

NMR3-02

Business is Business

A One-Round D&D LIVING GREYHAWK[®] Nyronid Meta-Regional Adventure

Version 1.0

by Craig Hier

Ratik law on some things is very clear. On others it is still a bit hazy. A merchant needs your help to secure a potential trade route. A journey into the heart of the Rakers should prove to be quite the adventure. Assuming you survive the experience.

This is a scenario for APLs 2 thru 12.

It is also the first in the "Northern Lights" series.

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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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

Time Units and Upkeep

This is a standard single round Regional adventure, set in Ratik and the Pale. Characters native to The Nyronid Metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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	

Adventure Background

This scenario deals with the trade situation in Ratic and hints at some troubles with the northern orcs. The main focus is finding a safe trade route from Ratic into the Pale.

Ratic has always had difficulty in trading with the rest of the Flaneass due to their geographical isolation. Pirates have plagued the sea route. The southern route has had to deal with the evil humanoids of the Bone March. The northern passes have been all but closed by Orc raiding parties. In short, they have difficult trade routes.

This difficulty has given power to those who do manage to trade. A few merchants have great control over the majority of goods that come and go from Ratic. Many smaller merchants manage to keep the others from forming monopolies. One such merchant is Olstaff Krokin.

Olstaff has been trying to grow his influence for years. His small fleet of ships has managed, for the most part, to avoid the pirates and his wealth has grown. Master Krokin knows that his luck cannot continue forever. In fact, he recently lost his first ship. The loss has sent him into a frenzy to find a pass through the Rakers to the Pale.

It is this quest that put him here in the small town of Fennis Vale. According to his maps, this is the nearest town to Rakervale in the Pale. He has sent several groups of men into the mountain to find the pass that must surely be there.

Unbeknownst to Olstaff, a bard seeking to avoid a new Dawn Camp fled into the Rakers near Rakervale. Cambrin Thram was soon lost and short of food. Entering a canyon for shelter, he inadvertently stumbled into the front door of an ancient dwarven city.

The ruins are now home to a band of refugees from a nearby city of orcs. These orcs were turned out during a recent upsurge in anti-humanoid sentiment amongst the orcs. They journeyed south in hopes of finding a new home. Avoiding the monstrous denizens of the Rakers they soon found this ruin. They left the door open and Cambrin found it.

The orcs fed and sheltered the young bard for a short while. Cambrin was justly uncomfortable in the company of so many orcs and departed through the backdoor.

He discovered that the recent spring thaw had opened up a passage through the Rakers into Ratic. Unfortunately, it was not wholly unpopulated. Suffering

grievous wounds the bard managed to fight past the giants (Depending on APL), kill some wolves and made it into the forest of Fennis Vale.

Here he collapsed against a tree and was soon asleep. Two woodsmen discovered him a short time later.

Adventure Summary

Our story starts with the PCs enjoying a pleasant evening meal in the Wolves Pack. This comfortable inn is the only one in town and its current state of vacancy tells you just how far off the beaten path they are.

A pair of woodsmen burst into the inn carrying a body. They start to ask for aid but it then becomes quite clear he is beyond healing.

A rather plump merchant approaches the body and pulls a piece of paper from its pocket. This is part of a receipt for goods purchased from Rakervale just a few days earlier. Olstaff reads it and becomes excited. This is it, the pass he has been looking for.

Unfortunately for Olstaff, according to Ratic law he needs more than some scrap of paper from a general store in Rakervale to secure the rights to the pass. Spotting the PCs, he quickly explains that he needs them to find and map this pass for him. He is willing to pay quite handsomely for it.

Whether the PCs agree or not, another player will enter the mix later that night. Sinit Blanch will explain that Olstaff is an evil man and that the PCs should give the map to him so that he and his associates can benefit from the pass.

Slyliss will use the pass to help the residents of Ratic prosper but will also use it to smuggle some illicit goods. Olstaff will use the pass for solely personal gain but it will all be legal. The players get to choose.

The next morning the players can have the woodsmen lead them to where the body was found. Tracking back into the mountains they soon find the lair of the giant(s) (type depends on APL).

After the combat they see a recent landslide has opened up a tunnel into the mountain.

The next encounter is a sheltered glen. The mountains form a bowl around this glen and protect it from the snow and wind. On the far side is a giant waterfall that feeds a small lake.

Going around the lake, the back door to the dwarven ruins is behind the waterfall. The backdoor is a wide passage leading into the main city. Once the PCs figure that out they can continue on inside.

Once inside, the party sees strange ancient murals with writing on the walls. These are depictions of how life was for these ancient people. It also includes a trade agreement between the dwarves, elves and a group of humans to the north. Later writings show an addendum to include the humans to the west.

Once past the entry hall, the passage opens into a large hall. Camped out here are some orcs. These orcs are poorly dressed and demand that the PCs leave their home. The leader of the refugees arrives and suggests that the humans could help them and vice versa. A new deal is soon struck.

The next few days are not too interesting. The PCs make for Rakervale. They can rest up here. The journey back is quick and painless. It seems the local threats have been beaten back in this area.

Once in the woods near Fennis Vale, a spy for the guy the PCs did not agree to get the map for spots them. He sends another group of men after the PCs in an attempt to procure the information.

Once back in town the party gives the documentation to one or the other men and the adventure ends. What the PCs receive in the end depends on which man they supported as well as how the interaction with the squatters goes.

Introduction

The spring air smells of pine here in Fennis Vale. Fate, your feet and a job guarding a caravan have brought you to this little town in the shadow of the Raker Mountains. Caravans going into Ratik always seem to pay more money than others. Now you know why; there is no safe path into Ratik. Your caravan was attacked no less than three times and the Caravan master seemed rather pleased by the lack of resistance. Well, your job is done and you find yourself in the "Wolf Pack" inn. Besides you and the Inn's staff, there are a few other adventurers as well as a pudgy merchant and some of his men.

This is a good time to have the party introduce themselves. Let them interact with the staff and other patrons. It might be nice to have them interact with Olstaff Krokin. This will allow the "hook" to seem more natural as they are not complete strangers at that point.

Encounter One

BANG! The front door is violently flung open. Two burly woodsmen enter carrying an unconscious man.

After laying him on a table nearby, you are able to see that the man has taken a severe beating.

This man is dead. He was, in life, a bard from the Theocracy of the Pale called Cambrin Thram. He spent his days on expeditions out of Rakervale into the Rakers. A quick search (DC 5) of his possessions will produce a receipt from a shop in Rakervale dated a few days earlier.

☛ **Hartel:** Male human Com2 (Int 6)

☛ **Oldreg:** Male human Com2 (Int 7)

Hartel and Oldreg are the men that brought him to the inn. They are not the sharpest people but they mean well. They are young and live not too far from here. Since they were coming here, they brought him with them.

His latest misadventure was inspired by mouthing off to a priest of Pholtus. His flight from the newly constructed Dawn Camp led him into a box canyon with a door that had not been there before. Upon entering the door he was greeted and befriended by the Orc refugees. They told him that they had reopened the cave as an escape route and that they came in through the back door.

Of course, this was of great interest to the adventurer. He knew the value of a new, safe way into Ratik. After spending a day with the orcs, he went out the backdoor.

The bard found his way through to Ratik. Unfortunately, he ran afoul of the giants (Encounter 4) and had to run. To add to his grief, a pack of wolves attacked him, bringing him to the brink of unconsciousness. The final straw was his "rescuers". Hartel and Oldreg found him and carried him the mile or so to the Inn. This rough handling is what finally kills him.

If any PCs take notice of any of Cambrin's items, the merchant will make his way over and put his nose in.

"Pardon me! Excuse me! Out of the way!" It seems that the rather plump merchant wants a better view. He bullies his way to the front of the gathering crowd and looks at the body. "Hmmm. Very curious." He lifts, pokes and otherwise examines the gear on the corpse. "This man is from Rakervale." He turns to the two men who brought the body in, "Where on Oerth did you find him?" "Was northeast of here. Lying against a tree Master Krokin" one of the men answers. "Very Curious..."

☛ **Olstaff Krokin:** Male human Exp7; AL: LE

Olstaff will take note of anything the PCs find.

“My name is Olstaff Krokin. I am a merchant. Normally my trades have taken a sea route. As you can imagine, that journey is not very safe. It seems our friend here has discovered a new way through to the Pale. Such a pass could be a very important commodity. I would like to secure the rights to this pass, if it exists. Unfortunately, the law states that to make a claim of ownership, a detailed map of the area must be made and markers placed along it. To this end I would like to hire you folks to backtrack his journey, making a detailed map and mark the pass. I am prepared to make such an expedition worth your while.”

If questioned, Olstaff will provide the following information.

- He is from Mariner (the capital) and is here looking for a new pass through the Rakers.
- He believes the area is very “backwater” and the residents are “simpletons”. He has nothing very good to say about this place and it’s residents at all.
- He will give the PCs 200 (APL2) or 300gp for their time. He is not really willing to negotiate.
- If they need to talk to him, he will be at an office he has setup in the local general store.

Encounter Two: Trailhead...sort of

Some parties will want to go to the site where the body was found. Hartel and Oldreg will be glad to take the party there.

The woodsmen take you into the forest. The journey takes about thirty minutes and ends at the base of a tree. Hartel points to a tree and says “We found him laying there.” Oldreg, not to be outdone, points to another tree, “No, it was that tree.” The men look at each other, scowl and then really start arguing.

Both men will continue to argue and ignore the party. The first tree is the correct tree. A simple examination (Search: DC 10) will show bloodstains on the tree’s base.

Searching the area will reveal a trail of blood that can be tracked with ease (Track: DC 7). This path will lead them to encounter 4. If the party decides to forgo spending the night at the Inn, they will have to make camp somewhere before hitting encounter 4.

Encounter Three: Counteroffer

This encounter is written assuming that the party spends the night in the Inn. Adapt it to occur wherever the party makes camp.

Knock...

The rap on the door is almost inaudible. Someone is at the door seeking an audience.

Allow the party to deal with the situation as they would like. If should allow for some interesting role-playing.

☛ **Sinit Blanch:** Male human Rog7/Rng4; AL: CG

The man at the door is name Sinit Blanch. He is very tall, shadowy sort of fellow. Everything about his appearance should have the players assuming he is a thief and out for his own interests. In fact, he is trying to stop Krokin from getting a stranglehold on the trade in the area Sinit knows what kind of man the merchant is and fears what he would do with such power. Unfortunately he does not trust these strangers and will not divulge the complete truth to them. Any PC actively trying to determine whether he is representing himself truthfully will find it relatively hard (Sense Motive: DC 23+APL).

Greetings, I beg your pardon for the lateness of the hour. I am called Sinit Blanch and I live in this area. You see, it has come to my attention that you have come by some information about a new pass into the Pale. I am sure you know that such a pass, if found, could greatly effect the region. This effect could be good or bad depending on who controls that pass.

He pauses for effect. He will also answer any PC questions at this point.

Know this: The man you would freely hand over control to would dominate the local economy and many people...families...would suffer.

He also will add the following information when asked.

- If asked about what he would do with it he smiles and says that is his business.
- He is not a merchant himself, but rather facilitates the exchange of goods.
- Olstaff Krokin has a history of abusing, both verbally and physically, his employees and abandoning wounded caravan guards in order to save his goods. He is out for profit and could care less about the people.
- Whoever can get a detailed map and survey of a staked pass will be given a claim to it. This claim

gives the holder the legal right to charge tolls of any amount to use the pass.

- If the PCs get the idea that they want to keep the rights for themselves, Sinit will inform them that managing a Pass claim would take a lot of work and keep them in the area. (ie: Character would be retired)
- Although the regime understands the importance of a working trade route, it also places a premium on the rights of the landholder. They will use troops to stop the illegal use of a pass but not the over charging for its use.

Encounter Four: Into the Pass

If the party stayed the night at the Inn, they will probably want to see the site where the body was discovered. Hartel and Oldreg will be happy to take them to *Encounter Two*.

Once the blood trail is picked up, the party heads into the Rakers.

The trail of blood has led you into the Rakers. The path into the mountains is surprisingly wide and easy to travel. Ten minutes into your climb, you come across the bodies of two dead wolves. Several drying pools of blood give testament to the battle that took place.

Searching the area reveals nothing beyond that the blood trail starts here.

The path from here on out is pretty obvious. It is almost as if this road was man made. A few hours have passed since you started into the mountains. You are now in a dead-end. The trail has ended in a circular clearing surrounded by steep cliffs. Across from you, half buried in a pile of rubble, is a narrow fissure. Unfortunately, this place is not uninhabited.

The road is man made but so weathered it is impossible to tell. Of course, since this is a fantasy setting, an appropriate type of check such as Knowledge: Engineering or Wilderness Lore at DC 30 will discover this fact.

It is time to roll initiative. Describe the monster as listed below.

APL 2 (EL 4)

👉 **Ogres (2)** hp 28, 26: see *Monster Manual*.

APL 4 (EL 6)

👉 **Ogres (4)** hp 28, 26: see *Monster Manual*.

APL 6 (EL 8)

👉 **Stone Giant (1)** hp 120: see *Monster Manual*.

APL 8 (EL 10)

👉 **Stone Giants (2)** hp 120, 118: see *Monster Manual*.

APL 10 (EL 12)

👉 **Fiendish Stone Giants (2)**: hp 122, 120: See *Appendix I*.

APL 12 (EL 14)

👉 **Fiendish Stone Giants (4)**: hp 125, 122, 120, 120: See *Appendix I*.

Encounter Five: The Hidden Vale

The rest of the day goes by uneventfully. As night approaches the trail passes a cave. Perhaps this is a convenient place to spend the night?

The cave is rather boring. It goes back a mere 40 feet and provided excellent shelter. Of course, the PCs will want to be cautious. Be sure not to let them waste too much time here.

The sun rises over the tall mountains and the journey begins anew. The trail has been remarkable good and it is easy to imagine taking a team of mules along it. Wildlife seems pretty scarce but every once in a while you manage to catch sight of an eagle or two in the distance.

The trail suddenly levels off and then drops down into an incredible sight. Laid out below you is a hidden vale.

The vale is about a mile long and half a mile wide. A waterfall on the far side fills the small lake in the center. The area is covered by a pine forest and lush undergrowth.

Let the PCs decide what to do from here on. The ultimate goal is to have them investigate the waterfall and the secret entrance behind it.

There is an abundance of wildlife in the area. Anybody with Knowledge: Nature or Wilderness Lore will be able to tell that the area is home to deer, various rodents, and other harmless animals. In fact, the only

predator species seems to be hawk, eagles and the occasional owl.

A skill check (Knowledge: Nature or Wilderness Lore: DC 25) will note that there are wolves in the area but they are scarce. This is due to the fact the residents of the dwarven ruins hunt them. To find traces of them, a tracking check will be needed (DC 30 – due to undergrowth and recent rains).

It is also of note that the trail that the PCs have been following ends here. The years of growth have wiped it out from here on out. Investigating the lake will show signs of the road (Search: DC 20) if they examine inside the lake. A faint path can be seen heading up to the waterfall.

Encounter Six: The Backdoor

If the PCs decide to go examine the waterfall, read the following

The waterfall is not a very grand or spectacular one. Being only 50 feet tall and only some 20 feet wide, it is rather on the small side. What it lacks in size, it more than makes up for in noise. The water does not fall directly into the lake but onto a length of bare rock before joining the lake.

The “length of bare rock” is the continuation of the trail to the back door. An appropriate knowledge or wilderness lore check (DC 20) is needed to figure that out.

To get to the secret door, the PCs must go behind the waterfall. If they skirt the edges, it is a simple (DC 5) reflex save to avoid being tumbled into the lake. If they decide to brave a frontal assault, it is a tougher (DC 20) save.

Once behind the falls, read the following

Slipping behind the cascading water, you enter a cave of sorts. The cavern is roughly square being 10 feet wide and deep. The floor slopes toward the lake keeping the water out. In fact, from this vantage point it appears that the floor continues out into the lake forming a sort of road.

Even in the face of all this evidence that there should be a door here, it is hard (Search: DC 20 + APL) to find. It is of ancient dwarven design and even after all these years, it does its job well.

Once the door is discovered, it is simple to open. At that point read the following.

A gust of air flows out of the door. It carries with the stench of death and ancient dust. Beyond the doorway is a deep black.

Of course, the PC's will want to go in. Lying 30 feet past the door, hidden behind some rubble are the undead lying in wait. They will start moving before the PCs get to them so there shouldn't be a surprise round. Of course, knowing the ingenuity of players, one might actually get to them before they move or are otherwise discovered. If that happens, feel free to take a swipe at their ankles.

APL 2 (EL 3)

➤ **Zombies (5): hp 9 (each):** See *Monster Manual*

APL 4 (EL 5)

➤ **Ghasts (2): hp 26, 25:** See *Monster Manual*

APL 6 (EL 7)

➤ **Wraith (2) hp 32, 32:** See *Monster Manual*

APL 8 (EL 9)

➤ **Wraith (4) hp 32 (each):** See *Monster Manual*

APL 10 (EL 11)

➤ **Spectre (4) hp 45 (each):** See *Monster Manual*

APL 12 (EL 13)

➤ **Ghosts (4) hp 95 (each):** See *Appendix 1*

Encounter Seven: Friend or Foe?

The unholy minions have been dispatched. You now have a moment to catch your breath and examine the passageway around you. Measuring 15 feet wide and high, it stretching into the mountain for about another 40 feet before ending in a set of huge double doors.

The floor is a smooth stone. It seems to be almost polished but years of dust have taken their toll.

The walls are covered in murals and writing. Most of the murals depict humans, dwarves and elves partaking in simple activities such as farming, mining and raising their families. There also seems to be a heavy interest in the trading between the people depicted in the mural.

The members of the party that can read dwarven have a shot (Int or Bardic knowledge check: DC 25) of reading the runes on the walls. Any sort of reading

device or spell (not read magic) will also be able to decipher the runes.

The runes describe the scenes they are next too. They also bid welcome to the travelers and wish them a good stay in Eagle's Crag, home of the silver hammer clan.

The double doors at the end of the hall way fill the passage top to bottom and left to right. There is a massive rune on each door made from what looks to be solid gold. The doors themselves are made of iron.

The doors open inward and move effortlessly. The dwarves really knew how to make doors back then. There are no traps of any kind on the doors and they are unlocked. The runes stand for "Peace".

Opening the door, you suddenly hear a gruff voice: "Grean ak Gor!" The owner of the voice is an Orc armed with a spear. Behind him are several other orcs all looking your way.

If anybody actually speaks Orcish, he said "Friend or Foe?" If anybody bothers to take the time to examine the group of Orcs before attacking, they will notice they are of various sizes and both male and female. In fact a few are children and one is an elderly woman.

Attacking the orcs results in a blood bath of orc flesh. The stats aren't even included. Any hit on AC 10 will result in a dead orc.

If nobody moves to attack, read the following.

The Orc looks at you and shouts in broken common: "Friend or Foe?" He looks at you cautiously and seems to be keeping himself between you and the others.

The party now has a choice. They can either talk to the Orcs or beat them up. If they decide to talk, read the following, otherwise take initiative and start the fight.

The Orc lowers his spear. "Good to have friend. Me Skarrl. We run out of home and live here now. What do you do here?"

He will wait for a response. Once he gets a conversation going and the PCs seem friendly, he will relate the following

- He and his band were run out of the city. It seems that their more moderate views on Grumsh's teaching did not sit with the more strict views of a new high priest.
- They found this ruin about a month ago. They have been fighting off the undead and have cleared out most of the complex.

- They are running short on supplies and would welcome the chance to trade for supplies; they need food and clothing but will take anything else they can get. Since they would probably be killed approaching any human settlements, they need help.
- They have found a limited stash of mithral armor and weapons to trade but have very little else of value.
- They are very willing to allow humans to run a trade route through the ruins. They would welcome the chance to trade with the caravans for supplies.
- The ruins seem to have once been a stop over on the trade route. Some of the runes on the wall are an ancient trade agreement between the humans, orcs and dwarves.
- All they ask is to be left alone in peace.
- More Orcs are likely to join them as the Priest gets more power.
- He is not willing to share information on which city they are from or the exact nature of the dispute.

After the conversation, Skarrl will invite the party to stay with them for the night. After the meal, the old female orc approaches the character with the lowest charisma.

After the evening meal, the old woman approaches (Insert PC Name Here). "Greetings...you not like other human (or elves, or dwarves, etc). You nice to Orc. Here, this will help protect you against the foulest of beings. We call it blimthor. Take it." She hands over one of the most ugly amulets you have ever seen. It measures about an inch in diameter and in the center of a black iron ring in a very small skull with black stringy hair tying it to the ring.

The blimthor is described on the AR. It does not radiate magic or any alignment aura.

Encounter Eight: Rakervale

The night passes uneventfully. The Orcs turn out to be very gracious hosts. In the morning they take you to the front door.

"Skarrl wishes you go in peace. Beware of talk about us. Others would see us dead. You always welcome back." He shares a broad grin and extends his hand to you.

Allow the PCs to get a few last minute questions and say their goodbyes before you rush into the next section.

The “front door” is a very well hidden door in the side of a cliff. The mountains on either side form a box canyon. No wonder this particular path has been undiscovered for so long.

After about an hour walking down the path leads to an overlook. Looking down you see that you are very close to the foothills and the town of Rakervale. You have reached the Pale.

It is perfectly acceptable for the PCs to stop here and go back. They have completed enough of the pass to be legally binding.

Should the PCs wish to visit Rakervale, they can do so. They will find the Pious Pilgrim has rooms available. Shopping, healing and other things that would be reasonably found in a small town will be found here as well.

There are two things to be wary of. The first is mentioning the orcs to anybody in town. If the PCs mention that they encountered some orc squatters in the Rakers a search and destroy party will be formed and the orcs routed. Do not tell the PCs of the consequences of their actions but do make a note of it in the event summary.

The second problem the PCs may have is heresy. If a PC is silly enough to take to the streets proclaiming the virtues of any religion other than Pholtus they will be rounded up and sent to the new Dawn Camp. If a PC starts to cause trouble, give them a warning in the form of a concerned guardsman. If the PC continues to cause trouble, arrest them. This will cause the loss of 2 TU and forfeiture of the rest of this scenario. Use this as a last result.

Encounter Nine: The Journey Back

The route has been mapped and marked. The only thing left is to return the information to Ratik. Getting an early start, you make good time heading back the way you came. The journey is almost boring. By the time you get to the forest on the other side you have double-checked your map and markers.

Encounter Ten: We’ll take that, Thank You

The PCs have an uninvited guest. A petty rogue is hiding in the forest waiting for them to make an appearance. He is working for whomever the PCs have agreed to turn over the information. If the PCs make a spot check (DC:

25 + APL) they can spot him. If the PCs make any actions toward him or otherwise signal that they know he is there he will bolt. As he has a very good head start (150’) he will probably make good his escape.

Unfortunately, he isn’t the only welcoming committee. They work for the other guy. If the party turned down Sinit, these are his guys making a last ditch effort to get the pass for Sinit. If the PCs agreed to turn the information over to Sinit, the Merchant got wind of the duplicity and sent his men to make sure the stuff gets into his hands.

A group of men is coming your way. They have noticed you and have signaled that they want to talk with you.

Give the PCs a few rounds to prepare for the approaching party.

Read the following if the PCs turned down Sinint’s offer.

“Greetings and well met. Sinint sends his congratulations as well as one final plea to give the information regarding the pass to us. Let’s all do the right thing, shall we?” He extends his hand.

If the PCs told Sinint that they would give him the information on their return, read the following.

“Olstaff sent us. Wants to make sure that the stuff gets into the right hands. A little birdie told us you might be having ideas not conducive to our employer’s welfare. Give us the map and journal and no one gets hurt.” He gives you a sneer and holds out his hand.

It is important to understand that this encounter is complete if the PCs manage to talk their way out of it. This course of action should be difficult and the players must **ROLEPLAY** the encounter and not just roll dice. That won’t work.

APL 2 (EL 5)

- ☞ Artillin: Male human Rgr2: See Appendix 1
- ☞ Biddit: Male human Rog1: See Appendix 1
- ☞ Trimdill: Male human Rog1: See Appendix 1
- ☞ Aera: Female Human Drd2: See Appendix 1

APL 4 (EL 7)

- ☞ Artillin: Male human Rgr4: See Appendix 1
- ☞ Biddit: Male human Rog3: See Appendix 1
- ☞ Trimdill: Male human Rog3: See Appendix 1
- ☞ Aera: Female Human Drd4: See Appendix 1

APL 6 (EL 9)

- 🔪 Artillin: Male human Rgr6: See Appendix 1
- 🔪 Bidit: Male human Rog5: See Appendix 1
- 🔪 Trimdill: Male human Rog5: See Appendix 1
- 🔪 Aera: Female Human Drd6: See Appendix 1

APL 8 (EL 11)

- 🔪 Artillin: Male human Rgr8: See Appendix 1
- 🔪 Bidit: Male human Rog7: See Appendix 1
- 🔪 Trimdill: Male human Rog7: See Appendix 1
- 🔪 Aera: Female Human Drd8: See Appendix 1

APL 10 (EL 13)

- 🔪 Artillin: Male human Rgr10: See Appendix 1
- 🔪 Bidit: Male human Rog9: See Appendix 1
- 🔪 Trimdill: Male human Rog9: See Appendix 1
- 🔪 Aera: Female Human Drd10: See Appendix 1

APL 12 (EL 15)

- 🔪 Artillin: Male human Rgr12: See Appendix 1
- 🔪 Bidit: Male human Rog11: See Appendix 1
- 🔪 Trimdill: Male human Rog11: See Appendix 1
- 🔪 Aera: Female Human Drd12: See Appendix 1

The encounter is also considered complete if the guy whom the PCs intended to give the rights to the pass gets it. For example, if the PCs told Sinint they would give him the information just to get rid of him and then inform the thugs of that fact and thank them for their escort back to see the merchant they get full marks.

Conclusion

The conclusion depends on what happened in the previous encounter. If they choose to give over the maps to their escorts, read the first set. If they either talk their way out of an escort or kill the greeting party, read the second set.

Read the following if the PCs are escorted to Sinint.

You are taken to a secluded room of the inn to meet with Sinint. He smiles as you enter the room. "Ah. It is good to see you. I am sorry to have to send out an escort to bring you in, but we can't be too careful now can we? So, do you have the information? Was the Pass actually there?"

Read the following if the PCs are escorted to Olstaff.

Your "guides" take you to a very uninteresting store. Taking you into an office inside, you are greeted by

Olstaff. He looks up from his work with a sour expression. "I am glad you were sensible and brought the information to me."

If the PCs avoid Olstaff's men and seek out Sinit, read the following.

You head back to the inn, information in hand. You haven't been back for two minutes when you are greeted by a familiar knocking sound.

If the PCs open the door...

Sinint smiles at you. "Well, was your mission a success? Can I come in?"

If the PCs are seeking out Olstaff and have avoided Sinint's men, read the following.

Olstaff can be found at his store. Asking at the front counter leads you to a back office. Olstaff looks up from his work, obviously annoyed at being interrupted. He smiles when he realizes it is you. "Well, what have you to report!?"

Now that the introductions are out of the way, proceed to the business at hand. If they are dealing with Sinint, read the following.

"I can not offer you a lot of money today, but I am willing to cut you in on a percentage of the profits. Do we have a deal?"

He will offer each PC 150 gp as well as allowing them to have the "Trade profits" from the AR.

If the PCs deal with Olstaff, read the following.

"Well, it is mine at last. This will make me a very wealthy man!" A broad smile crosses his face. He looks at your expecting faces and his expression clouds over. "Oh, your payment. I suppose some sort of reparation is in order. As I am feeling exceedingly generous today, take 200gp each and get out of my office."

Both men will be eager to go to Marner to register the claim. They will answer a few short questions, if asked but then beat a hasty retreat.

This ending is designed to leave the PCs feeling a bit lost as to what is supposed to happen next. Until some answers are found, it is just life as normal.

The End?

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Challenge-based Experience

Encounter Four

Defeat the Giant Types

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Six

Defeat the Undead

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Ten

Defeat or talk their way past the welcoming committee.

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Challenge-based Experience Maximums

APL 2	360 xp
APL 4	540 xp
APL 6	720 xp
APL 8	900 xp
APL 10	1080 xp
APL 12	1260 xp

Roleplaying/Objective Experience

Encounter Seven

Negotiate a trading agreement with the orcs.

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp

APL 12

210 xp

Discretionary role-playing award

Award each player no more than this amount. You may award different amounts to different players.

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

Role-playing Experience Maximums

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Ten:

APL 2: L: 149 gp; C: 16 gp; M: *Wand of Cure Light Wounds* (25 charges) (1.08 gp per charge, 27 gp maximum), *Quaal's Feather Token (tree)* (8 gp).

APL 4: L: 148 gp; C: 40 gp; M: *Wand of Cure Light Wounds* (25 charges) (1.08 gp per charge, 27 gp maximum), *Quaal's Feather Token (tree)* (8 gp), *+1 Studded Leather* (98 gp), *Eyes of the Eagle* (83 gp).

APL 6: L: 158 gp; C: 0 gp; M: *Wand of Cure Light Wounds* (25 charges) (1.08 gp per charge, 27 gp maximum), *Quaal's Feather Token (tree)* (8 gp), *+2 Studded Leather* (348 gp), *Eyes of the Eagle* (83 gp), *+1 longsword* (193 gp), *+1 shortsword* (192 gp), *+1 large wooden shield* (96 gp).

APL 8: L: 181 gp; C: 0 gp; M: *Wand of Cure Light Wounds* (25 charges) (1.08 gp per charge, 27 gp maximum), 2 *Quaal's Feather Token (tree)* (8 gp each), *+2 Studded Leather* (348 gp), *Eyes of the Eagle* (83 gp), *+2 longsword* (693 gp), *+1 shortsword* (192 gp), *+1 large wooden shield* (96 gp), 2 *+1 leather armor* (97 gp each), *Pearl of Power* (2nd) (333 gp).

APL 10: L: 181 gp; C: 0 gp; M: *Wand of Cure Light Wounds* (25 charges) (1.08 gp per charge, 27 gp maximum), 2 *Quaal's Feather Token (tree)* (8 gp each), *+2 Studded Leather* (348 gp), *Eyes of the Eagle* (83 gp), *+2 longsword* (693 gp), *+1 shortsword* (192 gp), *+1 large wooden shield* (96 gp), 2 *+1 leather armor* (97 gp each),

Pearl of Power (2nd) (333 gp), *Ring of Warmth* (175 gp), *Ring of Feather Falling* (183 gp).

APL 12: L: 181 gp; C: 0 gp; M: *Wand of Cure Light Wounds* (25 charges) (1.08 gp per charge, 27 gp maximum), 2 *Quaal's Feather Token (tree)* (8 gp each), *+2 Studded Leather* (348 gp), *Eyes of the Eagle* (83 gp), *+3 longsword* (1526 gp), *+1 shortsword* (192 gp), *+2 large wooden shield* (346 gp), 2 *+2 leather armor* (347 gp each), *Pearl of Power* (2nd) (333 gp), *Ring of Warmth* (175 gp), *Ring of Feather Falling* (183 gp), *Staff of Swarming Insects* (33 gp per charge, 1667 gp maximum), *Stone Salve* (333 gp).

Conclusion:

APL 2: L: 0 gp; C: 150 or 200 gp; M: 0 gp

APL 4: L: 0 gp; C: 150 or 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 or 200 gp; M: 0 gp

APL 8: L: 0 gp; C: 150 or 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 150 or 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 150 or 200 gp; M: 0 gp

Total Possible Treasure

APL 2: 350/400 gp

APL 4: 554/600 gp

APL 6: 750/800 gp

APL 8: 1200/1250 gp

APL 10: 2050/2100 gp

APL 12: 2950/3000 gp

Special

Blimthor: The Blimthor is an item out of orcan mythology. The legend tells of an ancient witch who slaughtered all the children of her village. The ghosts of these innocents rose against her and drove her to kill herself. Unfortunately for the remaining towns folk, the spirits turned on them. A good (well, good by orc standards) witch made charms from the hair of the evil witch. These charms keep the spirits away and brought peace to the village. These Blimthors are said to bring peace from undead...according to legend. No two blimthors look alike. The only similarities are the coarse black hair binding a small rodent skull in the middle of a wooden circle. (value: 0gp; caster level: 5th; prereq: Female Orc Witch)

Eagle Crag Pass Kickback: Before every regional or Metaregional scenario, roll a d20 and consult the following chart.

1 – Sinit needs money to fend off an orc raiding party. Loose 25 gp.

2-5 – A freak avalanche covers part of the trail. Money is needed to make repairs. Loose 10 gp.

6-8 – Legal fees are needed to challenge another claim.
Loose 5gp.

+2 Leather Armor (Adventure, DMG)

9-11 – The Pass is breaking even.

12-15 – Sinit made some good deals. Gain 5 gp

16-19 – A very long caravan went through the pass. Gain
15gp.

20 – Sinit sends you 25gp. There is no note.

Items for the Adventure Record

The Orcs of Eagle Crag have found a cache of mithril arms and armor. They are willing to sell you one piece as a thank you. You may buy, as per the core rules, one item made of mithril. Once purchased, cross this item off.

Item Access

APL 2:

Mithril weapon and armor (See Above)
(Metaregional; PHB)

Wand of Cure Light Wounds (Adventure; Caster
level 1st; DMG)

APL 4:

APL 2 Items

Eyes of the Eagle (Adventure, DMG)

APL 6:

APL 2&4 Items

+2 Longsword (Adventure, DMG)

APL 8:

APL 2, 4 & 6 Items

Pearl of Power (2nd) (Adventure; DMG)

APL 10:

APL 2, 4, 6 & 8 Items

Ring of Warmth (Adventure; DMG)

Ring of Feather Fall (Adventure; DMG)

+2 Studded Leather Armor (Adventure, DMG)

APL 12:

APL 2, 4, 6, 8 & 10 Items

Staff of Swarming Insects (Adventure; DMG)

Stone Salve (Adventure; DMG)

+3 longsword (Adventure, DMG)

Appendix 1: NPCS

APL 2

Encounter Ten

Artillian, Male Human Rgr2: CR 2: Medium Humanoid; HD 2d10+4; hp 18; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +1 armor]]; Atk +3/+3 melee (1d8+2, longsword; 1d4+1, dagger), +5 ranged (1d8+2, mighty [+2] composite longbow); SA: Favored Enemy (Giants +1); SQ: Ranger Virtual Feats; AL N; SV Fort +5, Ref +3, Will +1; Str 15, Dex 16, Con 14, Int 11, Wis 12, Cha 10.

Skills & Feats: Animal Empathy +4, Climb +3, Concentration +4, Handle Animal +2, Heal +3, Intuit Direction +0, Knowledge (nature) +4, Search +2, Use Rope +5, Wilderness Lore +5; Dodge, Track, Weapon Focus (longsword).

Possessions: longsword, mighty [+2] composite longbow, masterwork dagger, masterwork leather, masterwork arrows (40), backpack, winter blanket, caltrops, case, map or scroll, map case, flask, flint and steel, hammer, bullseye lantern, small mirror, parchment (2 sheets), pitons (10), belt pouch (2), trail rations (3 days), silk rope (50 ft.), tent, waterskin (full), whetstone, explorer's outfit, traveler's outfit, *Potion of Vision*.

Biddit & Trimdill, Male Human Rog1: CR 1: Medium Humanoid; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [[+2 Leather, +2 Dex]]; Atk +2 ranged (1d6, shortbow); SA: Sneak Attack +1d6; AL N; SV Fort +1, Ref +4, Will +0; Str 13, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +4, Bluff +2, Climb +5, Hide +6, Intimidate +4, Listen +4, Move Silently +6, Open Lock +2, Search +4, Tumble +6, Use Rope +4; Point Blank Shot, Precise Shot.

Possessions: shortbow, leather armor, arrows (40), flint and steel, waterskin (full), trail rations, traveler's outfit.

Aera, Female Human Drd2: CR 2: Medium Humanoid; HD 2d8+2; hp 14; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 13) [[Hide +3, Large wooden Shield +2, Dex +2]]; Atk +1 (1d6, scimitar); +2 (1d4, sling); SQ: Nature Sense, Animal Companion, Woodland Stride; AL NG; SV Fort +4, Ref +2, Will +5; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Skills & Feats: Animal Empathy +4, Concentration +6, Knowledge (nature) +6, Spellcraft +6, Wilderness Lore +8; Improved Initiative, Scribe Scroll.

Possessions: masterwork scimitar, sling, hide, large wooden shield, masterwork sling bullets (10), *Wand of Cure Light Wounds* (25 charges), *Quaal's Feather Token* (tree).

Spells Prepared (4/3; base DC 12 + spell level): 0— [*Detect Poison, Guidance, Know Direction, Light*]; 1st— [*Entangle, Faerie Fire, Obscuring Mist*].

Lazlo, Wolf Companion: See *Monster Manual*.

APL 4

Encounter Ten

Artillian, Male Human Rgr4: CR 6: Medium Humanoid (6' tall); HD 4d10+8 (Ranger); hp 36; Init +3; Spd 30 ft.; AC 15 (+3 Dex +2 Leather); Atk +6/+6 melee (1d8+3, longsword; 1d6+1, shortsword), +7 ranged (1d8+3, mighty [+3] composite longbow); SA: Favored Enemy (Giants +1); SQ: Ranger Virtual Feats; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 16, Con 14, Int 11, Wis 12, Cha 10.

Skills & Feats: Animal Empathy +5, Climb +5, Concentration +4, Handle Animal +5, Heal +3, Intuit Direction +3, Knowledge (nature) +5, Ride +5, Search +2, Spot +6, Use Rope +5, Wilderness Lore +6; Dodge, Mobility, Track, Weapon Focus (longsword).

Possessions: masterwork shortsword, masterwork mighty [+3] composite longbow, masterwork longsword, +1 studded leather, masterwork arrows (40), backpack, winter blanket, caltrops, case, map or scroll, map case, flask, flint and steel, hammer, bullseye lantern, small mirror, parchment (2 sheets), pitons (10), belt pouch (2), trail rations (3 days), silk rope (50 ft.), tent, waterskin (full), whetstone, explorer's outfit, traveler's outfit, *Eyes of the eagle*.

Spells Prepared (-/1; base DC 11 + spell level): 1st—[*Entangle*].

Aeert, Wolf Companion: See *Monster Manual*.

Biddit & Trimdill, Male Human Rog3: CR 3: Medium Humanoid; HD 3d6+3; hp 17; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 14) [[+2 Leather, +2 Dex]]; Atk +4 ranged (1d6, shortbow); SA: Sneak Attack +2d6; SQ: Evasion, Uncanny Dodge (Dex to AC) AL N; SV Fort +2, Ref +5, Will +1; Str 13, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +5, Bluff +3, Climb +5, Hide +8, Intimidate +6, Listen +6, Move Silently +8, Open Lock +2, Search +6, Tumble +8, Use Rope +8; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: shortbow, leather, arrows (40), flint and steel, waterskin (full), trail rations (per day), traveler's outfit.

Aera, Female Human Drd4: CR 4: Medium Humanoid; HD 4d8+4; hp 27; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 13) [[Hide +3, Large wooden Shield +2, Dex +2]]; Atk +5 (1d6, scimitar); +5 (1d4, sling); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure; AL NG; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 8.

Skills & Feats: Animal Empathy +6, Concentration +8, Knowledge (nature) +8, Spellcraft +8, Wilderness Lore +10; Improved Initiative, Scribe Scroll, Weapon Focus (scimitar).

Possessions: masterwork scimitar, sling, hide, large wooden shield, masterwork sling bullets (10), *Wand of Cure Light Wounds* (25 Charges), *Quaal's Feather Token* (tree).

Spells Prepared (5/4/3; base DC 13 + spell level): 0—[*Cure Minor Wounds*, *Detect Poison*, *Guidance*, *Know Direction*, *Light*]; 1st—[*Cure Light Wounds*, *Entangle*, *Faerie Fire*, *Obscuring Mist*]; 2nd—[*Barkskin*, *Chill Metal*, *Warp Wood*].

Lazlo, Wolf Companion: See *Monster Manual*.

Quei, Wolf Companion: See *Monster Manual*.

APL 6

Encounter Ten

Artillian, Male Human Rgr6: CR 6: Medium Humanoid; HD 6d10+12; hp 54; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex +3 Leather]]; Atk +8/+3/+8 melee (1d8+4, longsword; 1d6+2, shortsword), +9/+4 ranged (1d8+3, mighty [+3] composite longbow); SA: Favored Enemy (Giants +2, Humanoid (Orc) +1); SQ: Ranger Virtual Feats; AL N; SV Fort +7, Ref +5, Will +2; Str 16, Dex 16, Con 14, Int 11, Wis 12, Cha 10.

Skills & Feats: Animal Empathy +5, Climb +7, Concentration +4, Handle Animal +5, Heal +4, Intuit Direction +4, Knowledge (nature) +5, Ride +5, Search +4, Spot +6, Use Rope +7, Wilderness Lore +6; Dodge, Mobility, Spring Attack, Track, Weapon Focus (longsword).

Possessions: +1 shortsword, masterwork mighty [+3] composite longbow, +1 longsword, +1 studded leather, masterwork arrows (40), backpack, winter blanket, caltrops, case, map or scroll, map case, flask, flint and steel, hammer, bullseye lantern, small mirror, parchment (2 sheets), pitons (10), belt pouch (2), trail rations (3 days), silk rope (50 ft.), tent, waterskin (full), whetstone, explorer's outfit, traveler's outfit, *Eyes of the eagle*.

Spells Prepared (-/1; base DC 11 + spell level): 1st—[*Entangle*].

Renr, Black Bear Companion: See *Monster Manual*.

Biddit & Trimdill, Male Human Rog5: CR 5: Medium Humanoid; HD 5d6+10; hp 32; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 14) [[+2 Leather, +2 Dex]]; Atk +6 ranged (1d6, shortbow); SA: Sneak Attack +3d6; SQ: Evasion, Uncanny Dodge (Dex to AC) AL N; SV Fort +3, Ref +6, Will +1; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +6, Bluff +4, Climb +5, Hide +10, Intimidate +8, Listen +8, Move Silently +10, Open Lock +4, Search +8, Tumble +10, Use Rope +10; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: masterwork shortbow, leather, arrows (40), flint and steel, waterskin (full), trail rations (per day), traveler's outfit.

Aera, Female Human Drd6: CR 6: Medium Humanoid; HD 6d8+6; hp 37; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 13) [[Hide +3, Large wooden shield +3, Dex +2]]; Atk +6 (1d6, scimitar); +6 (1d4, sling); SA: Wildshape (2/day); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless Step,

Resist Nature's Lure; AL NG; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 8.

Skills & Feats: Animal Empathy +8, Concentration +10, Knowledge (nature) +10, Spellcraft +10, Wilderness Lore +12; Extend Spell, Improved Initiative, Scribe Scroll, Weapon Focus (scimitar).

Possessions: masterwork scimitar, sling, masterwork hide, +1 large wooden shield, masterwork sling bullets (10), *Wand of Cure Light Wounds* (25 Charges), *Quaal's Feather Token* (tree).

Spells Prepared (5/4/4/3; base DC 13 + spell level): 0—[*Cure Minor Wounds*, *Detect Poison*, *Guidance*, *Know Direction*, *Light*]; 1st—[*Cure Light Wounds*, *Entangle*, *Faerie Fire*, *Obscuring Mist*]; 2nd—[*Barkskin*, *Chill Metal*, *Produce Flame*, *Warp Wood*]; 3rd—[*Cure Moderate Wounds*, *Extended Chill Metal*, *Greater Magic Fang*].

Veun, Brown Bear Companion: See *Monster Manual*.

APL 8

Encounter Ten

Artillian, Male Human Rgr8: CR 8: Medium Humanoid; HD 8d10+16; hp 72; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex +3 Leather]]; Atk +11/+6/+10 melee (1d8+5, longsword +2; 1d6+2, shortsword +1), +11/+6 ranged (1d8+3, mighty [+3] composite longbow); SA: Favored Enemy (Giants +2, Humanoid (Orc) +1); SQ: Ranger Virtual Feats; AL N; SV Fort +8, Ref +5, Will +3; Str 16, Dex 16, Con 14, Int 11, Wis 13, Cha 10.

Skills & Feats: Animal Empathy +5, Climb +9, Concentration +6, Handle Animal +5, Heal +7, Intuit Direction +5, Knowledge (nature) +6, Ride +5, Search +4, Spot +6, Use Rope +8, Wilderness Lore +8; Dodge, Mobility, Spring Attack, Track, Weapon Focus (longsword).

Possessions: +1 shortsword, masterwork mighty [+3] composite longbow, +2 longsword, +1 studded leather, masterwork arrows (40), backpack, winter blanket, caltrops, case, map or scroll, map case, flask, flint and steel, hammer, bullseye lantern, small mirror, parchment (2 sheets), pitons (10), belt pouch (2), trail rations (3 days), silk rope (50 ft.), tent, waterskin (full), whetstone, explorer's outfit, traveler's outfit, *Eyes of the eagle*.

Spells Prepared (-/1; base DC 11 + spell level): 1st—[*Entangle*].

Renr, Black Bear Companion: See *Monster Manual*.

Biddit & Trimdill, Male Human Rog7: CR 7: Medium Humanoid; HD 7d6+14; hp 44; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 15) [[+3 Leather, +2 Dex]]; Atk +9 ranged (1d6, shortbow); SA: Sneak Attack +4d6; SQ: Evasion, Uncanny Dodge (Dex to AC, Can't be Flanked) AL N; SV Fort +4, Ref +7, Will +2; Str 13, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +7, Bluff +5, Climb +7, Hide +12, Intimidate +10, Listen +10, Move Silently +12, Open Lock +4, Search +10, Tumble +12, Use Rope +12; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: masterwork shortbow, +1 leather, arrows (40), flint and steel, waterskin (full), trail rations (per day), traveler's outfit.

Aera, Female Human Drd8: CR 8: Medium Humanoid; HD 8d8+16; hp 55; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 13) [[Hide +3, Large wooden shield +3, Dex +2]]; Atk +8/+3 (1d6, scimitar); +8/+3 (1d4, sling); SA: Wildshape (3/day, Large); SQ: Nature Sense, Animal Companion, Woodland Stride,

Trackless Step, Resist Nature's Lure; AL NG; SV Fort +8, Ref +4, Will +9; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills & Feats: Animal Empathy +10, Concentration +13, Knowledge (nature) +12, Spellcraft +12, Wilderness Lore +14; Extend Spell, Improved Initiative, Scribe Scroll, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork sling, masterwork hide, +1 large wooden shield, masterwork sling bullets (10), *Wand of Cure Light Wounds* (25 Charges), 2 *Quaal's Feather Token (tree)*, *Pearl of Power* (2nd).

Spells Prepared (6/5/4/4/2; base DC 13 + spell level): 0—[*Create Water, Cure Minor Wounds, Detect Poison, Guidance, Know Direction, Light*]; 1st—[*Cure Light Wounds, Endure Elements, Entangle, Faerie Fire, Obscuring Mist*]; 2nd—[*Barkskin, Chill Metal, Produce Flame, Warp Wood*]; 3rd—[*Cure Moderate Wounds, Extended Chill Metal, Greater Magic Fang, Spike Growth*]; 4th—[*Rusting Grasp, Sleet Storm*].

Thrak, Polar Bear Companion: See *Monster Manual*.

APL 10

Encounter Five

Fiendish Stone Giant: CR 10: Large Fiendish Giant (Earth); HD 14d8+56; hp 119; Init +2; Spd 40 ft.; AC 25 (touch 11, flat-footed 23); Atk +17/+12 melee (2d6+12, huge greatclub), +12/+7 ranged (2d8+8, rock); 5ft x 5 ft/10 ft.; SA: Rock Throwing, Smite Good; SQ: Rock Catching, Dark Vision 60', DR 5/+2 Cold/15, Fire/15; SR 25; AL: NE; SV Fort +13, Ref +6, Will +4, Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11

Skills & Feats: Climb +10, Jump +10, Hide +0, Spot +3; Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions: hide armor, huge greatclub.

Rock Throwing (Ex): Adult Giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rock weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety.

Rock Catching (Ex): A giant of at least large size can catch small, medium-size or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for Small, 20 for Medium and 25 for a Large one. The Giant must be aware and ready for the attack.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to it's HD total (maximum of +20) against a good foe.

Encounter Ten

Artillian, Male Human Rgr10: CR 10: Medium Humanoid; HD 10d10+20; hp 90; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex +4 Leather]]; Atk +13/+8/+12/+7 melee (1d8+5, longsword +2; 1d6+2, shortsword +1), +13/+8 ranged (1d8+3, mighty [+3] composite longbow); SA: Favored Enemy (Giants +3, Humanoid (Orc) +2, Aberration +1); SQ: Ranger Virtual Feats; AL N; SV Fort +9, Ref +6, Will +4; Str 16, Dex 16, Con 14, Int 11, Wis 13, Cha 10.

Skills & Feats: Animal Empathy +5, Climb +11, Concentration +6, Handle Animal +5, Heal +9, Intuit Direction +5, Knowledge (nature) +7, Ride +5, Search +4, Spot +6, Use Rope +10, Wilderness Lore +11; Dodge, Improved Two-Weapon Fighting, Mobility, Spring Attack, Track, Weapon Focus (longsword).

Possessions: +1 shortsword, masterwork mighty [+3] composite longbow, +2 longsword, +2 studded leather, masterwork arrows (40), backpack, winter

blanket, caltrops, case, map or scroll, map case, flask, flint and steel, hammer, bullseye lantern, small mirror, parchment (2 sheets), pitons (10), belt pouch (2), trail rations (3 days), silk rope (50 ft.), tent, waterskin (full), whetstone, explorer's outfit, traveler's outfit, *Eyes of the eagle*,

Spells Prepared (-/1; base DC 11 + spell level): 1st—[*Entangle*].

Renr, Black Bear Companion: See *Monster Manual*.

Aaert, Wolf Companion: See *Monster Manual*.

Biddit & Trimdill, Male Human Rog9: CR 9: Medium Humanoid; HD 9d6+18; hp 56; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 15) [[+3 Leather, +2 Dex]]; Atk +10/+5 ranged (1d6, shortbow); SA: Sneak Attack +5d6; SQ: Evasion, Uncanny Dodge (Dex to AC, Can't be Flanked) AL N; SV Fort +5, Ref +8, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +8, Bluff +6, Climb +8, Hide +14, Intimidate +12, Listen +12, Move Silently +14, Open Lock +6, Search +12, Tumble +14, Use Rope +14; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: masterwork shortbow, +1 leather, arrows (40), flint and steel, waterskin (full), trail rations (per day), traveler's outfit, *Ring of Feather Falling* (only one of the two), *Ring of Warmth* (the other one).

Aera, Female Human Drd10: CR 10: Medium Humanoid; HD 10d8+20; hp 67; Init +6; Spd 20; AC 18 (touch 12, flat-footed 13) [[Hide +3, Large wooden Shield +3, Dex +2]]; Atk +9/+4 (1d6, scimitar); +9/+4 (1d4, sling); SA: Wildshape (4/day, Large); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity; AL NG; SV Fort +9, Ref +5, Will +10; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills & Feats: Animal Empathy +12, Concentration +15, Knowledge (nature) +14, Spellcraft +14, Wilderness Lore +16; Enlarge Spell, Extend Spell, Improved Initiative, Scribe Scroll, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork sling, masterwork hide, +1 large wooden shield, masterwork sling bullets (10), *Wand of Cure Light Wounds* (25 Charges), 2 *Quaal's Feather Token (tree)*, *Pearl of Power* (2nd).

Spells Prepared (6/5/5/4/3/2; base DC 13 + spell level): 0—[*Create Water*, *Cure Minor Wounds*, *Detect Poison*, *Guidance*, *Know Direction*, *Light*]; 1st—[*Cure Light Wounds*, *Endure Elements*, *Entangle*, *Faerie Fire*, *Obscuring Mist*]; 2nd—[*Barkskin*, *Chill Metal*, *Enlarged Entangle*, *Produce Flame*, *Warp Wood*]; 3rd—[*Cure Moderate Wounds*, *Extended Chill Metal*,

Greater Magic Fang, Spike Growth]; 4th—[*Freedom of Movement, Rusting Grasp, Sleet Storm*]; 5th—[*Enlarged Flamestrike, Summon Nature's Ally V*].

Thrak, Polar Bear Companion: See *Monster Manual*.

Lazlo, Wolf Companion: See *Monster Manual*.

APL 12

Encounter Five

Fiendish Stone Giant: CR 10: Large Fiendish Giant (Earth); HD 14d8+56; hp 119; Init +2; Spd 40 ft.; AC 25 (touch 11, flat-footed 23); Atk +17/+12 melee (2d6+12, huge greatclub), +12/+7 ranged (2d8+8, rock); 5ft x 5 ft/10 ft.; SA: Rock Throwing, Smite Good; SQ: Rock Catching, Dark Vision 60', DR 5/+2 Cold/15, Fire/15; SR 25; AL: NE; SV Fort +13, Ref +6, Will +4, Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11

Skills & Feats: Climb +10, Jump +10, Hide +0, Spot +3; Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions: hide armor, huge greatclub.

Rock Throwing (Ex): Adult Giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rock weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety.

Rock Catching (Ex): A giant of at least large size can catch small, medium-size or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for Small, 20 for Medium and 25 for a Large one. The Giant must be aware and ready for the attack.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to it's HD total (maximum of +20) against a good foe.

Encounter Six

Ghost, Dwarf Ftr7: CR 9: Medium Undead (Incorporeal); HD 7d12; Init +6; Spd Fly 30 ft. (perfect); AC 13 (touch 13, flat-footed 11); Atk +11 Melee (1d4, Incorporeal touch); SQ: Darkvision (Ex), Dwarven traits (Ex); Rejuvenation (Su), Turn Resistance (Ex); RF: Stonecunning, +2 Fort save against poison, SA: Manifestation (Su), Corrupting touch (Su), Frightful Moan (Su), Horrific Appearance (Su); RE: +2 Ref save against spells, +1 attack bonus against orcs & goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +6, Ref +5, Will +2; Str 14, Dex 14, Con 10, Int 9, Wis 9, Cha 13.

Skills & Feats: Appraise +1, Climb +5, Handle Animal +9, Hide +10, Intimidate +3, Jump +5, Listen +1, Search +11, Spot +10; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armor unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Manifestation (Su): When the dwarf manifests he becomes visible but incorporeal. His spells can affect targets on the Material Plane unless that spell relies on touch.

Frightful Moan (Su): All living creatures within a 30 ft. spread must succeed at a Will save (DC 15) or become panicked for 2d4 rounds. Those saving are immune to this effect for one day. It is a sonic, necromantic, mind-affecting fear effect. Using a *frightful moan* is a standard action.

Corrupting Touch (Su): When the ghost strikes a living creature he deals 1d4 points of damage.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+12 (DC16).

Turn Resistance (Ex): A ghost has a +4 turn resistance.

Skills: ghosts gain a +8 racial bonus to Hide, Listen, Search and Spot checks.

Encounter Ten

Artillian, Male Human Rgr12: CR 12: Medium Humanoid; HD 12d10+24; hp 108; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex +4 Leather]]; Atk +15/+10/+5/+14/+9 melee (1d8+5, 18-20/x2, longsword +2; 1d6+2, shortsword +1), +15/+10/+5 ranged (1d8+3, mighty [+3] composite longbow); SA: Favored Enemy (Giants +3, Humanoid (Orc) +2, Aberration +1); SQ: Ranger Virtual Feats; AL N; SV Fort +10, Ref +7, Will +7; Str 16, Dex 16, Con 14, Int 11, Wis 14, Cha 10.

Skills & Feats: Animal Empathy +5, Climb +12, Concentration +6, Handle Animal +5, Heal +12, Intuit

Direction +6, Knowledge (nature) +8, Ride +5, Search +6, Spot +7, Use Rope +13, Wilderness Lore +15; Dodge, Improved Critical (longsword), Improved Two-Weapon Fighting, Mobility, Spring Attack, Track, Weapon Focus (longsword).

Possessions: +1 *shortsword*, masterwork mighty [+3] composite longbow, +3 *longsword*, +2 *studded leather*, masterwork arrows (40), backpack, winter blanket, caltrops, case, map or scroll, map case, flask, flint and steel, hammer, bullseye lantern, small mirror, parchment (2 sheets), pitons (10), belt pouch (2), trail rations (3 days), silk rope (50 ft.), tent, waterskin (full), whetstone, explorer's outfit, traveler's outfit, *Eyes of the eagle*, *Potion of Swimming*.

Spells Prepared (–/2/2; base DC 12 + spell level): 1st—[*Entangle*, *Magic Fang*]; 2nd—[*Cure Light Wounds*(2)].

Tonw, Brown Bear Companion: See *Monster Manual*.

Biddit & Trimdill, Male Human Rog11: CR 11: Medium Humanoid; HD 11d6+22; hp 68; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 16) [[+4 *Leather*, +2 *Dex*]]; Atk +11/+6 ranged (1d6, shortbow); SA: Sneak Attack +6d6; SQ: Evasion, Uncanny Dodge (Dex to AC, Can't be Flanked, +1 vs. Traps), Slippery Mind; AL N; SV Fort +5, Ref +9, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +9, Bluff +7, Climb +9, Hide +16, Intimidate +14, Listen +14, Move Silently +16, Open Lock +7, Search +14, Tumble +16, Use Rope +16; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: masterwork shortbow, +2 *leather*, arrows (40), flint and steel, waterskin (full), trail rations (per day), traveler's outfit, *Ring of Feather Falling* (only one of the two), *Ring of Warmth* (the other one), *Stone Salve* (Biddit).

Aera, Female Human Drd12: CR 12: Medium Humanoid; HD 12d8+24; hp 81; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 13) [[Hide +3, Large wooden Shield +3, Dex +2]]; Atk +11/+6 (1d6, scimitar); +11/+6 (1d4, sling); SA: Wildshape (4/day, Large, Tiny, Dire); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity; AL NG; SV Fort +10, Ref +6, Will +11; Str 11, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills & Feats: Animal Empathy +14, Concentration +17, Knowledge (nature) +16, Spellcraft +16, Wilderness Lore +18; Craft Staff, Enlarge Spell, Extend Spell, Improved Initiative, Scribe Scroll, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork sling, masterwork hide, +1 *large wooden shield*, masterwork sling bullets (10), *Wand of Cure Light Wounds* (25 Charges), 2 *Quaal's Feather Token (tree)*, *Pearl of Power* (2nd), *Staff of Swarming Insects* (50 charges).

Spells Prepared (6/6/5/5/3/3/2; base DC 13 + spell level): 0—[*Create Water*, *Cure Minor Wounds*, *Detect Poison*, *Guidance*, *Know Direction*, *Light*]; 1st—[*Cure Light Wounds* (2), *Endure Elements*, *Entangle*, *Faerie Fire*, *Obscuring Mist*]; 2nd—[*Barkskin*, *Chill Metal*, *Enlarged Entangle*, *Produce Flame*, *Warp Wood*]; 3rd—[*Cure Moderate Wounds*, *Extended Chill Metal*, *Greater Magic Fang*, *Spike Growth*, *Stone Shape*]; 4th—[*Freedom of Movement*, *Rusting Grasp*, *Sleet Storm*]; 5th—[*Enlarged Flamestrike* (2), *Summon Nature's Ally V*]; 6th—[*Fire Seeds*, *Wall of Stone*].

Chtunk, Dire Polar Bear Companion: See *Monster Manual*, Dire Bear Entry (no changes, only flavor).