a *feather fall* effect to descend safely from any height up to 180 feet. The emblem requires no activation. When the owner lands, the token disappears, its magic expended. Faint transmutation; CL 3rd; Craft Wondrous Item, *feather fall*; Price 250 gp.

Sharp-Shooting [General]

Complete Warrior

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your target's only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

Reckless Rage [General]

Races of Stone You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability

Benefits: Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and

Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Divine Vigor [Divine] (new feat) [From Complete Warrior]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per PC level. These effects last a number of minutes equal to your Charisma modifier.

Sudden Maximize [Metamagic]

Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Domain Spontaneity [Divine]

Complete Divine

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisites: Ability to turn or rebuke undead.

Benefits: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as cure spells.

Special: You can take this feat multiple times. Each time you take this feat, it applies to a new domain.

Reach Spell [Metamagic]

Complete Divine

You can cast touch spells without touching the spell recipient.

Benefits: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot one level higher than the spell's actual level.

Energy Substitution [Metamagic] (CA p79)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

SCULPT SPELL [METAMAGIC]

Complete Arcane

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

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

SPLIT RAY [METAMAGIC]

Complete Arcane

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

RAPID SPELL [METAMAGIC]

Complete Divine

You can cast spells with long casting times more quickly.

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

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

IMPROVED FAVORED ENEMY [GENERAL]

Complete Warrior

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

Prerequisites: Favored enemy ability, base attack bonus +5.

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

RANGED DISARM [GENERAL]

Complete Warrior

You can disarm a foe from a distance.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

Special: A fighter may select Ranged Disarm as one of his fighter bonus feats.

Intimidating Rage

Complete Warrior

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, pg. 76 of the PHB). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter

HAMMER'S EDGE [STYLE]

Complete Warrior

You are a master of the style of fighting with a hammer and sword at the same time, and have learned to hammer your foes into the ground with your tremendous blows.

Prerequisites: Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, or scimitar), Weapon Focus (warhammer or light hammer).

Benefit: If you hit the same creature with both your sword and your hammer in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your PC level + your Str modifier) or fall prone.

SHIELDED CASTING [GENERAL]

Races of Stone

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

Prerequisites: Concentration 5 ranks, Combat Casting, Shield Proficiency.

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

EXPEDITIOUS DODGE

Complete Adventurer

You're good at avoiding attacks while moving quickly.

Prerequisite: Dex 13.

Benefit: When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.

Special: Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability. A fighter may select Expeditious Dodge as one of his fighter bonus feats.

Classes

Scout (**new class**) [From Complete Adventurer]

Game Rule Information

Scouts have the following game statistics.

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

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

Hit Die: d8.

Starting Gold: 5d4 × 10 gp.

Class Skills

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

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

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

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe,

throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

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

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

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

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

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

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

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet.

See the monk class feature, page 41 of the *Player's Handbook*.

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

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

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

[†] New feat described in Chapter 3 of *Complete Adventurer*.

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

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

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

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

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates

the effect of a *freedom of movement* spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsight (Ex): A 20th-level scout gains the blindsight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

Table 1-2: The Scout

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|--|
| 1st | +0 | +0 | +2 | +0 | Skirmish (+1d6), trapfinding |
| 2nd | +1 | +0 | +3 | +0 | Fast movement +10 ft., skirmish (+1d6, +1 AC), trackless step |
| 3rd | +2 | +1 | +3 | +1 | Battle fortitude +1, uncanny dodge |
| 4th | +3 | +1 | +4 | +1 | Bonus feat |
| 5th | +3 | +1 | +4 | +1 | Evasion, skirmish (+2d6, +1 AC) |
| 6th | +4 | +2 | +5 | +2 | Flawless stride |
| 7th | +5 | +2 | +5 | +2 | Skirmish (+2d6, +2 AC) |
| 8th | +6/+1 | +2 | +6 | +2 | Camouflage, bonus feat |
| 9th | +6/+1 | +3 | +6 | +3 | Skirmish (+3d6, +2 AC) |
| 10th | +7/+2 | +3 | +7 | +3 | Blindsense 30 ft. |
| 11th | +8/+3 | +3 | +7 | +3 | Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC) |
| 12th | +9/+4 | +4 | +8 | +4 | Bonus feat |
| 13th | +9/+4 | +4 | +8 | +4 | Skirmish (+4d6, +3 AC) |
| 14th | +10/+5 | +4 | +9 | +4 | Hide in plain sight |
| 15th | +11/+6/+1 | +5 | +9 | +5 | Skirmish (+4d6, +4 AC) |
| 16th | +12/+7/+1 | +5 | +10 | +5 | Bonus feat |
| 17th | +12/+7/+1 | +5 | +10 | +5 | Skirmish (+5d6, +4 AC) |
| 18th | +13/+8/+3 | +6 | +11 | +6 | Free movement |
| 19th | +14/+9/+4 | +6 | +11 | +6 | Skirmish (+5d6, +5 AC) |
| 20th | +15/+10/+5 | +6 | +12 | +6 | Battle fortitude +3, blindsight 30 ft., bonus feat |

Eye of Gruumsh (new feat) [From Complete Warrior]

Requirements

To qualify to become an eye of Gruumsh, a PC must fulfill all of the following criteria.

Race: Orc or half-orc

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The PC must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if the PC regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

All of the following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh gain no proficiency with any weapon or armor.

Blind-Fight: An eye of Gruumsh gains Blind-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his PC level. Those who follow the PC's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Rage (Ex): An eye of Gruumsh can fly into a rage just as a barbarian can, with all the same benefits and drawbacks (see page 25 of the *Player's Handbook*). An eye of Gruumsh's class levels stack with his barbarian levels (if any) for determining the number of times per day he can use his rage ability. Add together the PC's levels in the eye of Gruumsh and barbarian classes and refer to Table 3-3: The Barbarian on page 25 of the *Player's Handbook* to determine the number of rages per day. For example, a 6th-level barbarian/2nd-level eye of Gruumsh could rage three times per day (the same as an 8th-level barbarian), while a 4th-level eye of Gruumsh with no levels in barbarian could rage twice per day (the same as a 4th-level barbarian).

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The PC adds an

extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Ritual Scarring (Ex): Through frequent disfiguration of his own skin, an eye of Gruumsh's natural armor bonus improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus). This bonus increases by another +1 for every three eye of Gruumsh levels gained thereafter.

Blinding Spittle (Ex): An eye of Gruumsh of 4th level or higher can launch blinding spittle at any opponent within 20 feet. With a successful ranged touch attack (at a -4 penalty), he spits his stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 10 + eye of Gruumsh's class level + eye of Gruumsh's Con modifier) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding spittle is usable twice per day at 4th level and four times per day at 7th level.

Blindsight (Ex): At 5th level, an eye of Gruumsh gains Blindsight (see page 306 of the *Monster Manual*) out to 5 feet. The range increases to 10 feet at 8th level.

Sight of Gruumsh (Ex): At 10th level, an eye of Gruumsh gains the ability to see the moment of his own death through his missing eyes. This foreknowledge gives him a +2 morale bonus on all saving throws and Armor Class from then on. He also does not go unconscious when reduced to negative hit points; however, the PC still dies at -10 hit points. (Whether or not the vision is accurate is irrelevant-the PC believes it to be true.)

Table 2-10: The Eye of Gruumsh

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|--------------------------------------|
| 1st | +1 | +2 | +0 | +0 | Blind-Fight, command the horde, rage |
| 2nd | +2 | +3 | +0 | +0 | Swing blindly |
| 3rd | +3 | +3 | +1 | +1 | Ritual scarring +1 |
| 4th | +4 | +4 | +1 | +1 | Blinding spittle 2/day |
| 5th | +5 | +4 | +1 | +1 | Blindsight 5ft. |
| 6th | +6 | +5 | +2 | +2 | Ritual scarring +2 |
| 7th | +7 | +5 | +2 | +2 | Blinding spittle 4/day |
| 8th | +8 | +6 | +2 | +2 | Blindsight 10 ft. |
| 9th | +9 | +6 | +3 | +3 | Ritual scarring +3 |
| 10th | +10 | +7 | +3 | +3 | Sight of Gruumsh |

Order of the Bow Initiate (new feat) [From Complete Warrior]

Requirements

To qualify to become an Order of the Bow initiate, a PC must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|-----------------------|
| 1st | +1 | +0 | +2 | +2 | Ranged precision +1d8 |
| 2nd | +2 | +0 | +3 | +3 | Close combat shot |
| 3rd | +3 | +1 | +3 | +3 | Ranged precision +2d8 |
| 4th | +4 | +1 | +4 | +4 | Greater Weapon Focus |
| 5th | +5 | +1 | +4 | +4 | Ranged precision +3d8 |
| 6th | +6 | +2 | +5 | +5 | Sharp-Shooting |
| 7th | +7 | +2 | +5 | +5 | Ranged precision +4d8 |
| 8th | +8 | +2 | +6 | +6 | |
| 9th | +9 | +3 | +6 | +6 | Ranged precision +5d8 |
| 10th | +10 | +3 | +7 | +7 | Extended precision |

Warpriest (new feat) [From Complete Divine]

Requirements

To qualify to become a warpriest, a PC must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Sense Motive 5 ranks.

Feats: Combat Casting.

Spells: Able to cast at least one divine spell from one of the following domains' spell lists: Destruction, Protection, Strength, or War. A PC who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to turn or rebuke undead.

Class Skills

The warpriest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields).

Spells per Day / Spells Known: A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the PC gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a PC of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric / 2nd level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric / 3rd-level warpriest, his number of divine spells does not change; but when he improves his warpriest levels to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a PC had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Rally (Ex): A warpriest who is currently not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the PC's cleric or paladin levels when turning or rebuking undead.

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 for each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains this bonus.

Mass Cure Light Wounds (Sp): Starting at 3rd level, a warpriest can use *mass cure light wounds* once per day as a spell like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Fear Aura (Su): Once per day starting at 5th level, a warpriest can emanate a fear aura in a 20-foot radius for

1 round per level. Foes must make a Will save (DC 10 + warpriest's class level + warpriest's Cha modifier) or be affected as if by a *fear* spell.

Heroes' Feast (Sp): Once per day, a warpriest of 6th level or higher can use *heroes' feast* as a spell-like ability.

Haste (Sp): At 7th level, a warpriest gains the ability to use *haste* three times per day as a spell-like ability.

Mass Heal (Sp): Once per day, a warpriest of 9th level or higher can use *heroes' feast* as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Implacable Foe (Su): At 10th level the warpriest can channel positive (or negative) energy to keep allies fighting even after suffering mortal wounds. Activating this ability requires only a move action, but the warpriest must concentrate to maintain it each round after that.

While active, the warpriest emanates an aura with a 100-foot radius. Allies within the radius may ignore the effects of being reduced to 0 or less hp. However, any creature reduced to -20 hp dies immediately. When the effect ends, or if a creature moves more than 100 feet from the warpriest, the normal effects of the damage apply immediately.

If the warpriest normally turns undead, this ability affects living allies. If the warpriest normally rebukes undead, this ability affects undead allies.

Table 2-24: The Warpriest

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|-------|-------------------|-----------|----------|-----------|--|--|
| 1st | +1 | +2 | +0 | +0 | Bonus domain, rally, turn or rebuke undead | - |
| 2nd | +2 | +3 | +0 | +0 | Inflame +2 | +1 level of existing divine spellcasting class |
| 3rd | +3 | +3 | +1 | +1 | Mass cure light wounds | - |
| 4th | +4 | +4 | +1 | +1 | Inflame +4 | +1 level of existing divine spellcasting class |
| 5th | +5 | +4 | +1 | +1 | Fear aura | - |
| 6th | +6 | +5 | +2 | +2 | Heroes' feast, inflame +6 | +1 level of existing divine spellcasting class |

| | | | | | | |
|------|-----|----|----|----|----------------------------|--|
| 7th | +7 | +5 | +2 | +2 | Haste | - |
| 8th | +8 | +6 | +2 | +2 | - | +1 level of existing divine spellcasting class |
| 9th | +9 | +6 | +3 | +3 | Mass heal | - |
| 10th | +10 | +7 | +3 | +3 | Implacable foe, inflame +8 | +1 level of existing divine spellcasting class |

DREAD COMMANDO (new class) [From Heroes of Battle]

Entry Requirements

Base Attack Bonus: +5.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Feats: Dodge, Mobility.

table 5-3: The Dread Commando Hit Die: d8

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|---|
| 1st | +1 | +0 | +2 | +0 | Sudden strike +1d6, team initiative bonus |
| 2nd | +2 | +0 | +3 | +0 | Armored ease 2 |
| 3rd | +3 | +1 | +3 | +1 | Sudden strike +2d6 |
| 4th | +4 | +1 | +4 | +1 | Armored ease 4, stealthy movement |
| 5th | +5 | +1 | +4 | +1 | Sudden strike +3d6 |

Class Skills (6 + Int modifier per level): Climb, Craft, Disable Device, Disguise, Escape Artist, Hide, Jump, Knowledge (geography), Listen, Move Silently, Open Lock, Profession, Search, Spot, Swim, Use Rope.

CLASS FEATURES

As he advances in level, a dread commando gains abilities that steadily increase his effectiveness against unsuspecting foes, while at the same time increasing his maneuverability

while armored. He becomes an even more capable infiltrator or member of a shock troop as he advances in level.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level. Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly

accuracy from beyond this range. You can only use sudden strike against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach. You can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike. The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movements to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0). At 4th level, this reduction increases to 4 points (to a minimum of 0).

Stealthy Movement (Ex): You learn to remain quiet and hidden even while mobile. Beginning at 4th level, you take no penalty on Hide or Move Silently checks while moving at up to your normal speed, and you take only a –10 penalty on Hide and Move Silently checks when running or charging (instead of the usual –20).

WAR WEAVER (new class) [From Heroes of Battle]

Entry Requirements

Skills: Craft (weaving) 6 ranks, Knowledge (arcana) 6 ranks

Feats: Enlarge Spell

Spells: Ability to cast 3rd-level arcane spells

CLASS FEATURES

As a war weaver, you gain abilities that allow your spells to affect multiple allies at once.

Eldritch Tapestry (Su): Upon entering the class, you gain an understanding of the rudiments of the war weaver's craft. You can thread together unseen strands of life force to connect willing allies in a magically resonant

network known as an eldritch tapestry. Doing so takes 10 minutes and requires a DC 15 Craft (weaving) check.

(Most war weavers take 10 on the check.) When you weave an eldritch tapestry, you can connect a number of allies

equal to your bonus in your arcane spellcasting ability score (Intelligence for wizards, Charisma for sorcerers and

bards). Creatures must be within line of sight to have their life force woven into an eldritch tapestry, and they must

be living creatures. An eldritch tapestry lasts for 24 hours or until you weave a new one. You're always connected to

your own eldritch tapestry, and you don't count against the limit of allies that can be connected. Once you have woven an eldritch tapestry, you can send your spells across the life-force strands to your allies. Although you cast but a single spell, you can have it affect every creature in your eldritch tapestry as if the group were a single creature. The maximum level of spell you can cast into an eldritch tapestry is equal to your class level.

For example, a 5th-level wizard/2nd-level war weaver with an Intelligence of 16 could cast a 2nd-level spell such as bull's strength and have it affect herself and the three allies connected to her eldritch tapestry. Each of the four PCs would gain a +4 enhancement bonus to Strength—at the cost of a single spell, not four separate castings. Only spells with the "harmless" designation in their

saving throw entry or ones requiring willing targets can be cast into an eldritch tapestry. In addition, spells with a range of personal cannot be cast through an eldritch tapestry. If a spell has a costly material component or an XP cost, you must expend one casting's worth of the material component or pay the XP cost for each creature targeted by the spell (including yourself). For example, sharing a stonewall spell with four allies requires the expenditure of diamond dust worth a total of 1,250 gp. An eldritch tapestry doesn't change the range of a spell. To cast bull's strength, for example, you must touch all your allies. You can touch as many willing targets as you can reach as part of the casting, but all targets must be touched in the same round you finish casting the spell. You can exclude specific creatures connected to an eldritch tapestry from a spell if you like.

If the spell requires decision-making on your part, you must make the same decision for everyone the spell is

meant to affect. For instance, if you cast protection from energy through the eldritch tapestry, you must choose the same energy type for everyone affected by the spell.

An eldritch tapestry doesn't allow your spells to affect illegal targets. You can't affect objects with spells cast into

your eldritch tapestry, even if those objects are held by your allies (for instance, you can't use eldritch tapestry to deliver a greater magic weapon spell).

Quiescent Weaving (Su): Beginning at 2nd level, you can weave a single spell into your eldritch tapestry for later use. For each level you gain beyond 2nd, you can store one additional spell as a quiescent weaving in your eldritch tapestry. The maximum level of spell that you can weave into your eldritch tapestry with this ability is equal to your class level.

Quiescent weaving enables you to prepare beneficial spells you know your allies will need in a crisis. You can release the quiescent spells right away at the beginning of a fight, then commence with more offensive spellcasting.

table 5-5: The War Weaver Hit Die: d4

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting |
|-------|-------------------|-----------|----------|-----------|--|--|
| 1st | +0 | +0 | +0 | +2 | Eldritch tapestry | --- |
| 2nd | +1 | +0 | +0 | +3 | Quiescent weaving 1 | +1 level of existing arcane spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | Quiescent weaving 2 | +1 level of existing arcane spellcasting class |
| 4th | +2 | +1 | +1 | +4 | Quiescent weaving 3 | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | Enlarged tapestry, quiescent weaving 4 | +1 level of existing arcane spellcasting class |

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Profession, Spellcraft.

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To make a quiescent weave, you must designate the eldritch tapestry as the target for the spell as you cast it (regardless of what the spell's normal target is). The spell is now woven into the eldritch tapestry in a dormant state;

it doesn't use up its duration or affect targets in any way.

As a move action, you can release all the spells in your quiescent weaving. They immediately and

instantaneously take effect in the order they were cast. The same restrictions apply to a quiescent weaving that apply to any other spell woven into an eldritch tapestry (they must be "harmless," cannot have a range of personal, and require

separate expenditures of material components or XP for each target). The quiescent spells affect only legal targets

at the time you release them.

For example, if you have bull's strength and protection from energy in your eldritch tapestry as quiescent weavings, you still have to touch your allies during the move action to target them with the spells.

Spellcasting: At each level other than 1st level, you gain new spells per day (and spells known, if applicable) and an increase in caster level as if you had also gained a level in an arcane spellcasting class to which you belonged before

adding the prestige class level. You do not, however, gain any other class feature a PC of that class would have gained. If you had more than one arcane spellcasting class before becoming a war weaver, you must decide to which

class to add each level for the purpose of determining spells per day, spells known, and caster level.

Enlarged Tapestry (Su): At 5th level, you can stretch your magic across your eldritch tapestry beyond normal distances. Spells you cast through an eldritch tapestry have their range category increased: touch spells become close range, close-range spells become medium range, and medium-range spells become long range. Long-range spells and spells with fixed ranges are unaffected.

SEEKER OF THE MISTY ISLE (new class) [From Complete Divine]

REQUIREMENTS

To qualify to become a seeker of the Misty Isle, a PC must fulfill all the following criteria.

Race: Elf or half-elf.

Skills: Knowledge (religion) 4 ranks, Survival 8 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: Must be inducted into the order by another member.

CLASS SKILLS

The seeker of the Misty Isle's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Table 2–19: The Seeker of the Misty Isle

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|-------|-------------------|-----------|----------|-----------|-----------------------------------|-----------------------------|
| 1st | +0 | +2 | +2 | +0 | Extra domain (Travel) | +1 level of existing class |
| 2nd | +1 | +3 | +3 | +0 | — | +1 level of existing class |
| 3rd | +2 | +3 | +3 | +1 | — | +1 level of existing class |
| 4th | +3 | +4 | +4 | +1 | Swiftfooted | +1 level of existing class |
| 5th | +3 | +4 | +4 | +1 | Corellon's perception, surefooted | — |
| 6th | +4 | +5 | +5 | +2 | <i>Find the path</i> | +1 level of existing class |
| 7th | +5 | +5 | +5 | +2 | Extra domain (Magic) | +1 level of existing class |
| 8th | +7 | +6 | +6 | +2 | — | +1 level of existing class |
| 9th | +6 | +6 | +6 | +3 | <i>Arcane sight</i> | +1 level of existing class |
| 10th | +7 | +7 | +7 | +3 | <i>Discern location</i> | — |

CLASS FEATURES

All of the following are class features of the seeker of the Misty Isle prestige class.

Weapon and Armor Proficiency: Seekers of the Misty Isle are proficient with all martial weapons and with all light and medium armor.

Extra Domain: A seeker of the Misty Isle gains the granted power and spell access of the Travel domain at 1st level and the Magic domain at 7th level. For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this Chapter.

Spells per Day/Spells Known: When a new seeker of the Misty Isle level is gained, the PC gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast 2nd-level divine spells before she added the prestige class. She does not, however, gain any other benefit a PC of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so

on). This essentially means that she adds the level of seeker of the Misty Isle to the level of whatever other spellcasting class the PC has, then determines spells per day accordingly.

If a PC had more than one spellcasting class in which she could cast 2nd-level Divine spells before she became a seeker of the Misty Isle, the player must decide which class to assign each level of seeker of the Misty Isle for the purpose of determining spells per day and spells known.

Swiftfooted (Ex): At 4th level, the seeker can ignore the normal –5 penalty for accelerated movement when she uses the following skills: Balance, Climb, Hide, Move Silently, and Survival (for following tracks). Her penalty for accelerated tumbling is reduced from –10 to –5.

Corellon's Perception (Ex): A 5th-level seeker of the Misty Isles has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area. She gains a +5 racial bonus on Listen, Search, and Spot checks. Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Surefooted (Ex): As a side effect of the seeker of the Misty Isle's keen senses, she is always searching the terrain around her. Accordingly, she has a preternatural sense of minute details in the landscape she can use to her advantage. She can ignore DC modifiers on Balance, Move Silently, and Tumble checks derived from the surface or terrain.

Find the Path (Sp): A 6th level seeker can use *find the path* on herself once per day as a spell-like ability. Her caster level is equal to her class level.

Arcane Sight (Su): Three times per day, a 9th-level seeker of the Misty Isle's eyes glow blue, enabling her to use *arcane sight*, as the spell from a caster of the seeker's highest divine caster level.

Discern Location (Sp): A 10th-level seeker can use *discern location* once per week as a spell-like ability. Her caster level is equal to her class level.

ELEMENTAL SAVANT ((new class) [From Complete Arcane])

Requirements

To qualify to become an elemental savant, a PC must fulfill all the following criteria.

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 4 ranks.

Feat: Energy Substitution (acid, cold, electricity, or fire).

Spells: Able to cast at least three spells that have one of

the following descriptors in common: acid, cold, electricity, or fire. One of the spells must be at least 3rd level.

Special: Must have made peaceful contact with an elemental or outsider that has an elemental subtype (air, earth, fire, or water).

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental savants gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th and 10th, an elemental savant gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a PC of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If she had more than one spellcasting class before becoming an elemental savant, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Elemental Specialty (Ex): The first step toward transcending mortal form requires an elemental savant to choose her elemental specialty. Upon entering the class, she must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, or water = cold). This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class. When the savant casts a spell that normally deals energy damage, its energy descriptor changes to the savant's chosen energy type, and it deals damage of that energy type instead of its normal energy type.

For example, an elemental savant choosing to specialize in fire could still cast *meld into stone*, and its descriptor would not change because it does not deal energy damage. However, if she casts *Melf's acid arrow*, the spell would deal fire damage and have the fire descriptor instead of dealing acid damage and having the acid descriptor.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy type. This resistance rises to 10 at 4th level and 20 at 7th level.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, an elemental savant further refines her ability to wield energy associated with her chosen element. When she casts a spell using that type of energy, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to

overcome a creature's spell resistance. At 8th level, this bonus increases to +4. These bonuses stack with those granted by the Spell Penetration and Greater Spell Penetration feats.

Energy Focus (Ex): From 5th level on, an elemental savant is better able to manipulate energy associated with her chosen element. The save DC for any spell with that energy descriptor increases by 1. At 10th level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Immunity to Paralysis and Poison (Ex): As an elemental savant approaches elemental perfection, she gains immunity to paralysis and poison at 9th level.

Elemental Perfection: At 10th level, an elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to elemental. She no longer needs to eat, sleep, or breathe (though she must still rest to regain spells). She gains an elemental creature's immunity to stunning, and she is no longer subject to extra damage from critical hits or flanking. An elemental savant gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium elemental of the type appropriate to her elemental specialty, as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Con modifier. Upon achieving this state, an elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes.

An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures that share her elemental subtype (air, earth, fire, or water) and with other elemental savants who have chosen her element.

Unlike a normal elemental, an elemental savant retains a soul separate from her body. She can be raised from the dead as normal for a creature of her previous type.

Energy Immunity (Ex): From 10th level on, an elemental savant gains immunity to the type of energy associated with her chosen element.

Table 2–7: The Elemental Savant

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|-------|-------------------|-----------|----------|-----------|--|-----------------------------|
| 1st | +0 | +0 | +0 | +2 | Elemental specialty, resistance to energy 5 | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Immunity to sleep | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Energy penetration +2 | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Resistance to energy 10 | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Energy focus +1 | --- |
| 6th | +3 | +2 | +2 | +5 | Darkvision | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Resistance to energy 20 | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Energy penetration +4 | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Immunity to paralysis and poison | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Elemental perfection, energy focus +2, energy immunity | --- |

HEXBLADE (new class) [From Complete Warrior]

GAME RULE INFORMATION

Hexblades have the following game statistics.

Abilities: Charisma controls many of the hexblade's special powers, including his spellcasting. Strength is important for him because of its role in combat. Dexterity and Constitution both contribute to the hexblade's long-term survival.

Alignment: Any nongood.

Hit Die: d10.

Class Skills

The hexblade's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int). See Chapter 4 in the Player's Handbook for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4. Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the hexblade.

Weapon and Armor Proficiency: Hexblades are proficient with all simple and martial weapons, and with light armor but not with shields. Because the somatic components required for hexblade spells are simple, a hexblade can cast hex-blade spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a hexblade wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (and most do). A multiclass hexblade still incurs the normal arcane spell failure chance for arcane spells derived from other classes.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a –2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four levels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on Table 1–1. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser

effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

three levels lower for determining the familiar's powers and abilities (see the Familiars side-bar on page 52 of the Player's Handbook). If the familiar dies or is dismissed by the hexblade, the latter must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per hexblade level; success

| Base Class level | Base Attack Bonus | Fort save | Ref save | Will save | Special | Spells per day | | | |
|------------------|-------------------|-----------|----------|-----------|------------------------------------|-----------------|-----------------|-----------------|-----------------|
| | | | | | | 1 st | 2 nd | 3 rd | 4 th |
| 1 st | +1 | +0 | +0 | +2 | Hexblade's curse 1/day | --- | --- | --- | --- |
| 2 nd | +2 | +0 | +0 | +3 | Arcane resistance | --- | --- | --- | --- |
| 3 rd | +3 | +1 | +1 | +3 | Mettle | --- | --- | --- | --- |
| 4 th | +4 | +1 | +1 | +4 | Summon Familiar | 0 | | | |
| 5 th | +5 | +1 | +1 | +4 | Bonus Feat, hexblade's curse 2/day | 0 | | | |
| 6 th | +6/+1 | +2 | +2 | +5 | | 1 | | | |
| 7 th | +7/+2 | +2 | +2 | +5 | Greater hexblade's curse | 1 | | | |
| 8 th | +8/+3 | +2 | +2 | +6 | | 1 | 0 | | |
| 9 th | +9/+4 | +3 | +3 | +6 | Hexblade's curse 3/day | 1 | 0 | | |
| 10 th | +10/+5 | +3 | +3 | +7 | Bonus feat | 1 | 1 | | |
| 11 th | +11/+6/+1 | +3 | +3 | +7 | | 1 | 1 | 0 | |
| 12 th | +12/+7/+2 | +4 | +4 | +8 | Aura of unluck 1/day | 1 | 1 | 0 | |
| 13 th | +13/+8/+3 | +4 | +4 | +8 | Hexblade's curse 4/day | 1 | 1 | 1 | |
| 14 th | +14/+9/+4 | +4 | +4 | +9 | | 2 | 1 | 1 | 0 |
| 15 th | +15/+10/+5 | +5 | +5 | +9 | Bonus feat | 2 | 1 | 1 | 0 |
| 16 th | +16/+11/+6/+1 | +5 | +5 | +10 | Aura of unluck 2/day | 2 | 2 | 1 | 1 |
| 17 th | +17/+12/+7/+2 | +5 | +5 | +10 | Hexblade's curse 5/day | 2 | 2 | 2 | 1 |
| 18 th | +18/+13/+8/+3 | +6 | +6 | +11 | | 3 | 2 | 2 | 1 |
| 19 th | +19/+14/+9/+4 | +6 | +6 | +11 | Dire hexblade's curse | 3 | 3 | 3 | 2 |
| 20 th | +20/+15/+10/+5 | +6 | +6 | +12 | Aura of unluck 3/day, bonus feat | 3 | 3 | 3 | 3 |

Familiar: Beginning at 4th level, a hexblade can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The hexblade chooses the kind of familiar he gets. As the hexblade advances in level, his familiar also increases in power. Treat the hexblade as a sorcerer of

reduces the loss to one-half that amount. However, a hexblade's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a PC can be, but it does not lose a level or a point of Constitution when this happy event occurs. A PC with

more than one class that grants a familiar may have only one familiar at a time.

| Level | 1 | 2 | 3 | 4 |
|------------------|----|----|----|----|
| 1 st | -- | -- | -- | -- |
| 2 nd | -- | -- | -- | -- |
| 3 rd | -- | -- | -- | -- |
| 4 th | 2* | | | |
| 5 th | 2 | | | |
| 6 th | 3 | | | |
| 7 th | 3 | | | |
| 8 th | 4 | 2* | | |
| 9 th | 4 | 2 | | |
| 10 th | 4 | 3 | | |
| 11 th | 4 | 3 | 2* | |
| 12 th | 4 | 4 | 2 | |
| 13 th | 4 | 4 | 3 | |
| 14 th | 4 | 4 | 3 | 2* |
| 15 th | 4 | 4 | 4 | 3 |
| 16 th | 4 | 4 | 4 | 3 |
| 17 th | 5 | 4 | 4 | 4 |
| 18 th | 5 | 5 | 4 | 4 |
| 19 th | 5 | 5 | 5 | 4 |
| 20 th | 5 | 5 | 5 | 5 |

*Provide the hexblade has sufficient charisma to have a bonus spell of this level

Spells:

Beginning at 4th level, a hexblade gains the ability to cast a small number of arcane spells, which are drawn from the hexblade spell list (see Chapter 3). He can cast any spell he knows without preparing it

ahead of time, just as a sorcerer can (see page 54 of the Player's Handbook). To learn or cast a spell, a hexblade must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a hexblade's spell is 10 + the spell level + the hexblade's Cha modifier.

Like other spellcasters, a hexblade can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the Player's Handbook). When Table 1-1 indicates that the hexblade gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level hexblade), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The hexblade's selection of spells is extremely limited. A hexblade begins play knowing no spells, but gains one or more new spells at certain levels, as indicated on

Table 1-2. (Unlike spells per day, his Charisma score does not affect the number of spells a hexblade knows; the numbers on Table 1-2 are fixed.)

Upon reaching 12th level, and at every third hexblade level after that (15th and 18th), a hexblade can choose to learn a new spell in place of one he already knows. In effect, the hexblade "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level hexblade spell the hexblade can cast. For instance, upon reaching 12th level, a hexblade could trade in a single 1st-level spell (two spell levels below the highest-level hexblade spell he can cast, which is 3rd) for a different 1st-level spell. At 15th level, he could trade in a single 1st-level or 2nd-level spell (since he now can cast 4th-level hexblade spells) for a different spell of the same level. A hexblade may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Through 3rd level, a hexblade has no caster level. At 4th level and higher, his caster level is one-half his hexblade level.

Bonus Feat: At 5th level, and every five levels thereafter (10th, 15th, and 20th), a hexblade gains a bonus feat, which must be selected from the following list: Combat Casting, Greater Spell Focus (enchantment, necromancy, or transmutation only), Greater Spell Penetration, Spell Focus (enchantment, necromancy, or transmutation only), Spell Penetration.

Greater Hexblade's Curse (Su): When a hexblade attains 7th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -4 instead of -2.

Aura of Unluck (Su): Once per day, a hexblade of 12th level or higher can create a baleful aura of misfortune. Any melee or ranged attack made against the hexblade while this aura of unluck is active has a 20% miss chance (similar to the effect of concealment). Activating the aura is a free action, and the aura lasts for a number of rounds equal to 3 + the hexblade's Charisma bonus (if any). At 16th level and higher, a hexblade can use his aura of unluck twice per day. A 20th-level hexblade can activate this aura three times per day.

Dire Hexblade's Curse (Su): When a hexblade attains 19th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -6 instead of -4.

WILDRUNNER (new class) [From Races of the Wild]

Entry Requirements

Race: Elf or half-elf.

Alignment: Any good or chaotic.

Skills: Hide 5 ranks, Knowledge (nature) 5 ranks, Move Silently 5 ranks, Survival 8 ranks.

Feats: Endurance.

Hit Die: d10

Class Skills (4 + Int modifier per level): Balance, Climb, Handle Animal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Spot, Survival, Swim.

CLASS FEATURES

As you advance in level, you gain abilities that aid you in mastering the environment and making you self-sufficient in the wild.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor. If you wear heavy armor, you do not benefit from your fast movement ability.

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the Player's Handbook.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + your Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak. In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to

Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small, or 1d8 if you are Large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty (or -2 with the Multiattack feat). In addition to these effects, a primal scream confers additional benefits as you gain levels, as described below. All effects are cumulative. Enemies Shaken: Starting at 4th level, your primal scream makes enemies within 30 feet shaken when you activate the ability. This is a sonic, mind-affecting fear effect. Creatures in the area must make Will saves (DC 10 + your class level + your Cha modifier). On a failed save, a creature is shaken for a number of rounds equal to your class level. Creatures with more Hit Dice than you are immune to this effect.

Pounce: At 6th level, you gain the ability to pounce on an opponent in the round in which you activate your primal scream. If you charge a foe in the same round that you scream, you may make a full attack, instead of the normal single attack allowed after a charge.

Enemies Cower: Beginning at 8th level, your primal scream can immobilize enemies with fear when you activate the ability. This is a sonic, mind-affecting fear effect. It functions like the enemies shaken ability described above, except that any enemy with less than half your Hit Dice that fails its Will save is cowering instead of shaken.

Fast Healing: At 10th level, when you activate your primal scream you gain fast healing 5 for the duration of your feral frenzy, as long as you have at least 1 hit point. If you also have the rage class feature, you can rage and use your primal scream at the same time, gaining the benefits of both abilities.

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You

can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, it drops to 15 feet. You do not detect the exact location of the source—only its presence somewhere within range. You can take a move action to note the direction of the scent.

Table 5–8: The Wildrunner

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|------------------|-------------------|-----------|----------|-----------|--------------------------------|
| 1st | +1 | +2 | +2 | +0 | Fast movement, trackless step |
| 2 nd | +2 | +3 | +3 | +0 | Primal scream, scent |
| 3 rd | +3 | +3 | +3 | +1 | Endure elements |
| 4 th | +4 | +4 | +4 | +1 | Primal scream (enemies shaken) |
| 5 th | +5 | +4 | +4 | +1 | Hide in plain sight |
| 6 th | +6 | +5 | +5 | +2 | Primal scream (pounce) |
| 7 th | +7 | +5 | +5 | +2 | Unfettered stride |
| 8 th | +8 | +6 | +6 | +2 | Primal scream (enemies cower) |
| 9 th | +9 | +6 | +6 | +3 | Feyheart |
| 10 th | +10 | +7 | +7 | +3 | Primal scream (fast healing) |

Whenever you come within 5 feet of the source, you pinpoint the source's location.

Endure Elements (Sp): Starting at 3rd level, you can use endure elements on yourself at will. Your caster level is equal to your wildrunner class level.

Hide in Plain Sight (Ex): Beginning at 5th level, you can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the Player's Handbook.

Unfettered Stride (Ex): At 7th level, you gain the ability to move through or across a variety of terrain features without it affecting your movement or skill checks. This ability applies to bogs, rubble, undergrowth, ice sheets, and natural stone floors. See Chapter 3 of the Dungeon Master's Guide for the effect of terrain on movement and skill checks.

Feyheart: At 9th level, your mystic bond with nature changes your very being. Your type becomes fey (augmented humanoid), and you gain damage reduction 2/cold iron.

APPENDIX 3: LEGWORK

At various points throughout this adventure, the PCs will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion.

The DC is increased by +5 for Bardic Knowledge checks. The DM is reminded that each Gather Information check takes 1d4+1 hours.

GENERAL INFORMATION

The Viscounty of Verbobonc (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). PCs that are residents of Verbobonc receive a +5 circumstance bonus on this check.

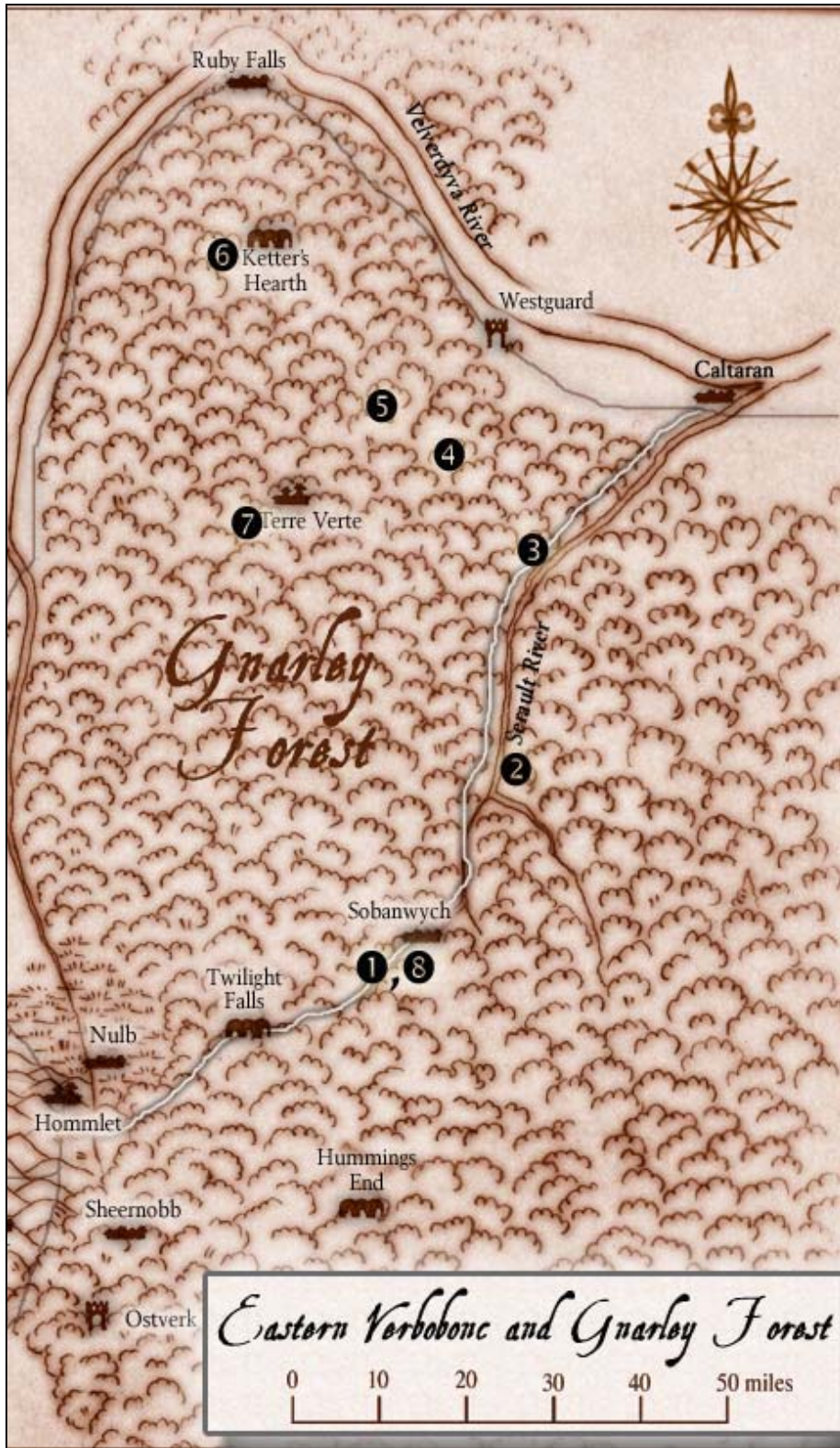
- DC 0:** Verbobonc is suffering from the effects of an unusually harsh winter, which begin in early Patchwall. The early winter destroyed much of the Viscounty's food crop, before the farmers could complete their harvest. Earlier this year, a man by the name of Estival sponsored several food shipments out of his own pocket to help alleviate the starvation. Though the first shipment ran afoul, many others have reached their destinations.
- DC 5:** Lord Safflynd has announced that his eldest son, Daffyd, is to marry. They are searching for the right lady for him.
- DC 6:** The Mounted Borderers have been lowering their standards for members and have actually recalled several retired members back to duty.
- DC 7:** The town of Tristane, located in the southwestern part of the Viscounty, was recent found completely abandoned. There is no word on what happened to the citizens, but some rumors say that one of the citizens awoke an ancient spirit. Other rumors say they were captured by slavers in league with the orcs of the Black Spike, which have been in evidence in the Gnarley Forest and other places.
- DC 10:** A large number of Elves have taken up residence in the town of Ketter's Hearth. It seems like the Gnarley Clans have a good relationship with the Mayor, some druidess named Nightbreeze.
- DC 11:** Lord and Lady Milinous, who have shied away from public appearances, have announced that they will be celebrating their two year anniversary in the coming months.
- DC 12:** A large group of travelers were discovered murdered recently on Lord Avgustin's lands. The crime is commonly referred to as the Brewfest Massacre of Humming's End. Rumor has it a former paladin in the service of Lord Shannus is responsible.
- DC 15:** During the war last year, a group of brave adventurers journeyed to a plane of evil and recovered the missing Revnash Splinter, a holy artifact of Saint Cuthbert.
- DC 16:** Lord Rhynehurst was forced to give up a large chunk of his holdings to that New noble Lord Estival.
- DC 17:** Emissaries have been sent looking for the druids of the Old Faith to aid in abating the harshness of winter's effects. So far, all requests for assistance have fallen on deaf ears. Likewise with the Elven clans of the Gnarley, who have began taking a more militant stance against the perceived incursions by the towns that have sprung up in the great forest. The Elven Clans have gone so far as to forbid their members from residing in the town of Twilight Falls.
- DC 20:** Rumor has it the Elven Clans of the Gnarley have received ambassadors from the isolationist Kingdom of Celene, which lies south of the Viscounty.
- DC 21:** House Galans has quietly been making inquiries about some new discovery Magister Harr has made. If rumors are true, House Haxx will loss a ton of coin.
- DC 22:** Someone has been buying up all the silver in Verbobonc. Accusations by Shannus have been made against the lycanthropes of the Ironwood, who – it is said – are buying it so that it will not be used against them when they launch their attack.
- DC 23:** A secret sect of Cuthbertine's has been working in the shadows to unseat Bishop Haufren.
- DC 25:** Someone is making a power play for leadership of the Verbobonc underworld.

HUMMING'S END SHIPPING COMPANY / ALGERNON TUCK

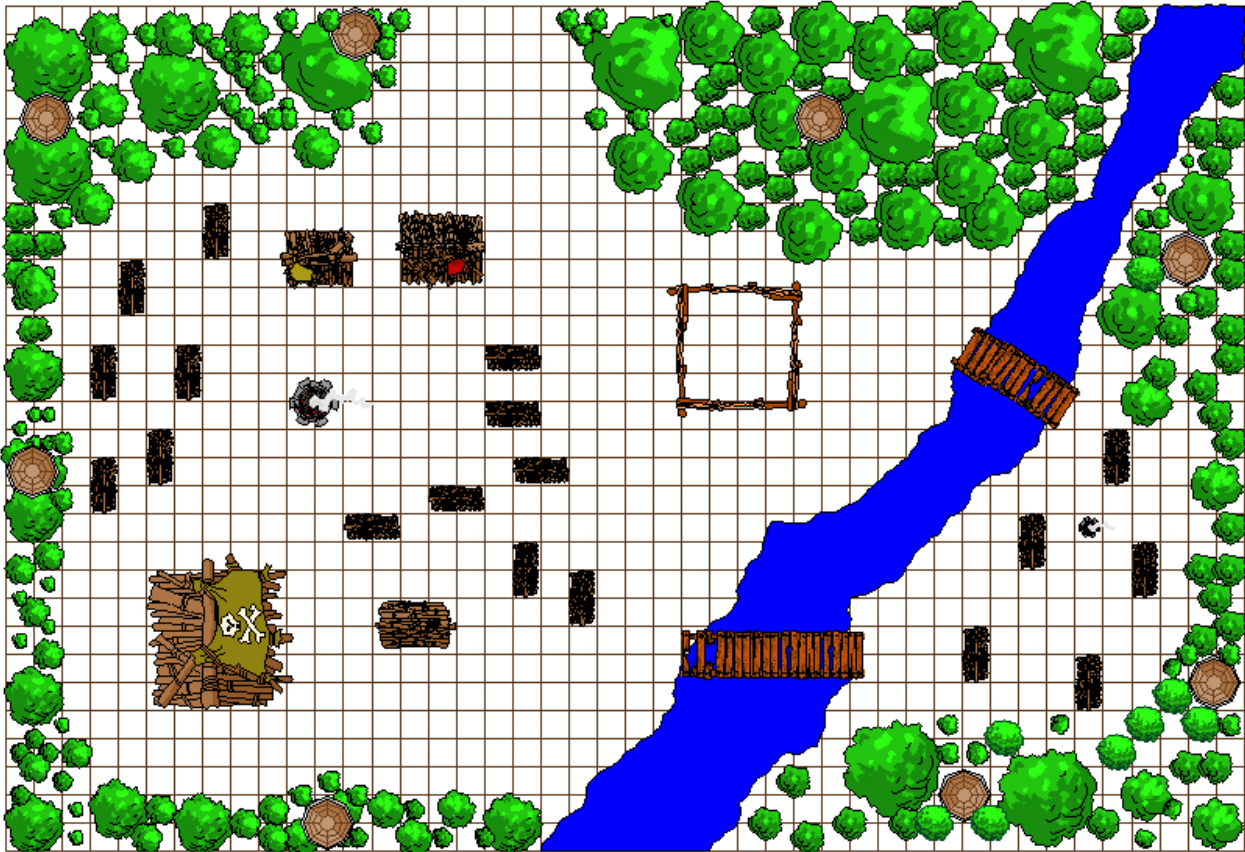
The Viscounty of Verbobonc (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). PCs that are residents of Humming's End, family members and anyone with 5 ranks of profession (merchant) receive a +5 circumstance bonus on this check,

- DC 0:** The Humming's End Shipping Company is headquartered in the town of Humming's End.
- DC 5:** The Humming's End Shipping Company does very well. They specialize in Gnomish Statuary.
- DC 10:** The own and president of the Shipping co. is also the mayor of Humming's End.
- DC 15:** The shipping company has recently been having trouble with some of their caravans. It seems that there has been an increase in hijackings.
- DC 20:** Some guy was caught stealing from the shipping company. Two days later the Mounted Borderers form him buried up to his neck in an ant hill. From what I hear he was alive for at least a day.
- DC 35:** The shipping company is a front of some smuggling operation.

APPENDIX 5: DM'S MAPS
MAP 1: ENCOUNTER MAP



MAP 2:
ENCOUNTER FOUR



 Hidden Sentry Tower

APPENDIX 7: FOREST TERRAIN

FOREST TERRAIN

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart. The table below describes in general terms how likely it is that a given square has a terrain element in it.

Forest Terrain Features

| | Category of Forest | | |
|-------------------|--------------------|--------|-------|
| | Sparse | Medium | Dense |
| Typical trees | 50% | 70% | 80% |
| Massive trees | — | 10% | 20% |
| Light undergrowth | 50% | 70% | 50% |
| Heavy undergrowth | — | 20% | 50% |

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, PCs generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

DM AID 1: SUMMONED CREATURES

Summoned dire wolf: Large Animal (summoned, augmented); HD: 6d8+30 (57 hp); Init:+2; Spd 50 ft. (10 squares); AC: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Attack/Grapple:+4/+17; Atk +13 melee (1d8+13, bite); Full Atk +13 melee (1d8+13, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; SV Fort +10, Ref +7, Will +6; Str 29, Dex 15, Con 21, Int 2, Wis 12, Cha 10

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

Summoned, animal growth DIRE WOLF; Large Animal (summoned, augmented, animal growth); HD: 6d8+30 (57 hp); Init:+2; Spd: 50 ft. (10 squares); AC: 14 (-2 size, +1 Dex, +5 natural), touch 10, flat-footed 13; Base Attack +4; Grp +23; Atk +17 melee (2d6+19, Bite); Full Atk +17 melee (2d6+19, Bite); Space/Reach: 15 ft./10 ft.; SA Trip, Low-light vision, scent DR10/magic; SV Fort +16, Ref +11, Will +10; Str 37, Dex 13, Con 25, Int 2, Wis 12, Cha 10

Skills and feats: Hide +6, Listen +7, Move Silently -1, Spot +7, Survival +2*; Alertness, Run, Track^B, Weapon Focus (bite)

PLAYER HANDOUT: REQUEST FROM ALGERNON

Dear Adventurer,

The Humming's End Shipping Company has heard of your talents and seeks to retain your services in a matter most urgent. You will be compensated for your time and expertise. Please journey to regional distribution center in the town of Sobanwych so we may discuss the matter in more detail.

Sincerely,

Algernon Tuck
Owner and president

PLAYER HANDOUT: REQUEST FROM EDDIE

To Whom It May Concern

uncle Alge requires your assistance. Make haste to the Town of Sobanwych.

With Brotherly love,
Eddie

PLAYER HANDOUT: ELVEN NOTE

Brother,

The time for recompense is near. We will remove the human cyst from our homeland on the overcast night. Make you way to the human abomination of Terreverte so you may bask in the renewed glory of the Gnarley.

Rygor

PLAYER HANDOUT: MAP OF EASTERN VERBOBONC

