

GRM5-02

Enemy of My Enemy

A One-Round D&D® LIVING GREYHAWK™

Gran March Regional Adventure

Version 1.1

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Three young soldiers have been murdered at the edge of the Dim Forest and neither their commander nor the law seems to care. An Uncle asks for justice at best, and to just know why at worst. A Gran March regional adventure for PCs of APLs 2-12.

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

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

RPGA SANCTIONED PLAY

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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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 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 character 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 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 step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character 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 characters 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.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

There is a small subset of Gran March's Knights of the Watch and Dispatch, led by Erik Thunder, that have become very alarmed at the close ties forming between the government of Geoff and the Archclericy of Veluna. They fear that once Geoff is rid of the Giant invaders, free Geoff will ally with Veluna and turn its backs on Gran March and the Knights. The Archclericy of Veluna still regards the Knights of the Watch as enemies and many in both Geoff and Veluna equate the Knights with Gran March. These Knights believe they can't allow a Geoff hostile to both the Knighthood and to Gran March to exist. Certain contacts have been made through intermediaries with giants in Geoff that are Lawful and not evil. Much discussion has taken place, but a face-to-face meeting is the next step.

Dispatcher Thunder consulted with his friend and spiritual advisor, Aliam Nestor, a priest of Heironeous and prosecutor at Hookhill. Nestor has convinced him that making a deal with the giants is the right move for Thunder to make politically within the Knighthood as well as the will of Heironeous. He has convinced Thunder to go forward with the plan even though others among the small group of Knights are hesitant. Unfortunately the Prosecutor of Hookhill is one of the many guises of Nolar Thotec, a notorious cleric of Hextor. Nolar sees potential for great embarrassment for the Knights and Gran March should these negotiations go forward be exposed at a time of his choosing. He has alerted his people to the potential for harm and has dispatched resources to "aid" this mission.

The first emissary of the small group of Knights, Shalaya Tass, is on her way to the first face-to-face meeting. She is a low ranking knight chosen as much because she is fanatical about following her orders. She has made oaths and pledges, plus received orders in no uncertain terms regarding the mission. She will carry her orders out without regard to her personal safety or concerns she may have in meeting with the giants. She is honored by the trust of the faction and believes in their goals.

As she travels to the meeting she stops for rest in the forest near the small town of Paletree. She has been given strict instructions to avoid being seen by anyone unless there was an extreme emergency. In the morning, as she left her forest camp to complete her morning prayers in the view of the Pelor, the Sunfather, she was spotted by three young soldiers on their way to meet their family. When she returned to her camp, she found the three there; one of the young soldiers was holding some objects dear to her. It was clear that the soldiers had gone through her belongings. A fight ensued and she dropped all three of the youths, but not before one of them had

made a break for escape into the open toward the village beyond crying for help. She took up her bow and fired an arrow into his leg. Unfortunately the wound in his leg was severe and he was near death. She quickly bound the wounds of all the young men, stabilizing them and then used potions to heal her wounds.

As she left the camp she used a magic figurine to send a message to her great-uncle, Dispatcher Jonas Fowler, a retired Knight who lived nearby. Jonas was not privy to her task, but accepted her word that what she has done was essential for the safety of Gran March, although she provided him with few details. When he arrived on the scene he found all of the young soldiers dead. He was dismayed at the deaths, but believed in his heart that all was for the best. In truth, the druid Galen watched the fight and then after Shalaya left he killed all the young soldiers as potential complications. The local Constable in Paletree, after consulting with the retired Knight, concluded that there was no need for a detailed investigation. The Knight told him that the young men died for the good of Gran March and, in the Constable's opinion, the case is closed. This was not good enough for the young men's uncle. He lives in Paletree and has now decided to try to get someone to investigate more thoroughly.

ADVENTURE SUMMARY

Introduction

The PCs find themselves in the small village of Paletree on the edge of the Dim Forest not far from the Realstream River. The village is almost halfway between Hochoch and Orlane. It seems there is a tension in the town's people within the inn and the inn is packed with people. A distraught middle-aged man comes to the PCs' table, seeking justice for his nephews: young soldiers murdered this morning. It seems the law has said that no crime has taken place. He promises them his magic sword in return for the PCs finding the killer of his nephews.

Encounter 1: Investigation at Paletree

The PCs investigate the claims of the distraught uncle (either for the sword, or for honor's sake). They indeed find out that the Constable is not going to investigate further. He is sure no crime took place. If he is accused of failing his job or forced, he'll indicate that the Knight told him that it was so and the word of a Knight was good enough for him. If the PCs visit the soldiers' corporal, they will find he is frustrated at the turn of affairs, but he has no authority to push an investigation. They will also probably visit the old Knight who is clearly disturbed by what has happened. To members of his order he will relate his misgivings, but they should be obvious to perceptive PCs.

The bodies are laid out in Harvest Church and an investigation of the items on the boys find a letter sealed

with imprint of an owl in the wax. Breaking the seal, the PCs find that the letter is a missive from a high ranking Dispatcher who asks that Dispatcher Shalaya Tam, Venturous Vigil, be allowed to pass on a matter of extreme importance for Gran March and the Knights of the Watch. Looking at the wounds, it is clear all three boys died of cut throats. Speaking with the dead can determine that the boys were fairly sure the person wasn't a knight. The boys incorrectly believed that since she was a woman, a cultist, didn't have heavy armor or a shield with the Owl or even a horse that she couldn't be a Knight of the Watch.

Going to the scene of the crime, the PCs will find a sign of a cold camp, no animals, a person left to kneel for almost an hour, and then a battle took place between four people. The tracks also indicate that one person left and then there are signs of those who came later to move the bodies. The one who ran away left a clear trail and the person is moving swiftly without much interest in hiding the trail.

Encounter 2: Assistance of Evil

While following the trail of the apparent murderer, the PCs are ambushed by beings from the Ethereal Plane. They have been hired (xill) or directed (marauder) to attack the PCs to prevent them from potentially interfering with the Knight's mission. The xill take delight in their role, concentrating on the rear of the adventurer group and whenever possible coordinating their attacks. They are overconfident in their abilities and not concerned about failing those powers that hired them (indirectly by Nolar Thotec). If some of the PCs retreat away from them, leaving unconscious PCs among their number, they will have no problem implanting an egg before pursuing. In this manner, it is possible that some of the PCs will escape if they travel away from the Realstream River.

Encounter 3: Rock and a Hard Place

The PCs come upon a single man, waiting for them. Some in the party might see his hiding animal friend, but he is far away. The druid asks the PCs to go no farther along their trail. Even though he is outnumbered he must try and stop them or else his remaining family will be executed. He will go in depth if people are interested. PCs may offer to get his family to safety, but he will not be optimistic; however if they leave immediately for Orlane, he would agree to let them pass since that would mean the Knight would complete her mission. However, the PCs will need to explain how they plan to get his family freed. Once the reasons for the executions are clearer, it is unlikely the PCs can offer any legal method.

The fight with the druid will probably be short, but Galen does his best to delay the PCs and use his knowledge of the traps he has set to aid him in his fight.

Encounter 4: Interlopers

Although a few giants would like a deal with the Knights, most are against the deal. Some of those against it have hired creatures to stop the emissary. These specialists have been successful in capturing Shalaya. They take special care since their masters are paying a bonus of the captive is alive.

Some of the creatures are holding the prisoners and the rest of their number have scouted the area and the river edge to make sure that there are not threats to them. When the PCs arrive, the giant's agent that is getting Shalaya ready for travel is easily seen. The others are nearby.

The giants defend themselves as well as they are able. If the PCs take Shalaya away from the creatures then they may retreat if they are able to escape.

Conclusion:

Deciding what to do with Shalaya will be complicated. There may be many different opinions. If she is alive, then she can demand to be allowed to continue on a mission she cannot disclose. Shalaya does tell the PCs that the young soldiers were alive when she left.

PREPARATION FOR PLAY

This module deals with a Knight of the Dispatch, Erik Thunder, who has been seriously misled. There is actually almost no chance that Geoff and Veluna will make any agreements like he believes. He is being duped by agents inside Gran March not involved in this story. Thunder has no authority with either the Knighthood or the military of Gran March to do what he is doing and will eventually have to answer for his actions as will those who are assisting him. Please note on the Critical Event summary who the PCs tell about his actions.

INTRODUCTION

This adventure begins in the village of Paletree, a hamlet located both close to the edges of the Dim Forest and not far from the Realstream. It is late afternoon.

You find yourself in the village of Paletree, about as close to Hochoch as to Orlane, along the edge of the Dim Forest. The Third Tree Inn is crowded this evening with locals drinking ale and murmuring to each other. The tension is high in the room. Only one table is available and you are sitting at it with other travelers. A woman brings each of you an ale without your asking and says, "The food will be a bit late with the murders and all." She hurries away with no time for questions. The murmuring stops as a man walks into the common room. A middle-aged human, wearing a chain mail shirt and carrying a drawn long sword in his hand,

stops, and looks as if he will speak to those assembled. He seems to lose his nerve and walks to the bar where the bartender gives him a drink and the whisper together. Several patrons of the bar move to him and speak for a moment, clutching his shoulder and moving away.

Have the players describe their PCs appearance. Once all have done so, the players may interact with those around them. If any of them move to the man, continue. If they don't talk to him wait a few minutes and then continue the read-aloud text.

If the players talk to any of the townsfolk, they will hear that three young soldiers were found dead outside of town this morning. All three of the boys were brothers and the man at the bar is their uncle.

When the man at the bar spies your group he stares for a long few seconds and then strides purposefully towards your table. He drops the cold iron long sword on your table and says, "It is the only thing of value that I can give you for this task. Will you please find the killers of my nephews and bring them to justice?"

The man is Narune Tobias. He is mixed-blood human. He owns a farm and apiary about two hours walk from Paletree. Narune is a former Gran March Staff Sgt, who retired from the 12th Battle more than 20 years ago.

All APLs

🗡️ **Narune Tobias:** Male human Ftr4/Rgr2; see Appendix 1.

Narune can provide the following information:

- His nephews Alin Tobias and Shyri Korbin, plus their childhood friend, Malan Uwari, were given permission from their Corporal to come out to his farm to visit him. His nephews were in the 10th Battle.
- They left before dawn, since they had to be back to their file before it moved out at noon.
- Their bodies were found about half way between Paletree and his place. All three had had their throat cut and had serious battle wounds.
- When he arrived at the scene of the crime the Constable had already left. The boys' bodies were being prepared to carry them to the Harvest Church.
- The bodies are presently at the Church. If they need to see them, he gives permission for them to inspect the bodies.
- No one would tell him what happened.
- The Constable and the boys' Corporal had had an argument at the site about the investigation.

- Since coming to the village he has found out that the case is closed. The boys were doing nothing wrong and they died in service to the March, but that no crime had taken place.

Narune will also offer two hunting dogs of his to aid in tracking down the killer of his nephews and their friend. He will tell the characters the dogs are experienced with running away from critters in the Dim Forest, and will give the characters the calls that will bring the dogs back (two small guard dogs trained for Hunting).

PCs who examine or ask about Narune's sword can learn the following:

- PCs with ranks in Craft (weaponsmith) or who are dwarves can identify the weapon as being masterwork.
- The cold iron longsword detects as magical and shows moderate conjuration and transmutation magic (it is a +1 *bane (giant) cold iron longsword*).
- Narune will say he picked the sword up while on leave, helping some friends in the Lortmils.

ENCOUNTER 1: INVESTIGATION AT PALEETREE

There are quite a few places where the PCs might find out information. It is not expected that every location will be visited, but time is available for this. The PCs could decide to head out to the scene of the killing, and skip the information gathering in town. If the characters decide to wait overnight before visiting some of these locations change them as indicated.

THIRD TREE INN

The Inn remains full with villagers and outlying farmers drinking and talking about the terrible murders. If visited the next morning it will be empty except for the staff. Actively gathering information can yield some information (based on the DC achieved below):

DC 5:

- The three young men killed were all from around this part of the Barony. Two were nephews of Narune Tobias. One was the nephews' friend, but his family has moved away.
- The leader of the file had a loud argument with the constable; some say even threatened him after the constable said the case was closed.
- The young men's bodies have been taken to the Harvest Church.

DC 10:

- Both nephews were in their first year of soldiering. They mustered in together at the last Mustering Day.
- Narune Tobias has a ranch/apiary about an hour from the site of the young soldiers' murder; the murder took place about a half an hour from Paletree along the forest edge.
- The young men were part of a long file the commander of the 10th sent out to patrol the southern edge of the Dim.
- Dire Lion tracks had been spotted in the Dim Forest a few days earlier in a place not far from where the boys were killed.

DC 15:

- One of the young soldiers had had his throat cut; another had been shot seven times in the back. (This is false actually.)

DC 20:

- The Old Knight convinced the constable not to investigate the murders.

PATROL BARRACKS

This small building is a single story, flat roof structure that has a different look to it than the other buildings in this village. A Knowledge (architecture & engineering) check DC 10 reveals that it is a hastily constructed building (DC 15 reveals that this building completed construction less than two weeks ago). No matter what time the barracks are visited the situation will be the same.

There is a pair of soldiers sitting outside the building, applying fierce elbow grease to cleaning and maintaining their armor and weapons. As the characters approach, the soldiers get to their feet, and stand in obvious guard-like poses. One says something into the barracks, and as the characters get within 40 feet, an older man (early 20s) steps from the barracks, wearing the uniform of a Gran March Corporal. He will speak to the guards who then go into the barracks building.

When the PCs approach to talk, the Corporal will pay appropriate respect to any officers of Gran March, but he will be a quite insolent to any Squires or Knights of Dispatch or Watch that are not higher in military rank than he.

All APLs

🦋 **Corporal Crispin Lorn:** Male human Ftr4; see *Appendix 1*.

Corporal Crispin Lorn is free to speak of this situation since the Constable has declared the case solved and that no crime took place. If asked questions

regarding the situation from other than by a superior rank military person, he will inquire about their interest. If the characters mention seeking justice for the uncle, he will relate what he knows. Otherwise, unless ordered to by a superior rank military person he will be unhelpful, answering everything with “yes”, “no”, “I don’t know for sure”, or “I shouldn’t tell you.” He has the following information:

- With the Road through the Dim Forest complete, the duties of the 10th have changed. Though patrolling continues, the Knight Colonel has sent out large files of troops to travel the villages along the southern border of the Dim and assist in dispatching the creatures that sometimes come out of the Dim to harass the livestock and people of these villages. The Corporal was in charge of a long file (one regular file of infantry, a bard, and three archers)
- Two of the three dead soldiers (he will not refer to them as boys; and he will bristle at anyone calling them so) had a relative living near the village Paletree. These three soldiers were the best of the new men in this large file and he gave permission for them to visit the relative they had not seen since well before joining the army. They had to return by noon so they left before dawn.
- The first he knew something was wrong, was when the Constable came to see him. He was told his three men were slain, that the men apparently came into a situation beyond their ability to handle. No murder took place but the young men had done nothing wrong. There was nothing to investigate or deal with. The Corporal could not understand this, and the Constable concluded with, “Dispatcher Fowler assured me this was the case. The case is closed.”
- He saw the young men’s bodies when they were brought from the edge of the Dim. All three had taken wounds from battle.
- The bodies were taken to the Harvest Church.
- He will continue on his patrol and return to Fort Endurance to report his losses. If a higher ranking character tries to order them otherwise, he will point out, respectfully, that they are not in his chain of command, and that he is obligated to follow the orders of the Captain that dispatched him in this long file.
- The Constable would probably be found at the Blacksmith Shop. He has no idea where Dispatcher Fowler might be but he understands he lives somewhere nearby.

CONSTABLE OFFICE (BLACKSMITH)

The Blacksmith shop is clearly a residence and a shop. In addition there is a hanging sign under the

Blacksmith that reads “Constable of Paletree.” Again, this situation will be the same no matter if the office is visited at night or in the morning.

The Constable, Naismith Tyder, is working on a plow. He is taking out some of his frustrations on the metal. When the characters come around, he will not want to talk about the situation except to say that the matter is closed. The boys’ deaths were in defense of Gran March and their families will hear such. Dispatcher Fowler alerted him to this condition and he agreed that there was no point to investigate that which was known. He will tell the PCs that the word of a Knight is just like the law, everyone knows that. He can tell the characters where Dispatcher Fowler can be located and can provide the following information on Dispatcher Fowler:

“Dispatcher Jonas Fowler, Hardy Vigil, retired from active service upon reaching sixty years of age. He moved to Paletree to oversee a family horse ranch and to take a break from his previous duties.”

All APLs

☛ **Naismith Tyler:** Male human Ftr4; see Appendix 1.

Notes: The belief of the Constable that that the word of a Knight is just like the law is incorrect. In the Gran March, the word of a Knight is accepted in a Court as truth. This does not mean that a trial or investigations should not go forward. The Constable figures if the Knight is going to say the same thing at trial, it doesn’t matter if they catch someone if they will go free. Also, the Constable wants this to not be a murder. His law enforcement experience has been breaking up an occasional fight and making sure drunken farmers get home before sunrise. Even if the PCs convince him that he was wrong on the law, he will tell the PCs that his decision is final unless the Knight tells him other wise.

HARVEST CHURCH

The Harvest Church building is a small chapel with a rectory built on the rear. If the PCs wait until morning, the bodies are gone, taken to their families. Hyacinth can answer questions but there can be no speak with dead. If they come in the evening when entering the chapel the characters will find the bodies of the young soldiers laid out on tables. A half-elf female wearing the holy symbol of Wenta is tending the bodies. She will introduce herself as Hyacinth and apologize for the fallen taking up the chapel. She will explain that these were soldiers recently fallen in Gran March army business and the family has asked that they be prepared in the Harvest Church for burial.

All APLs

☛ **Hyacinth:** Female half-elf Clr6; see Appendix 1.

If the PCs are military she will gladly tell them what she knows. If not, they can make a Diplomacy check (DC

15) to convince Hyacinth to relate what she has learned from the bodies. A Heal check (DC 15) can also determine this information after examining the bodies. She will gladly allow a cleric to inspect the bodies.

- Two of the young soldiers show signs of having fought with a person using a sword; Hyacinth believes two swords based on how the cuts appeared on the body. Both young men with sword cuts also had their throats cut as well. The throat cut was the cause of death.
- The third young soldier was struck by an arrow in his leg. The wound was very serious hitting a large blood vessel. The wound was carefully bandaged then his throat was cut.
- All three of the boys are in fairly new, well cared for uniforms.
- If the PCs search the soldiers' possessions they will find a rolled parchment in one of Alin's pouches. The parchment is sealed with the symbol of an owl. Any PC from the Sheldomar Valley recognizes this as a symbol of the Knights of the Watch. A Knowledge (local – Sheldomar Valley Metaregion) check (DC 5) or a Knowledge (nobility and royalty) check (DC 15) also provides this information. If the PCs open the roll, give them *Player Handout #1*. The other items the boys took are not found (Shalaya already recovered them).

If the characters ask, or succeed in the Diplomacy check DC 15 as above, Hyacinth will cast a *speak with dead* on one of the young men. She will ask her three questions as follows (if the PCs want to ask questions she will require the standard 180 gp fee for the spell):

• **Q: Who killed you?**

A: "A half-elf thief."

• **Q: How do you know the half-elf was a thief?**

A: "The thief had items from a Knight of the Watch in her possession and even though an Inn was a short walk away she chose to camp without a fire at the edge of the forest."

• **Q: How do you know that the half-elf was not a Knight?**

A: "The thief was a half-elf and a cultist in almost no armor, with no horse, no lance, only a bunch of little swords and a bow. There was no way she could be a Knight."

Hyacinth will allow a PC cleric of a good-aligned deity to cast their own *speak with dead* and ask their own questions. Addition information regarding the young soldiers can be found in the Adventure Background. Information relating to state of mind and specifics are below:

- All three believed the woman was a thief (or worse) and had stolen from a Knight of the Watch.
- They also know she was a cultist (Pelor) and all believe that was not good indeed.
- When the soldiers spotted the woman praying at the sun, Alin snuck around and looked through her pack. There he found letters with the Knight symbol on the seal, a holy symbol of Pelor and a cloak with the Owl pin of the Watch. He took the cloak, pin, holy symbol and one of the letters to show the others and for proof.
- As they were searching her things she returned. They confronted her but she claimed that she was a Knight and they were interfering in Knight's business. She demanded the items back and drew weapons to threaten them. Alin and Shyri split around her and attacked her. They fought her as Malan watched. Alin told Malin to get to village when it was clear the woman out-matched the youths.
- Malan will know that he was several hundred feet from the edge of the forest when he was struck with an arrow in the leg. He tried to continue to run but stumbled. The last thing he saw he was bleeding everywhere and he passed out.

Hyacinth will cast other spells for the characters if they pay the standard fee (60 gp per spell level).

If the PCs chose to *raise* or *reincarnate* (unlikely) any of the young soldiers they can get a full accounting of their tale.

OLD KNIGHT'S PLACE

Dispatcher Jonas Fowler, Hardy Vigil, lives in a nice house at the edge of town. If they come at night, he is drinking. If they wait until the following morning, he is very hung-over. The door is unlocked, but no one answers (at first). If the PCs continue to knock or enter uninvited they will meet a man in his late sixties. He is dressed in rather formal clothing, with a black tabard bearing the silver Owl of the Watch.

Note: Dispatcher Fowler will not lie to the PCs under any circumstances. He will try to protect his niece as best he can, but he will not lie.

Even if the PCs enter uninvited, he will be completely polite, forgetting that he did not bid them enter. It is clear that the old knight has been drinking. There is dwarven ale on his breath and a cask of the stuff in his den. At night he will ask the PCs if they would like ale or perhaps some wine. In the morning he offers them nothing. At night, he is not drunk, just a little flush [in the highly unlikely occasion that the PCs fight him he has -2 Dex, -2 Int from the drink]. He is coherent and can answer questions but is clearly upset by what has happened.

He will introduce himself as Dispatcher Jonas Fowler, Hardy Vigil. He will ask the names of his guests in return. He will treat everyone politely and ask soldiers where they are stationed. He will be especially interested in any other Knights or Squires of the Watch or Dispatch. He will tell them that he started out as a Watcher but switched to Dispatchers when the two groups split apart about fifteen years ago.

All APLs

♣ **Dispatcher Jonas Fowler, Hardy Vigil:** male human Rgr9; see *Appendix 1*.

If there are no Knights or Squires of the Watch or Dispatch in the party:

The PCs must make a Diplomacy check to get information from the old Knight. A check at DC 20 (feel free to lower this if the players are role playing well) will have them treated as if they were Knights, skip to the section below.

Anything lower and Dispatcher Fowler will eventually ask their business. If the PCs ask about the young soldiers, he will say “told the Constable that investigating this right now might jeopardize the security of Gran March. What the Constable chose to do with that was his decision”. If the PCs insist on more information he will ask them to leave. If they will not leave he will go to his closet to begin putting on his chain shirt and to gather his weapons (longsword, short sword, and bow). He will fight them if necessary to get them to leave. Should the party disable or kill him, a Search check DC 20 will find the note (*Player Handout #2*).

He will not consent to spells cast on him. A *neutralize poison* spell will remove the alcohol from his system. That will make him a little surly but have no other effect.

If the characters wait an hour, the Knight will become very drunk, and they might sneak into his house without a problem. A Move Silently check (DC 15) is all that is needed to avoid discovery. Then a Search DC 20 will find the note as above (*Player Handout #2*).

If there are Squires or Knights of the Watch or Dispatch (squires would have to identify themselves as such) in the party:

As the section before, he will not discuss the business at hand with those outside of his Order. He will agree to speak with those of his Order and ask the others to wait outside.

With squires, he will ask who sponsored them and when. Knights he will accept at face value if they wear some symbol of the Order. Otherwise he will ask who sponsored them to Knighthood. He might well be asked the same; his answer is Corem Valister, Most Gallant Hippogriff.

He will explain that near dawn he was awakened by a raven bearing a note. He will produce this note (*Player Handout #2*).

Any Gran March Knight or Senior Squire who makes a Knowledge (nobility and royalty) or Int check (DC 15) will recognize the name of Shalaya Tass as one who was at one time Venturous Lion. Gran March Knights of Beast of the Air rank or higher will recognize her name as one of a Knight who voluntarily offered a reduction in rank because of her perceived precept violations (Precepts of Mannerliness, Duty, and Deference).

He indeed has a great niece of that name and she is now a Vigil in the Watch. He is not one to recognize handwriting but it could be her hand. He did not doubt that it would be her when he saw the note because of the reference to his daughter, Marna. Yet when he arrived at the scene he found three young soldiers all dead with their throats cut.

He told the Constable that investigating this right now might jeopardize the security of Gran March. The Constable seemed to take this as if the Knight had told him not to look into things. The Knight was only hoping he would wait until his grand-niece came back. He was sure she would be exonerated of any crime.

Since returning to his place, he has been wondering if somehow someone else could have gotten the information and are using him and their Order to cover up three foul murders. He just can't believe Shalaya would cut the throats of the three innocent boys.

He will ask Squires and Knights if they could determine what really happened. It would give peace of mind and he would go to the Constable to make him reopen the investigation.

A PC casting *detect thoughts* can determine (if he fails the save) that he is telling the truth.

SCENE OF THE CRIME

Note: As the characters approach this area, and while they continue to search or examine it, the sky becomes more and more overcast. Anyone who makes a successful Survival check (DC 15) to predict the weather will predict rain tonight at midnight (and off and on for the next three days if they make a higher DC as per the PH). This is not a magical rain storm.

With directions from Narune, the Old Knight, or the Corporal (or by following the lead of the hunting dogs), the PCs can find the scene of the killings. The area (firm ground) has been crisscrossed already by many people walking over the scene so much previously available information has been blurred. However there are a few pieces of information that can be determined:

Scene of Crime:

- At the main scene of the killings; this is the place where the three young soldiers confronted the person they thought was a thief. There are clear signs of a cold camp in the area.
- There are signs of a fight. A Profession (soldier) or Survival check (DC 10) identifies a very short fight between two persons with a third person seemed to stand away from the group watching.
- A Search check (DC 15) finds signs that a tree near the camp has been climbed and 20 feet up the tree (requiring Climb checks) there are signs a hammock had been strung recently.
- Most footprints are obscured as a number of men have been here to carry out the bodies.

Around the scene of the killings:

A person searching around the main area of the killings can in three places find the tracks (Survival/Search check DC 15) of a person leaving the camp.

- The first instance is of a person leaving and returning to camp within an hour of each passage, the trail goes thirty yards or so out of the tree line to open ground, where the person apparently kneeled for around an hour, around sunrise. The person would have had a clear view of the rising sun (**Note:** This was when Shalaya went out for morning prayers).
- The second instance is of a person leaving the camp area into the woods, and the person appears to be running. The tracks match those of the first instance (**Note:** This was when Shalaya left the camp to make her meeting).
- The third instance is of a person leaving the camp area, running towards the village. These tracks move into the fields (soft ground, DC 10) and end with a body falling to the ground and bleeding. There are signs of people walking around the body fallen area and moving back to village carrying a burden. There are also a number of wolf (APL 2, 4 & 6), dire wolf (APL 8 & 10) or dire lion (APL 12) tracks. A Search check (DC 15) will find two empty potion bottles. A Craft (alchemy) check (DC 15) will indicate they were healing potions (**Note:** This is from when the old Dispatcher, Constable, and men from the village came out to the scene and from the animal companion of the druid).

Basically the party can then choose to follow the running track (Search or Survival check DC 10) or return to the village to investigate further. If they follow the running track for more than a couple of minutes they can determine the person slowed to a half-run (double move). These tracks go into the Dim Forest; they do not travel along its edge. If the characters continue to follow the

tracks they do so for two hours before coming to Encounter 2. Every couple of minutes the person they are following runs for a minute or two before dropping back to a double move.

ENCOUNTER 2: ASSISTANCE OF EVIL

The trail path seems very direct, moving directly into the Dim Forest, while the trail shows the person moving at a very steady and quick pace. At times they break into a run when the trees of the Dim allow a straight path. Whoever the person is, he or she does not seem to care about leaving a trail, instead traveling almost, but not quite, due west.

Then the trail goes beside the trunk of a massive old tree. A patch of open sky can be uncharacteristically seen from inside the Dim Forest. A combination of insects and weather has felled the giant, and the availability of sunlight has caused great ground growth where usually the Dim Forest has little.

Whether it is a PC or a hunting dog doing the tracking, the person being tracked is interested more in speed of travel than worrying about leaving tracks. Initially, following the trail is relatively easy (Survival or Search check DC 10; the hunting dogs automatically make their check, though you should make a roll anyway).

Have the PCs determine their party order and spacing at the start of this encounter. See DM Aid – Map #1 for a detailed view of the encounter.

Should the PCs investigate the fallen trees, it will appear that that they have been uprooted as if by high winds, but other trees nearby are fine. The trail takes the characters generally west-northwest, deeper into the Dim Forest.

Once the PCs pass where they first spot the fallen tree, the xill (or ethereal marauder at APL 2) will move to attack. Unless the PCs have a *see invisible* spell/effect operating, the xill's location will not be apparent. In the event that one of the PCs shows signs that they can be seen on the Ethereal Plane, the xill will change tactics and target those individuals first. Otherwise the xill will start their attack by materializing near the rear-most person in the group (materializing is a move action, so in the surprise round this is all they may do; the ethereal marauder at APL 2 materializes as a free action, so it may attack).

These xill are of the civilized variety. They have weapons, and will use at least two weapons when they fight. The xill rogues understand the danger of grappling when there are other targets who are possibly rogues nearby.

APL 2 (EL 3)

➤ **Phel, Male Ethereal Marauder:** hp 15; see *Monster Manual* page 105.

APL 4 (EL 6)

➤ **Phel, Male Xill:** hp 38; see *Monster Manual* page 259.

APL 6 (EL 9)

➤ **Phel, Male Advanced Xill:** hp 88; see *Appendix 4*.

APL 8 (EL 11)

➤ **Phel, Male Advanced Xill:** hp 88; see *Appendix 5*.

➤ **Shivi, Female Advanced Xill:** hp 88; see *Appendix 5*.

APL 10 (EL 13)

➤ **Phel, Male Advanced Xill Rog2:** hp 113; see *Appendix 6*.

➤ **Shivi, Female Advanced Xill Rog2:** hp 113; see *Appendix 6*.

APL 12 (EL 15)

➤ **Phel, Male Advanced Xill Rog2:** hp 113; see *Appendix 7*.

➤ **Shivi, Female Advanced Xill Rog2:** hp 113; see *Appendix 7*.

➤ **Dhal, Male Advanced Xill Rog2:** hp 113; see *Appendix 7*.

➤ **Masti, Female Advanced Xill Rog2:** hp 113; see *Appendix 7*.

Treasure: The gear and possessions of the xill are the treasure here.

ENCOUNTER 3: ROCK AND A HARD PLACE

Not too long after facing the xill, the PCs will come upon Gelan. Use the chart below to determine how long it takes for the party to reach Gelan:

Party base move is 40 ft.	15 min.
Party base move is 30 ft.	20 min.
Party base move is 20 ft.	30 min.
Party base move is 15 ft.	40 min.

Note: Some spells cast during the previous encounter may still be in force. The chart above is only to determine if spells remain up. See *DM Aid – Map #2* for a detailed view of the encounter. It is also important to

note that a PC who is running or moving recklessly (such as charging) at the time they encounter one of the pit traps does not get a saving throw to avoid falling in (as per the DMG, page 69).

The fallen trees seem to be behind you, the Dim Forest is back to its scant light and little ground cover. Not so long after your fight you come upon the sight of a man waiting for you.

He stands waiting as you approach and once you are within shouting range and he cries, “Greetings Friends!”

This is Gelan, the druid being blackmailed by Nolar Thotec to make sure the message is delivered. He is the one who cut the throats of the boys, believing that if they lived they would cause the mission to be compromised.

Gelan fears that he may soon be dead. He hopes that he has taken the precautions necessary to give him a chance to live again. He has used one of his daily wild shapes (at APL 4 and above) to take the majority of his possessions and store them high in a tree far from this place, and has alerted a druid he knows to frequent the Dim Forest to look for his body or piece of body to reincarnate.

He had used an *elemental gem* to summon an earth elemental to help dig the pits, and to deliver the message to his friend. Gelan will try to convince the PCs to turn back. He will use the fact that he has to stop them or else his only remaining family will be killed. He will try to use the fact that the PCs are acting against interests of the Knights of the Watch to discourage them from pursuing the young Knight.

If asked for more details about his family, he will say that his brother and sister-in-law are about to be put to death for a misunderstanding about their faith. They are being held in Orlane and have already been tried and convicted of being priests of a banned religion. They are Old Faith druids who honor the Winter King (Knowledge (religion) DC 15 to realize that the Winter King is an aspect of Nerull; The Old Faith hates Clerics of Nerull, like most non-evil folk, but the Winter King represents the Winter phase of the Seasonal Cycle). Galen has the promise of a person skilled in the courts that they can be saved, but only if the Knight is allowed to complete her mission. Gelan tells the party that he'll do whatever he can to stop them so he can save his only remaining family.

If asked how he knows she is a Knight he will respond that he has been assisting her for a little while and has observed that she wears the Knights symbols and the person who will assist his family assured him that she is of the Order.

If he is asked if he saw the Dispatcher kill the young soldiers, he will admit witnessing the fight and the archery shot. He will not claim to witness her killing the fallen. Nor will he admit finishing the young soldiers off

unless it looks like that is the only reason they are following the Dispatcher, and then he will admit it.

If during the conversation, someone moves closer than 100 feet or begins casting a spell, Gelan will assume the fight is on and begin. For APLs 8+, if the PCs have not gone back to the village within a couple minutes, he will initiate combat to avoid losing the *animal growth* spell on his companion.

Gelan has instructed his animal companion to hide while he talks to the PCs. The animal will be to Gelan's left and in a slight depression he had the elemental create (the depression does not impede movement, but provides just enough cover or concealment to hide). The PCs could very possibly detect the animal, as some do not hide well at all. Remember that the Spot DC increases 1 for each 10 feet distant from the creature hiding. For example, if the PCs stop 100 feet from Gelan, add +10 to the animals Hide check to determine if the PCs spot him.

As combat begins, Gelan can command the animal as a free action. It is possible, due to PC tactics that Gelan might not start off commanding his animal to attack, in which case PCs that did not spot the animal at first would get additional chances to spot as they close the distance. If Gelan is defeated, a note can be found on his body (Player Handout #3).

APL 2 (EL 5)

✦ **Pit Trap #1:** CR 1; mechanical; location trigger; repair reset, DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 20.

✦ **Pit Trap #2:** CR 1; mechanical; location trigger; repair reset, DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 20; Disable Device DC 20.

🐾 **Gelan ap Toras:** Male Human (Flan) Drd3; hp 23; see Appendix 2.

🐾 **Lucky, Gelan's Animal Companion:** Male Wolf; hp 26; see Appendix 2.

APL 4 (EL 6)

✦ **Pit Trap #1:** CR 3; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+2 damage each); Search DC 20; Disable Device DC 20.

🐾 **Gelan ap Toras:** Male Human (Flan) Drd5; hp 42; see Appendix 3.

🐾 **Lucky, Gelan's Animal Companion:** Male Wolf; hp 30; see Appendix 3.

APL 6 (EL 8)

✦ **Pit Trap #1:** CR 5; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+2 damage plus poison each); poison (Medium monstrous spider venom, DC 12 Fort save resists, 1d4 Str/1d4 Str); Search DC 20; Disable Device DC 20.

🐾 **Gelan ap Toras:** Male Human (Flan) Drd7; hp 58; see Appendix 4.

🐾 **Lucky, Gelan's Animal Companion:** Male Dire Wolf; hp 50; see Appendix 4.

APL 8 (EL 10)

✦ **Pit Trap #1:** CR 5; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+2 damage plus poison each); poison (Medium monstrous spider venom, DC 12 Fort save resists, 1d4 Str/1d4 Str); Search DC 20; Disable Device DC 20.

✦ **Pit Trap #2:** CR 5; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+2 damage plus poison each); poison (Medium monstrous spider venom, DC 12 Fort save resists, 1d4 Str/1d4 Str); Search DC 20; Disable Device DC 20.

🐾 **Gelan ap Toras:** Male Human (Flan) Drd9; hp 75; see Appendix 5.

🐾 **Lucky, Gelan's Animal Companion:** Animal Growthed Male Dire Wolf; hp 78; see Appendix 5.

APL 10 (EL 12)

✦ **Pit Trap #1:** CR 8; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+2 damage plus poison each); poison (Terinav root, DC 16 Fort save resists, 1d6 Dex/2d6 Dex); Search DC 20; Disable Device DC 20.

✦ **Pit Trap #2:** CR 6; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+2 damage plus poison each); poison (Giant wasp poison, DC 18 Fort save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20.

🐾 **Gelan ap Toras:** Male Human (Flan) Drd11; hp 91; see Appendix 6.

➤ **Lucky, Gelan's Animal Companion:** *Animal Growthed Male Dire Lion*; hp 78; see Appendix 6.

APL 12 (EL 14)

➤ **Pit Trap #1:** CR 10; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+5 damage plus poison each); poison (Terinav root, DC 16 Fort save resists, 1d6 Dex/2d6 Dex); Search DC 20; Disable Device DC 20.

➤ **Pit Trap #2:** CR 8; mechanical; location trigger; repair reset, DC 20 Reflex save avoids; 20 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (+10 Atk, 1d4 spikes per target for 1d4+5 damage plus poison each); poison (Giant wasp poison, DC 18 Fort save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20.

➤ **Gelan ap Toras:** Male Human (Flan) Drd13; hp 108; see Appendix 7.

➤ **Lucky, Gelan's Animal Companion:** *Animal Growthed Male Dire Lion*; hp 98; see Appendix 7.

Treasure: The gear and possessions of Gelan are the only treasure here. The potions are labeled, but in the secret Druidic language.

ENCOUNTER 4: INTERLOPERS

Use the chart below to determine how long it takes for the party to reach this encounter. This time is only for a determination on which spells remain in effect from previous encounters. See *DM Aid – Map #3* for a detailed view of the encounter.

Party base move is 40 ft.	90 min.
Party base move is 30 ft.	120 min.
Party base move is 20 ft.	180 min.
Party base move is 15 ft.	240 min.

As you travel, the trees seem to thin and more ground plants have sprung up in the places the sun can touch. A band of light from the open sky ahead covers the entire western view. Such a patch of light could only be the Realstream.

What the PCs see next varies depending on the APL of the party:

APL 2

Two hundred feet ahead, a bugbear secures the limp form of a bound human or half-elven woman in a sling for carrying. He is taking pains to see that she is not injured as he carries her. After securing

her, he waits anxiously as if expecting someone to arrive.

APL 4 & 6

Two hundred feet ahead, an ogre secures the limp form of a bound human or half-elven woman in a sling for carrying. He is taking pains to see that she is not injured as he carries her. After securing her, he waits anxiously as if expecting someone to arrive.

APL 8

Two hundred feet ahead, a hill giant secures the limp form of a bound human or half-elven woman in a sling for carrying. He is taking pains to see that she is not injured as he carries her. After securing her, he waits anxiously as if expecting someone to arrive.

APL 10

Two hundred feet ahead, a troll secures the limp form of a bound human or half-elven woman to in a sling for carrying. He is taking pains to see that she is not injured as he carries her. After securing her, he waits anxiously as if expecting someone to arrive. The troll is wearing a chain shirt.

APL 12

Two hundred feet ahead, a troll secures the limp form of a bound human or half-elven woman in a sling for carrying on a second troll. He is taking pains to see that she is not injured as he carries her. After securing her, he waits anxiously as if expecting someone to arrive. Both trolls are wearing chain shirts.

There is no wind or breeze in the woods. Anyone who gets within 30 feet of any of the trolls will be detected with the troll's scent ability and initiative should be rolled.

There are enough ground plants and trees in the area for the characters to get within 30 feet of the creatures if they are not careless. These plants also allow Rumble, Grumble, Argent, Blade and/or Anger to hide from the PCs.

This band of giant-folk (goblinoids aligned with giants at APL 2) is a mercenary unit hired by a giant faction that is against any sort of accommodation with the humans. They have been instructed to capture the emissary and bring her back alive, if possible, or dead if not. They are waiting for the rest of their number who are scouting the area for potential threats.

They intend to cross the Realstream at night when it is less likely that they are spotted. All the giant folk think that the Knight will have help. They have been warned about a druid and so some of them hide while they wait.

Volcano is nominally the leader of this mercenary group. Others may be higher level but he has the intelligence to organize the group and the ability to negotiate jobs.

Note: Volcano and Argent both have elves as their favored enemy. Anger and Blade both have orcs as their favored enemy. The Troll Hunters have elves and humans as their favored enemies. None of them will pick their targets based solely on their favored enemies, but given the choice of near equal targets, they will definitely focus on their favored enemies. Shalaya Tass begins this encounter with 28 points of lethal damage and 32 points of nonlethal damage (for a total of -7 hp). If the PCs do not assist her quickly, she is likely to die before they finish fighting their opponents (although she might get lucky and make her stabilization check on her own).

APL 2 (EL 4)

✚ **Volcano:** Male Hobgoblin Rgr2; hp 15; see *Appendix 2*.

✚ **Grumble:** Male Bugbear; hp 21; see *Monster Manual* page 29.

APL 4 (EL 6)

✚ **Volcano:** Male Ogre Rgr2; hp 57; see *Appendix 3*.

✚ **Grumble:** Male Ogre; hp 33; see *Monster Manual* page 199.

APL 6 (EL 8)

✚ **Volcano:** Male Troll Rgr2; hp 90; see *Appendix 4*.

✚ **Grumble:** Male Ogre; hp 33; see *Monster Manual* page 199.

✚ **Rumble:** Male Ogre; hp 33; see *Monster Manual* page 199.

APL 8 (EL 10)

✚ **Volcano:** Male Troll Rgr2; hp 90; see *Appendix 5*.

✚ **Argent:** Female Troll Rgr2; hp 90; see *Appendix 5*.

✚ **Rumble:** Male Hill Giant; hp 108; see *Monster Manual* page 123.

APL 10 (EL 12)

✚ **Volcano:** Male Troll Rgr2; hp 90; see *Appendix 6*.

✚ **Argent:** Female Troll Rgr2; hp 90; see *Appendix 6*.

✚ **Rumble:** Male Troll Hunter (Rgr6); hp 126; see *Monster Manual* page 247.

APL 12 (EL 14)

✚ **Volcano:** Male Troll Rgr2; hp 90; see *Appendix 7*.

✚ **Argent:** Female Troll Rgr2; hp 102; see *Appendix 7*.

✚ **Blade:** Male Troll Rgr2; hp 90; see *Appendix 7*.

✚ **Anger:** Female Troll Rgr2; hp 90; see *Appendix 7*.

✚ **Rumble:** Male Troll Hunter (Rgr6); hp 126; see *Monster Manual* page 247.

✚ **Grumble:** Male Troll Hunter (Rgr6); hp 126; see *Monster Manual* page 247.

Treasure: The gear and possessions of the giant-folk here are the only treasure.

CONCLUSION

If Shalaya survives:

Dispatcher Tass will be grateful for the rescue. She will ask to be untied and allowed to continue on her mission. She will not say anything about her mission except indicate that she must cross the Realstream soon. Most of her items (except weapons) are still on her person. Her weapons are in a sack tied to her foot.

If asked about the young soldiers and it seems like the PCs will not let her go without explanation, she will say that she regrets that violence was necessary, but that the soldiers had been in her belongings robbing her, had accused her of not being a Knight, insulted her religion, and when she drew her weapons, they attacked. She dropped all three and prevented them from dying. She used a magic figurine to send a message to her great uncle in Paletree that the men needed care and continued on her mission. She is mystified if told the men are dead.

She may be asked specifically why she shot the fleeing young soldier. She will tell the PCs truthfully that at the time, she was injured and he was running away screaming for help. She had no idea how close help might be so she needed to try and stop him from summoning anyone. She shot him only to slow him down but her shot was more damaging than she intended. She did move to him quickly and bind his wounds before healing herself. He was alive and stable when she left him.

If she has been freed but it looks like the PCs will require her to return with them, she will run off, withdrawing as fast as possible into the woods. Unless PCs have a single move equal to her double move it will be difficult to catch her. She will change directions to prevent charges. Since she is immune to fatigue and has Endurance, it is likely the characters will tire before she does. She will make the break for it even if she does not have her weapons. She will make no promise not to continue on her mission, although she will promise to return to Paletree as soon as she can after her mission is complete.

Knights of the Watch or Dispatch of higher rank may ask that she tell about her mission; she will respectively decline saying she has given her oath to not reveal it anyone. She will direct them to speak with

Dispatcher Erik Thunder, Most Intrepid Manticore, who is stationed in Shibolet with the 17th Battle. As a Most Intrepid Manticore, he outranks or is equal rank, possibly, to any PC knights. No Knight can command her to tell of her mission.

She will give her word as a Knight of the Watch that when she left the campsite the three soldiers were alive; she had no idea how they died and she certainly did not cut their throats. The PCs will need to decide whether to allow her to continue or return to face charges or Narune.

If they return her to Paletree and turn her over to the Constable, he will thank them, question her, let her stay as his guest until the PC leave. He'll then let her go. If they return her to Dispatcher Fowler, he will tell them that she is indeed his grand niece and suggest she see the Constable to clear up the situation.

If they return her to the Harvest Church, Hyacinth will keep her there as a captive until she hears orders from the leaders of her church. She will question her and allow the Constable to talk to her also.

The PCs might also take her beyond Paletree to either Army or Knight holdings. She will be held for a time in both and eventually set free when Erik Thunder confirms he sent her on a mission.

If Shalaya dies:

There are fewer options. They could bring her back to life. If the PCs reincarnate her, she will return as a dwarf.

They could return her to the Harvest Church or to her great uncle. If the latter he will send word to the refugee camps for a Pelorite cleric to possibly raise her. If the former, Hyacinth will keep her body and prepare her too for burial. Eventually Thunder will send someone to collect her remains and have her brought back.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the xill

APL 2: 90 xp.
APL 4: 180 xp.
APL 6: 240 xp.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 3

Defeat the druid and survive the traps

APL 2: 150 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 4

Defeat Shalaya's captors

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

Story Awards

Galen ap Toras is not slain

APL 2: 15 xp.
APL 4: 20 xp.
APL 6: 30 xp.
APL 8: 35 xp.
APL 10: 45 xp.
APL 12: 50 xp.

Shalaya is rescued alive

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

Discretionary roleplaying award

APL 2: 45 xp.
APL 4: 70 xp.
APL 6: 90 xp.
APL 8: 115 xp.
APL 10: 135 xp.
APL 12: 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.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2:

APL 2: L: 0 gp, C: 0 gp, M: 0 gp.

APL 4: L: 15 gp, C: 0 gp, M: 0 gp.

APL 6: L: 462 gp, C: 0 gp, M: 0 gp.

APL 8: L: 539 gp, C: 0 gp, M: +1 large thundering short sword (718 gp), amulet of natural armor +2 (667 gp).

APL 10: L: 539 gp, C: 0 gp, M: +1 large thundering short sword (718 gp), amulet of natural armor +2 (667 gp).

APL 12: L: 798 gp, C: 0 gp, M: +1 large thundering short sword (718 gp), amulet of natural armor +2 (667 gp), belt of giant strength +4 (1,333 gp).

Encounter 3:

APL 2: L: 113 gp, C: 0 gp, M: pearl of power (1st level) (83 gp), 2 potions of cure moderate wounds (25 gp each).

APL 4: L: 54 gp, C: 0 gp, M: pearl of power (1st level) (83 gp), 2 potions of cure moderate wounds (25 gp each), +1 copper dragonhide breastplate (142 gp).

APL 6: L: 54 gp, C: 0 gp, M: pearl of power (1st level) (83 gp), 2 potions of cure moderate wounds (25 gp each), +1 copper dragonhide breastplate (142 gp), +1 heavy wooden shield (96 gp).

APL 8: L: 28 gp, C: 0 gp, M: pearl of power (1st level) (83 gp), 2 potions of cure moderate wounds (25 gp each), +1 copper dragonhide breastplate (142 gp), +1 heavy wooden shield (96 gp), +1 adamantite sickle (417 gp), metamagic rod (extend, lesser) (250 gp).

APL 10: L: 0 gp, C: 0 gp, M: pearl of power (1st level) (83 gp), 2 potions of cure moderate wounds (25 gp each), +1 copper dragonhide breastplate (142 gp), +1 adamantite sickle (417 gp), metamagic rod (extend, lesser) (250 gp), +1 cold iron scimitar (361 gp), +1 light fortification heavy wooden shield (346 gp), ring of counterspells (333 gp).

APL 12: L: 0 gp, C: 0 gp, M: pearl of power (1st level) (83 gp), 2 potions of cure moderate wounds (25 gp each), +2 copper dragonhide breastplate (392 gp), +1 adamantite sickle (417 gp), metamagic rod (extend, lesser) (250 gp), +1 cold iron scimitar (361 gp), +1 light fortification heavy wooden shield (346 gp), ring of counterspells (333 gp), cloak of resistance +4 (1,333 gp).

Encounter 4:

APL 2: L: 94 gp, C: 0 gp, M: ring of sustenance (208 gp).

APL 4: L: 179 gp, C: 0 gp, M: ring of sustenance (208 gp).

APL 6: L: 182 gp, C: 0 gp, M: ring of sustenance (208 gp).

APL 8: L: 356 gp, C: 0 gp, M: Keoghtom’s ointment (333 gp), ring of sustenance (208 gp).

APL 10: L: 286 gp, C: 0 gp, M: Keoghtom’s ointment (333 gp), ring of sustenance (208 gp), +1 impact large cold iron heavy flail (861 gp), +1 large battleaxe (218 gp), bracers of armor +3 (750 gp).

APL 12: L: 189 gp, C: 0 gp, M: Keoghtom’s ointment (333 gp), ring of sustenance (208 gp), +1 impact large cold iron heavy flail (861 gp), 2 +1 large battleaxe (218 gp each), bracers of armor +3 (750 gp), +1 fortunate precise large composite longbow (+4 Str bonus) (1,600 gp), amulet of health +4 (1,333 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 207 gp, C: 0 gp, M: 341 gp – Total: 548 gp (450 gp).

APL 4: L: 248 gp, C: 0 gp, M: 483 gp – Total: 731 gp (650 gp).

APL 6: L: 698 gp, C: 0 gp, M: 579 gp – Total: 1,277 gp (900 gp).

APL 8: L: 923 gp, C: 0 gp, M: 2,964 gp – Total: 3,887 gp (1,300 gp).

APL 10: L: 825 gp, C: 0 gp, M: 5,737 gp – Total: 6,562 gp (2,300 gp).

APL 12: L: 987 gp, C: 0 gp, M: 11,804 gp – Total: 12,791 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Narune Tobias' Sword:** In thanks for seeking out the killers of his nephews, this PC has been offered the opportunity to purchase his sword. This PC has access (Frequency: Any) to purchase one, and only one, *+1 bane (giant) cold iron longsword*.

☛ **Recommendation from Dispatcher Erik Thunder:** For enabling and allowing Shalaya to continue on her mission, Dispatcher Erik Thunder, Most Relentless Manticore, will provide a recommendation to humans, half-elves, or dwarves to squire in, or for promotion in, the Knights of the Watch or the Knights of the Dispatch.

☛ **Gratitude of Narune Tobias:** For killing or capturing Shalaya (or for clearing her of all charges), this PC has the gratitude of Narune Tobias. This gratitude can be used as an Influence Point with the Harvest Church in Gran March. Alternatively, it can be used to gain access (Frequency: Adventure) to purchase any one of the following armor special ability upgrades for a single suit of armor (circle the one selected): *glamered, shadow, silent moves*. Mark this gratitude as USED when it is consumed.

☛ **Recommendation from Dispatcher Jonas Fowler:** For killing or capturing Shalaya (or for clearing her of all charges), Dispatcher Jonas Fowler, Hardy Vigil, will provide a recommendation to humans, half-elves, or dwarves to squire in, or for promotion in, the Knights of the Watch or the Knights of the Dispatch.

☛ **Gratitude of Gelan ap Toras:** For choosing not to fight Gelan, or for defeating him without slaying him, Gelan ap Toras is very grateful to the PCs for his life and that of his family. He makes available the following items for purchase (from his family's rainy day fund). The PC has access (Frequency: Regional) to purchase one

of each of these items. Mark each item below as BOUGHT when it is purchased. Mark this gratitude as USED when all of the items have been bought: *goggles of minute seeing, phylactery of undead turning, necklace of adaptation*.

☛ **Notice of the Bringers of Truth:** This PC worshipper of Pholtus has been noticed by the Bringers of Truth. This notice counts as an Influence Point with their organization. Mark this notice as USED when it is consumed.

☛ **Xill Implant:** A xill implanted an egg into you while you were paralyzed. The young emerge 13 TUs from the end of this adventure, devouring the host from inside. A remove disease spell rids the victim of the egg as does a DC 25 Heal check. If the check fails, the healer can try again later, but each attempt (successful or not) deals 1d4 points of damage to the patient.

☛ **Gratitude of Nolar Thotec:** For enabling and allowing Shalaya to continue on her mission, this PC has the gratitude of Nolar Thotec. If the PC has the **Enmity of Nolar Thotec** already, this gratitude cancels that enmity (mark both as USED). Otherwise, this gratitude counts as an Influence Point with the Church of Heironeous in Gran March. Mark this gratitude as USED when it is consumed.

Item Access

APL 2:

- *Dragonhide Breastplate, from Copper Dragon (Adventure; DMG)*
- *Instant Rope (Adventure; A&EG)*
- *Masterwork Leather Scale Armor (Adventure; A&EG)*
- *Pearl of Power, 1st Level (Adventure; DMG)*
- *Ring of Sustenance (Adventure; DMG)*

APL 4 (all of APL 2 plus the following):

- *+1 Dragonhide Breastplate, from Copper Dragon (Adventure; DMG)*
- *Large Weapons and Armor: Arrow; Masterwork Composite Longbow, +4 Str Bonus; Greatclub; Hide Armor; Javelin; Masterwork Leather Armor; Masterwork Cold Iron Heavy Flail; Sap (Adventure; DMG)*

APL 6 (all of APLs 2, 4 plus the following):

- *Adamantine Sickle (Adventure; DMG)*
- *Brooch of Shielding (Adventure; DMG)*
- *Large Masterwork Bronzewood Short Sword (Adventure; A&EG)*

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 Adamantine Sickle (Adventure; DMG)
- Amulet of Natural Armor +2 (Adventure; DMG)
- Keoghtom's Ointment (Adventure; DMG)
- Large Weapons and Armor: +1 Thundering Short Sword; Cold Iron Arrow; Masterwork Short Sword (Adventure; DMG)
- Metamagic Rod, Extend, Lesser (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +1 Large Battleaxe (Adventure; DMG)
- +1 Large Chain Shirt (Adventure; DMG)
- +1 Large Impact Cold Iron Heavy Flail (Adventure; A&EG)
- +1 Light Fortification Heavy Wooden Shield (Adventure; DMG)
- +2 Dragonhide Breastplate, from Copper Dragon (Adventure; DMG)
- Bracers of Armor +3 (Adventure; DMG)
- Ring of Counterspells (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 Large Precise Fortunate Composite Longbow, +4 Str Bonus (Adventure; A&EG)
- Amulet of Health +4 (Adventure; DMG)
- Belt of Giant Strength +4 (Adventure; DMG)
- Cloak of Resistance +4 (Adventure; DMG)

APPENDIX 1 – ALL APLS

ENCOUNTER 1

Narune Tobias: male human (mixed) Ftr4/Rgr2; Medium Humanoid; HD 4d10+2d8+12; hp 53; Init +2; Spd 30; AC 14, flatfooted 12, touch 12 (+2 armor, +2 Dex); BA/Grp +6/+8; Atk +8 melee (1d8+2, longsword) or +8 melee (1d6+2, sap); Full Atk +8/+3 melee (1d8+2, longsword) or +8/+3 melee (1d6+2, sap); AL NG; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Swim +11, Ride +6, Handle Animal +3, Jump +11, Profession (soldier) +9, Survival +6; Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Tower Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency, Point Blank Shot, Rapid Shot, Animal Affinity, Combat Reflexes, Endurance, Diehard, Power Attack, Cleave, Precise Shot, Track. **Languages:** Common, Dwarven.

Possessions: sap, dagger, composite longbow, 40 arrows, leather armor, longsword (used to have a +1 cold iron bane (giants) longsword)

Corporal Crispin Lorn: male human (Suel) Ftr4; Medium Humanoid; HD 4d10+8; hp 36; Init +2; Spd 30; AC 17, flatfooted 15, touch 12 (+5 armor, +2 Dex); BA/Grp +4/+6; Atk/Full Atk +8 melee (1d8+5, longspear) or +6 melee (1d8+2, longsword); AL NG; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Swim +9, Ride +8, Handle Animal +5, Jump +9, Profession (Soldier) +7; Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Tower Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency, Weapon Focus (longspear), Endurance, Diehard, Power Attack, Cleave, Weapon Specialization (longspear). **Languages:** Common, Dwarven.

Possessions: masterwork cold iron longspear, chain mail, longsword, light crossbow, 20 bolts, dagger.

Hyacinth: female half-elf Clr6; Medium Humanoid (Elf); HD 6d8+6; hp 41; Init +1; Spd 30; AC 11, flatfooted 10, touch 11 (+1 Dex); BA/Grp: +4/+5; Atk/Full Atk +5 melee (1d6+1, club); SQ half-elf traits; AL NG; SV Fort +5, Ref +2, Will +5; Str 12, Dex 12, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Knowledge (religion) +10, Heal +15; Armor Proficiency: Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Combat Casting, Extra Turning, Skill Focus (heal). **Languages:** Common, Elven, Flan.

Possessions: gold holy symbol (Wenta), silver holy symbol, dagger, club, cleric vestments, healer kit, spell component pouch.

Spells Prepared (5/4+1/4+1/3+1; save DC 13 + spell level): 0 – detect magic x2, mending x3; 1st – shield of faith, endure elements x2, remove fear, protection from evil*; 2nd – delay poison x2, bear's endurance, align weapon, aid*; 3rd – speak with dead, magic vestment, remove disease, magic circle vs. evil*.

*Domain spell; Domains: Good, Air.

Naismith Tyder: male human (Flan) Ftr4; Medium Humanoid; HD 4d10+8; hp 36; Init +2; Spd 30; AC 17, flatfooted 15, touch 12 (+5 armor, +2 Dex); BA/Grp +4/+6; Atk/Full Atk +7 melee (1d4+3, +1 dagger); AL LG; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 15, Wis 10, Cha 10.

Skills and Feats: Craft (blacksmith) +12, Profession (teamster) +7, Ride +3, Handle Animal +7, Diplomacy +3, Sense Motive +6; Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency, Tower Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency, Skill Focus (Craft (blacksmith), Sense Motive), Alertness, Combat Expertise, Unarmed Attack, Dodge. **Languages:** Common, Dwarven, Flan.

Possessions: +1 dagger, craftsman clothing, sap, chain mail.

Dispatcher Jonas Fowler, Hardy Vigil: male human (mixed) Rgr9; Medium Humanoid; HD 9d8+18; hp 68; Init +4; Spd 30; AC 19, flatfooted 15, touch 14 (+4 Dex, +5 armor); BA/Grp: +9/+9 Atk +14 melee (1d6+1, +1 cold iron short sword); Full Atk: +14/+9 melee (1d6+1, +1 cold iron short sword); SA favored enemy (undead +4, fey +2); SQ evasion, woodland stride, swift tracker; AL LG; SV Fort +8, Ref +10, Will +5; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Survival +14, Move Silently +16, Hide +16, Knowledge (geography) +12, Spot +14, Listen +14, Ride +10, Handle Animal +6, Light Armor Proficiency, Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency, Track, Point Blank Shot, Weapon Finesse, Rapid Shot, Endurance, Precise Shot, Manyshot, Leadership, Alertness. **Languages:** Common.

Possessions: 2 +1 cold iron short swords, +1 mithral chain shirt, masterwork composite longbow (+2 Str bonus), 60 arrows.

Spells Prepared (2/1; save DC 12 + spell level): 1st – entangle, resist energy; 2nd – snare.

ENCOUNTER 4

Shalaya Tass: female half-elf Rgr5/Horizon Walker2; Medium Humanoid (Elf); HD 7d8+14; hp 53; Init +3; Spd 40; AC 18, flatfooted 15, touch 13 (+3 Dex, +5 armor); BA/Grp +7/+8; Atk +11 melee (1d6+2, +1 thundering short sword) or +11 melee (1d6+1 adamantite short sword) or +11 melee (1d6, masterwork alchemical silver short sword); Full Atk +9/+4 melee (1d6+2, +1 thundering short

sword) and +9 melee (1d6+1 adamantine short sword); SA favored enemy (animals +4, monstrous humanoids +2); SQ half-elf traits, desert mastery, underground mastery, animal companion; AL NG; SV Fort +9, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (armorsmithing) +1, Craft (weaponsmithing) +1, Diplomacy +7, Gather Information +2, Handle Animal +5, Hide +10, Knowledge (geography) +8, Listen +2, Move Silently +10, Search +5, Spot +10, Survival +6, Swim +5; Light Armor Proficiency, Medium Armor Proficiency, Blind-Fight, Endurance, Run, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Weapon Finesse. *Languages:* Common, Elven.

Possessions: adamantine short sword, +1 *thundering short sword*, masterwork alchemical silver short sword, dagger, +1 *light fortification mithral chain shirt*, composite longbow (+2 Str bonus), 36 arrows, *phylactery of faithfulness*, *pearl of power 1st level*, *boots of striding and springing*, *elixir of swimming*, 2 *potions of cure moderate wounds*, silver holy symbol of Pelor.

Spells Prepared (1; save DC 11 + spell level): 1st – resist energy.

APPENDIX 2 – APL 2

ENCOUNTER 2

Phel, Male Ethereal Marauder: hp 15; see *Monster Manual* page 105.

ENCOUNTER 3

Gelan ap Toras: male human (Flan) Drd3; CR 3; medium humanoid; HD 3d8+9; hp 25; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +2 shield, +5 armor); BA/Grp +2/+2; Atk +3 melee (1d6/18-20, masterwork cold iron scimitar) or +3 melee (1d6, masterwork sickle) or +2 melee (1d6, club); Full Atk +3 melee (1d6/18-20, masterwork cold iron scimitar) or +3 melee (1d6, masterwork sickle) or +2 melee (1d6, club); SA spells; SQ spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, *resist energy* (fire) 10; AL N; SV Fort +6, Ref +2, Will +6; Str 10, Dex 12, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +11, Diplomacy +2, Handle Animal +4, Listen +5, Speak Language +1, Spot +5, Survival +10; Eschew Materials, Skill Focus (Concentration), Track. **Languages:** Common, Druidic, Flan.

Druid Spells Prepared: (4/3/2; Base DC = 13 + Spell Level): 0 - *create water*, *cure minor wounds*, *detect magic*, *light*; 1st - *cure light wounds*, *lesser vigor**, *magic fang*; 2nd - *flaming sphere*, *resist energy*. *Complete Divine.

Possessions: dagger, masterwork cold iron scimitar, masterwork sickle, club, dragonhide breastplate (Copper), heavy wooden shield, *pearl of power* (1st level), 2 *potions of cure moderate wounds*, holy symbol of Obad-Hai with smaller symbols of Ehlonna and Pelor attached (Knowledge (religion) DC 10 to recognize as Old Faith worshipper).

Lucky, Gelan's Animal Companion: male wolf; Medium animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk/Full Atk +6 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 tracking by scent); Power Attack, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, track, work.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 4

Grumble: Male Bugbear; hp 21; see *Monster Manual* page 29.

Volcano: male hobgoblin Rgr2; CR 2; medium humanoid (goblinoid); HD 2d8+4; hp 15; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BA/Grp +2/+3; Atk +4 melee (1d10+1/19-20, masterwork cold iron heavy flail) or +3 melee (1d6+1, sap) or +3 melee (1d4+1, spiked gauntlets) or +6 ranged (1d8+1/x3, masterwork composite longbow (+1 Str bonus)); Full Atk +4 melee (1d10+1/19-20, masterwork cold iron heavy flail) or +3 melee (1d6+1, sap) or +3 melee (1d4+1, spiked gauntlets) or +6 ranged (1d8+1/x3, masterwork composite longbow (+1 Str bonus)) or +4/+4 ranged (1d8+1/x3, masterwork composite longbow (+1 Str bonus)); SA favored enemy (elf +2); SQ darkvision 60 ft., wild empathy; AL LE; SV Fort +5, Ref +6, Will +2; Str 13, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +7, Hide +9, Listen +8, Move Silently +9, Spot +8, Survival +8; Rapid Shot^B, Track^B, Weapon Focus (longbow). **Languages:** Common, Goblin.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: masterwork leather scale armor*, masterwork cold iron heavy flail, 40 arrows, masterwork composite longbow (+1 Str bonus), sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, spiked gauntlets, ring of sustenance. *Arms & Equipment Guide.

APPENDIX 3 – APL 4

ENCOUNTER 2

Phel, Male Xill: hp 38; see *Monster Manual* page 259.

ENCOUNTER 3

Gelan ap Toras: male human (Flan) Drd5; CR 5; medium humanoid; HD 5d8+15; hp 42; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +2 shield, +6 armor); BA/Grp +3/+3; Atk +4 melee (1d6/18-20, masterwork cold iron scimitar) or +4 melee (1d6, masterwork sickle) or +3 melee (1d6, club); Full Atk +4 melee (1d6/18-20, masterwork cold iron scimitar) or +4 melee (1d6, masterwork sickle) or +3 melee (1d6, club); SA spells; SQ spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1/day, *resist energy* (fire) 10; AL N; SV Fort +7, Ref +2, Will +7; Str 10, Dex 12, Con 16, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +12, Diplomacy +3, Handle Animal +6, Listen +6, Speak Language +1, Spot +6, Survival +12; Eschew Materials, Skill Focus (Concentration), Track. **Languages:** Common, Druidic, Flan.

Druid Spells Prepared: (5/4/3/2; Base DC = 13 + Spell Level): 0 - *create water*, *cure minor wounds* x2, *detect magic*, *light*; 1st - *cure light wounds*, *entangle*, *lesser vigor**, *magic fang*; 2nd - *briar web**, *flaming sphere*, ~~*resist energy*~~; 3rd - *call lightning*, *wind wall*. *Complete Divine.

Possessions: dagger, masterwork cold iron scimitar, masterwork sickle, club, +1 dragonhide breastplate (Copper), heavy wooden shield, *pearl of power* (1st level), 2 *potions of cure moderate wounds*, holy symbol of Obad-Hai with smaller symbols of Ehlonna and Pelor attached (Knowledge (religion) DC 10 to recognize as Old Faith worshipper).

Lucky, Gelan's Animal Companion: male wolf; Medium animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk/Full Atk +6 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 tracking by scent); Power Attack, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, track, work.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 4

Grumble: Male Ogre; hp 33; see *Monster Manual* page 199.

Volcano: male ogre Rgr2; CR 5; large giant; HD 4d8+2d8+27; hp 57; Init +5; Spd 40 ft.; AC 17, touch 10, flat-footed 16 (-1 size, +1 Dex, +5 natural, +2 armor); BA/Grp +5/+13; Atk +10 melee (2d8+6/19-20, masterwork large cold iron heavy flail) or +10 melee (1d8+4, large sap) or +6 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)); Full Atk +10 melee (2d8+6/19-20, masterwork large cold iron heavy flail) or +10 melee (1d8+4, large sap) or +6 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +4/+4 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)); Space/Reach 10 ft./10 ft.; SA favored enemy (elf +2); SQ darkvision 60 ft., low-light vision, wild empathy; AL CN; SV Fort +11, Ref +5, Will +1; Str 18, Dex 13, Con 18, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +4, Listen +2, Spot +2; Improved Initiative, Rapidshot^B, Toughness, Track^B, Weapon Focus (heavy flail). **Languages:** Giant.

Possessions: masterwork large leather armor, masterwork large cold iron heavy flail, 40 large arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, *ring of sustenance*. *Arms & Equipment Guide.

APPENDIX 4 – APL 6

ENCOUNTER 2

Phel: male xill; CR 9; large outsider (extraplanar); HD 9d8+45; hp 88; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural); BA/Grp +9/+19; Atk +15 melee (1d8+6/17-20, large masterwork bronzewood* short sword) or +14 melee (1d6+6, claw) or +10 ranged (2d6/x3, large longbow); Full Atk +13/+8 melee (1d8+6/17-20, large masterwork bronzewood* short sword) and +13 melee (1d8+3/17-20, large masterwork bronzewood* short sword) and +12 melee (1d6+3, 2 claws) or +12 melee (1d6+6, 4 claws) or +6/+1 ranged (2d6/x3, large longbow) and +6 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA implant, improved grab, paralysis; SQ darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +11, Ref +8, Will +7; Str 23, Dex 14, Con 20, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +16, Climb +18, Diplomacy +2, Escape Artist +14, Intimidate +12, Listen +13, Move Silently +14, Sense Motive +12, Spot +13, Tumble +14, Use Rope +2 (+4 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss change in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: 2 large masterwork bronzewood* short swords, 2 large longbows, 40 large arrows. **Arms & Equipment Guide*.

ENCOUNTER 3

Gelan ap Toras: male human (Flan) Drd7; CR 7; medium humanoid; HD 7d8+21; hp 58; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +3 shield, +6 armor); BA/Grp +5/+5; Atk +6 melee (1d6/18-20, masterwork cold iron scimitar) or +6 melee (1d6, adamantine sickle) or +5 melee (1d6, club); Full Atk +6 melee (1d6/18-20, masterwork cold iron scimitar) or +6 melee (1d6, adamantine sickle) or +5 melee (1d6, club); SA spells; SQ spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day, resist energy (fire) 20; AL N; SV Fort +8, Ref +3, Will +8; Str 10, Dex 12, Con 16, Int 10, Wis 17, Cha 8.

Skills and Feats: Climb +1, Concentration +16, Diplomacy +3, Handle Animal +6, Listen +8, Speak Language +1, Spot +7, Survival +12; Eschew Materials, Natural Spell, Skill Focus (Concentration), Track. **Languages:** Common, Druidic, Flan.

Druid Spells Prepared: (6/5/4/3/1; Base DC = 13 + Spell Level): 0 - create water, cure minor wounds x2, detect magic, light, resistance; 1st - cure light wounds, entangle x2, lesser vigor*, magic fang; 2nd - briar web*, flaming sphere, ~~resist energy x2~~; 3rd - call lightning, dominate animal, wind wall; 4th - flame strike. *Complete Divine.

Possessions: dagger, masterwork cold iron scimitar, adamantine sickle, club, +1 dragonhide breastplate (Copper), +1 heavy wooden shield, pearl of power (1st level), 2 potions of cure moderate wounds, holy symbol of Obad-Hai with smaller symbols of Ehlonna and Pelor attached (Knowledge (religion) DC 10 to recognize as Old Faith worshipper).

Lucky, Gelan's Animal Companion: male dire wolf; Large animal; HD 6d8+18; hp 50; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk/Grp: +4/+15; Atk/Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (1), resist energy (fire) 20; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, work.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 4

Grumble: Male Ogre; hp 33; see Monster Manual page 199.

Rumble: Male Ogre; hp 33; see Monster Manual page 199.

Volcano: male troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B.
Languages: Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, masterwork large cold iron heavy flail, 40 large arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, ring of sustenance. *Arms & Equipment Guide.

APPENDIX 5 – APL 8

ENCOUNTER 2

Phel: male xill; CR 9; large outsider (extraplanar); HD 9d8+45; hp 88; Init +6; Spd 40 ft.; AC 22, touch 11, flat-footed 20 (-1 size, +2 Dex, +11 natural); BA/Grp +9/+19; Atk +15 melee (1d8+6/17-20, large masterwork bronzewood* short sword) or +14 melee (1d6+6, claw) or +10 ranged (2d6/x3, large longbow); Full Atk +13/+8 melee (1d8+6/17-20, large masterwork bronzewood* short sword) and +13 melee (1d8+3/17-20, large masterwork bronzewood* short sword) and +12 melee (1d6+3, 2 claws) or +12 melee (1d6+6, 4 claws) or +6/+1 ranged (2d6/x3, large longbow) and +6 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA implant, improved grab, paralysis; SQ darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +11, Ref +8, Will +7; Str 23, Dex 14, Con 20, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +16, Climb +18, Diplomacy +2, Escape Artist +14, Intimidate +12, Listen +13, Move Silently +14, Sense Motive +12, Spot +13, Tumble +14, Use Rope +2 (+4 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: 2 large masterwork bronzewood* short swords, 2 large longbows, 40 large arrows, *amulet of natural armor* +2. *Arms & Equipment Guide.

Shivi: female xill; CR 9; large outsider (extraplanar); HD 9d8+45; hp 88; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural); BA/Grp +9/+19;

Atk +15 melee (1d8+7/17-20 and +1d8 sonic on crit, +1 *large thundering short sword*) or +14 melee (1d6+6, claw) or +10 ranged (2d6/x3, large longbow); Full Atk +13/+8 melee (1d8+7/17-20 and +1d8 sonic on crit, +1 *large thundering short sword*) and +13 melee (1d8+3/17-20, large masterwork short sword) and +12 melee (1d6+3, 2 claws) or +12 melee (1d6+6, 4 claws) or +6/+1 ranged (2d6/x3, large longbow) and +6 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA implant, improved grab, paralysis; SQ darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +11, Ref +8, Will +7; Str 23, Dex 14, Con 20, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +16, Climb +18, Diplomacy +2, Escape Artist +14, Intimidate +12, Listen +13, Move Silently +14, Sense Motive +12, Spot +13, Tumble +14, Use Rope +2 (+4 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: +1 *large thundering short sword*, large masterwork short sword, 2 large longbows, 40 large arrows.

ENCOUNTER 3

Gelan ap Toras: male human (Flan) Drd9; CR 9; medium humanoid; HD 9d8+27; hp 75; Init +1; Spd 20 ft.; AC 22, touch 13, flat-footed 21 (+1 Dex, +3 shield, +6 armor, +2 deflection); BA/Grp +6/+6; Atk +7 melee (1d6/18-20, masterwork cold iron scimitar) or +7 melee (1d6+1, +1 *adamantine sickle*) or +6 melee (1d6, club); Full Atk +7/+1

melee (1d6/18-20, masterwork cold iron scimitar) or +7/+1 melee (1d6+1, +1 *adamantine sickle*) or +6/+1 melee (1d6, club); SA spells; SQ spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day (Large), venom immunity, *resist energy (fire)* 20; AL N; SV Fort +9, Ref +4, Will +10; Str 10, Dex 12, Con 16, Int 10, Wis 18, Cha 8.

Skills and Feats: Climb +2, Concentration +19, Diplomacy +3, Handle Animal +6, Listen +11, Speak Language +1, Spot +10, Survival +13; Eschew Materials, Natural Spell, Quicken Spell, Skill Focus (Concentration), Track. **Languages:** Common, Druidic, Flan.

Druid Spells Prepared: (6/5/5/4/3/1; Base DC = 14 + Spell Level): 0 - create water, cure minor wounds x2, detect magic, light, resistance; 1st - cure light wounds, entangle, lesser vigor*, magic fang, shillelagh; 2nd - briar web*, flaming sphere, fog cloud, ~~resist energy x2~~; 3rd - call lightning, dominate animal, spikes, wind wall; 4th - dispel magic, flame strike x2; 5th - ~~animal growth~~. *Complete Divine.

Possessions: dagger, masterwork cold iron scimitar, +1 adamantite sickle, club, +1 dragonhide breastplate (Copper), +1 heavy wooden shield, pearl of power (1st level), 2 potions of cure moderate wounds, holy symbol of Obad-Hai with smaller symbols of Ehlonna and Pelor attached (Knowledge (religion) DC 10 to recognize as Old Faith worshipper), ~~potion of shield of faith +2~~, metamagic rod (extend, lesser).

Lucky, Gelan's Animal Companion: male dire wolf; Large animal; HD 8d8+24; hp 66; Init +3; Spd 50 ft.; AC 17, touch 12, flat-footed 14 (-1 size, +3 Dex, +5 natural); Base Atk/Grp: +6/+18; Atk/Full Atk +14 melee (1d8+12, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, evasion, bonus tricks (2), *resist energy (fire)* 20; AL N; SV Fort +9, Ref +9, Will +6; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +3, Listen +7, Move Silently +5, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, track, work.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Animal Growthed Lucky, Gelan's Animal Companion: male dire wolf; Huge animal; HD 8d8+40; hp 78; Init +2; Spd 50 ft.; AC 17, touch 10, flat-footed 15 (-2 size, +2 Dex, +7 natural); Base Atk/Grp: +6/+22; Atk/Full Atk +17 melee (2d6+18, bite); Space/Reach 15 ft./10 ft.; SA trip; SQ low-light vision, scent, link, share spells, evasion, bonus tricks (2), DR 10/magic, *resist energy (fire)* 20; AL N; SV Fort +11 (+15), Ref +8 (+12), Will +6 (+10); Str 26 (34), Dex 16 (14), Con 17 (21), Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Tricks: attack (all creatures), come, defend, down, fetch, track, work.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 4

Rumble: Male Hill Giant; hp 108; see Monster Manual page 123.

Volcano: male troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B. **Languages:** Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, masterwork large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, ring of sustenance. *Arms & Equipment Guide.

Argent: female troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee

(1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B.
Languages: Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, masterwork large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, Keoghtom's ointment. *Arms & Equipment Guide.

APPENDIX 6 – APL 10

ENCOUNTER 2

Phel: male xill Rog2; CR 11; large outsider (extraplanar); HD 9d8+2d6+66; hp 113; Init +8; Spd 40 ft.; AC 24, touch 13, flat-footed 20 (-1 size, +4 Dex, +11 natural); BA/Grp +10/+21; Atk +17 melee (1d8+7/17-20, large masterwork bronzewood* short sword) or +16 melee (1d6+7, claw) or +13 ranged (2d6/x3, large longbow); Full Atk +15/+10 melee (1d8+7/17-20, large masterwork bronzewood* short sword) and +15 melee (1d8+3/17-20, large masterwork bronzewood* short sword) and +14 melee (1d6+3, 2 claws) or +14 melee (1d6+7, 4 claws) or +9/+4 ranged (2d6/x3, large longbow) and +9 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, implant, improved grab, paralysis; SQ trapfinding, evasion, darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +12, Ref +13, Will +8; Str 25, Dex 19, Con 23, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +20, Climb +21, Diplomacy +1, Escape Artist +18, Intimidate +13, Listen +16, Move Silently +18, Sense Motive +15, Spot +16, Tumble +18, Use Rope +4 (+6 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 18 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: 2 large masterwork bronzewood* short swords, 2 large longbows, 40 large arrows, *amulet of natural armor* +2. *Arms & Equipment Guide.

Shivi: female xill Rog2; CR 11; large outsider (extraplanar); HD 9d8+2d6+66; hp 113; Init +8; Spd 40 ft.;

AC 24, touch 13, flat-footed 20 (-1 size, +4 Dex, +11 natural); BA/Grp +10/+21; Atk +17 melee (1d8+8/17-20 and +1d8 sonic on crit, +1 *large thundering short sword*) or +16 melee (1d6+7, claw) or +13 ranged (2d6/x3, large longbow); Full Atk +15/+10 melee (1d8+8/17-20 and +1d8 sonic on crit, +1 *large thundering short sword*) and +15 melee (1d8+3/17-20, large masterwork short sword) and +14 melee (1d6+3, 2 claws) or +14 melee (1d6+7, 4 claws) or +9/+4 ranged (2d6/x3, large longbow) and +9 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, implant, improved grab, paralysis; SQ trapfinding, evasion, darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +12, Ref +13, Will +8; Str 25, Dex 19, Con 23, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +20, Climb +21, Diplomacy +1, Escape Artist +18, Intimidate +13, Listen +16, Move Silently +18, Sense Motive +15, Spot +16, Tumble +18, Use Rope +4 (+6 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 18 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: +1 *large thundering short sword*, large masterwork short sword, 2 large longbows, 40 large arrows.

ENCOUNTER 3

Gelan ap Toras: male human (Flan) Drd11; CR 11; medium humanoid; HD 11d8+33; hp 91; Init +1; Spd 20 ft.; AC 23, touch 13, flat-footed 22 (+1 Dex, +3 shield, +7 armor, +2 deflection); BA/Grp +8/+8; Atk +9 melee

(1d6+1/18-20, +1 cold iron scimitar) or +9 melee (1d6+1, +1 adamantine sickle) or +8 melee (1d6, club); Full Atk +9/+2 melee (1d6+1/18-20, +1 cold iron scimitar) or +9/+2 melee (1d6+1, +1 adamantine sickle) or +8/+3 melee (1d6, club); SA spells; SQ spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4/day (Large, Tiny), venom immunity, *resist energy (fire)* 30; AL N; SV Fort +10, Ref +4, Will +13; Str 10, Dex 12, Con 16, Int 10, Wis 18 (22), Cha 8.

Skills and Feats: Climb +4, Concentration +21, Diplomacy +3, Handle Animal +7, Listen +14, Speak Language +1, Spot +14, Survival +15; Eschew Materials, Natural Spell, Quickened Spell, Skill Focus (Concentration), Track. **Languages:** Common, Druidic, Flan.

Druid Spells Prepared: (6/6/5/5/4/2/1; Base DC = 16 + Spell Level): 0 - *create water*, *cure minor wounds* x2, *detect magic*, *light*, *resistance*; 1st - *cure light wounds*, *entangle*, *lesser vigor**, *magic fang*, *produce flame*, *shillelagh*; 2nd - *briar web**, *flaming sphere*, *fog cloud*, *resist energy* x2; 3rd - *call lightning*, *cure moderate wounds*, *dominate animal*, *spikes*, *wind wall*; 4th - *dispel magic*, *flame strike* x2, *freedom of movement*; 5th - ~~animal growth~~, *quickened entangle*; 6th - *quickened briar web**. *Complete Divine.

Possessions: dagger, +1 cold iron scimitar, +1 adamantine sickle, club, +2 dragonhide breastplate (Copper), +1 light fortification heavy wooden shield, pearl of power (1st level), 2 potions of *cure moderate wounds*, holy symbol of Obad-Hai with smaller symbols of Ehlonna and Pelor attached (Knowledge (religion) DC 10 to recognize as Old Faith worshipper), ~~potion of owl's wisdom +4, potion of shield of faith +2, metamagic rod (extend, lesser), ring of counterspells (dispel magic).~~

Lucky, Gelan's Animal Companion: male dire lion; Large animal; HD 8d8+24; hp 66; Init +2; Spd 40 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 Dex, +4 natural); Base Atk/Grp: +6/+17; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d6+3; SQ low-light vision, scent, link, share spells, bonus tricks (1), *resist energy (fire)* 30; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2*, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Tricks: attack (all creatures), come, defend, down, fetch, work.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Animal Growthed Lucky, Gelan's Animal Companion: male dire lion; Huge animal; HD 8d8+40; hp 78; Init +1; Spd 40 ft.; AC 15, touch 9, flat-footed 14 (-2 size, +1 Dex, +6 natural); Base Atk/Grp: +6/+21; Atk +16 melee (1d8+11, claw); Full Atk +16 melee (1d8+11, 2 claws) and +10 melee (2d6+5, bite); Space/Reach 15 ft./10 ft.; SA improved grab, pounce, rake 1d8+5; SQ low-light vision, scent, link, share spells, bonus tricks (1), DR 10/magic, *resist energy (fire)* 30; AL N; SV Fort +11 (+15), Ref +7 (+11), Will +7 (+11); Str 25 (33), Dex 15 (13), Con 17 (21), Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1*, Listen +7, Move Silently +4, Spot +7; Alertness, Run, Weapon Focus (claw).

Tricks: attack (all creatures), come, defend, down, fetch, work.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +16 melee, damage 1d8+5.

Skills: Dire lions have a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 4

Rumble: Male Troll Hunter (Rgr6); hp 126; see Monster Manual page 247.

Volcano: male troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+8/17-20, +1 *impact** large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+6/17-20, +1 *impact** large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B. **Languages:** Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the

lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, +1 impact* large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, ring of sustenance. *Arms & Equipment Guide.

Argent: female troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 21, touch 13, flat-footed 17 (-1 size, +4 Dex, +5 natural, +3 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B. *Languages:* Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: bracers of armor +3, masterwork large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, Keoghtom's ointment. *Arms & Equipment Guide.

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ENCOUNTER 2

Phel: male xill Rog2; CR 11; large outsider (extraplanar); HD 9d8+2d6+66; hp 113; Init +8; Spd 40 ft.; AC 24, touch 13, flat-footed 20 (-1 size, +4 Dex, +11 natural); BA/Grp +10/+21; Atk +17 melee (1d8+7/17-20, large masterwork bronzewood* short sword) or +16 melee (1d6+7, claw) or +13 ranged (2d6/x3, large longbow); Full Atk +15/+10 melee (1d8+7/17-20, large masterwork bronzewood* short sword) and +15 melee (1d8+3/17-20, large masterwork bronzewood* short sword) and +14 melee (1d6+3, 2 claws) or +14 melee (1d6+7, 4 claws) or +9/+4 ranged (2d6/x3, large longbow) and +9 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, implant, improved grab, paralysis; SQ trapfinding, evasion, darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +12, Ref +13, Will +8; Str 25, Dex 19, Con 23, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +20, Climb +21, Diplomacy +1, Escape Artist +18, Intimidate +13, Listen +16, Move Silently +18, Sense Motive +15, Spot +16, Tumble +18, Use Rope +4 (+6 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 18 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: 2 large masterwork bronzewood* short swords, 2 large longbows, 40 large arrows, *amulet of natural armor* +2. *Arms & Equipment Guide.

Shivi: female xill Rog2; CR 11; large outsider (extraplanar); HD 9d8+2d6+66; hp 113; Init +8; Spd 40 ft.;

AC 22, touch 13, flat-footed 18 (-1 size, +4 Dex, +9 natural); BA/Grp +10/+21; Atk +17 melee (1d8+8/17-20 and +1d8 sonic on crit, +1 *large thundering short sword*) or +16 melee (1d6+7, claw) or +13 ranged (2d6/x3, large longbow); Full Atk +15/+10 melee (1d8+8/17-20 and +1d8 sonic on crit, +1 *large thundering short sword*) and +15 melee (1d8+3/17-20, large masterwork short sword) and +14 melee (1d6+3, 2 claws) or +14 melee (1d6+7, 4 claws) or +9/+4 ranged (2d6/x3, large longbow) and +9 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, implant, improved grab, paralysis; SQ trapfinding, evasion, darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +12, Ref +13, Will +8; Str 25, Dex 19, Con 23, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +20, Climb +21, Diplomacy +1, Escape Artist +18, Intimidate +13, Listen +16, Move Silently +18, Sense Motive +15, Spot +16, Tumble +18, Use Rope +4 (+6 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. **Languages:** Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 18 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: +1 *large thundering short sword*, large masterwork short sword, 2 large longbows, 40 large arrows.

Dhal: male xill Rog2; CR 11; large outsider (extraplanar); HD 9d8+2d6+66; hp 113; Init +8; Spd 40 ft.; AC 22, touch 13, flat-footed 18 (-1 size, +4 Dex, +9 natural); BA/Grp +10/+23; Atk +19 melee (1d8+9/17-20, large masterwork short sword) or +18 melee (1d6+9, claw) or +13 ranged (2d6/x3, large longbow); Full Atk +17/+12 melee

(1d8+9/17-20, large masterwork short sword) and +17 melee (1d8+4/17-20, large masterwork short sword) and +16 melee (1d6+4, 2 claws) or +16 melee (1d6+9, 4 claws) or +9/+4 ranged (2d6/x3, large longbow) and +9 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, implant, improved grab, paralysis; SQ trapfinding, evasion, darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +12, Ref +13, Will +8; Str 25 (29), Dex 19, Con 23, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +20, Climb +23, Diplomacy +1, Escape Artist +18, Intimidate +13, Listen +16, Move Silently +18, Sense Motive +15, Spot +16, Tumble +18, Use Rope +4 (+6 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. *Languages:* Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 18 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: 2 large masterwork short swords, 2 large longbows, 40 large arrows, *belt of giant strength* +4.

Masti: female xill Rog2; CR 11; large outsider (extraplanar); HD 9d8+2d6+66; hp 113; Init +8; Spd 40 ft.; AC 22, touch 13, flat-footed 18 (-1 size, +4 Dex, +9 natural); BA/Grp +10/+21; Atk +17 melee (1d8+7/17-20, large masterwork short sword) or +16 melee (1d6+7, claw) or +13 ranged (2d6/x3, large longbow); Full Atk +15/+10 melee (1d8+7/17-20, large masterwork short sword) and +15 melee (1d8+3/17-20, large masterwork short sword) and +14 melee (1d6+3, 2 claws) or +14 melee (1d6+7, 4 claws) or +9/+4 ranged (2d6/x3, large longbow) and +9 ranged (2d6/x3, large longbow); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, implant, improved grab, paralysis; SQ trapfinding, evasion, darkvision 60 ft., planewalk, SR 21; AL LE; SV Fort +12, Ref +13, Will +8; Str 25, Dex 19, Con 23, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +20, Climb +21, Diplomacy +1, Escape Artist +18, Intimidate +13, Listen +16, Move Silently +18, Sense Motive +15, Spot +16, Tumble +18, Use Rope +4 (+6 with bindings); Combat Reflexes, Improved Critical (short sword), Improved Initiative, Multiattack^B, Multiweapon Fighting. *Languages:* Infernal.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge 90 days later, literally devouring the host from inside. A *remove disease* spell rids the victim of the egg, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d4 damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking and attack of opportunity. It receives a +2 bonus to its grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite does no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 18 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away it becomes harder to hit. Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Possessions: 2 large masterwork short swords, 2 large longbows, 40 large arrows.

ENCOUNTER 3

Gelan ap Toras: male human (Flan) Drd13; CR 13; medium humanoid; HD 13d8+39; hp 108; Init +1; Spd 20 ft.; AC 23, touch 13, flat-footed 22 (+1 Dex, +3 shield, +7 armor, +2 deflection); BA/Grp +9/+9; Atk +10 melee (1d6+1/18-20, +1 cold iron scimitar) or +10 melee (1d6+1, +1 adamantite sickle) or +9 melee (1d6, club); Full Atk +10/+3 melee (1d6+1/18-20, +1 cold iron scimitar) or +10/+3 melee (1d6+1, +1 adamantite sickle) or +9/+4 melee (1d6, club); SA spells; SQ spontaneous casting, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4/day (Large, Tiny, plant), venom immunity, a thousand faces, *resist energy* (fire) 30, DR 10/adamantine (max. 130 points); AL N; SV Fort +11 (+15), Ref +5 (+9), Will +15 (+19); Str 10, Dex 12, Con 16, Int 10, Wis 21 (25), Cha 8.

Skills and Feats: Climb +5, Concentration +23, Diplomacy +3, Handle Animal +9, Listen +17, Speak Language +1, Spot +16, Survival +16; Eschew Materials, Natural Spell, Quicken Spell, Rapid Spell*, Skill Focus (Concentration), Track. *Languages:* Common, Druidic, Flan. *Complete Divine.

Druid Spells Prepared: (6/7/6/5/5/4/2/1; Base DC = 17 + Spell Level): 0 - create water, cure minor wounds x2, detect magic, light, resistance; 1st - cure light wounds, entangle, lesser vigor*, magic fang, produce flame, shillelagh, speak with animal; 2nd - briar web*, flaming sphere, fog cloud, lesser restoration, ~~resist energy x2~~; 3rd - call lightning, dominate animal, mass lesser vigor*, spikes, wind wall; 4th - dispel magic, flame strike x3, freedom of movement; 5th - ~~animal growth~~, baleful polymorph, quickened entangle; ~~stoneskin~~; 6th - quickened briar web*, rapid summon nature's ally V; 7th - rapid summon nature's ally VI. *Complete Divine.

Possessions: dagger, +1 cold iron scimitar, +1 adamantite sickle, club, +2 dragonhide breastplate (Copper), +1 light fortification heavy wooden shield, pearl of power (1st level), 2 potions of cure serious wounds, holy symbol of Obad-Hai with smaller symbols of Ehlonna and Pelor attached (Knowledge (religion) DC 10 to recognize as Old Faith worshipper), ~~potion of owl's wisdom +4~~, ~~potion of shield of faith +2~~, metamagic rod (extend, lesser), ring of counterspells (dispel magic), cloak of resistance +4.

Lucky, Gelan's Animal Companion: male dire lion; Large animal; HD 10d8+30; hp 83; Init +3; Spd 40 ft.; AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); Base Atk/Grp: +7/+19; Atk +15 melee (1d6+8, claw); Full Atk +15 melee (1d6+8, 2 claws) and +9 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d6+4; SQ low-light vision, scent, link, share spells, evasion, bonus tricks (2), resist energy (fire) 30; AL N; SV Fort +10, Ref +12, Will +8; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Listen +7, Move Silently +6, Spot +7; Alertness, Lightning Reflexes, Run, Weapon Focus (claw).

Tricks: attack (all creatures), come, defend, down, fetch, track, work.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d6+4.

Skills: Dire lions have a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Animal Growthed Lucky, Gelan's Animal Companion: male dire lion; Huge animal; HD 10d8+50; hp 98; Init +2; Spd 40 ft.; AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); Base Atk/Grp: +7/+23; Atk +18 melee (1d8+12, claw); Full Atk +18 melee (1d8+12, 2 claws) and +12 melee (2d6+6, bite); Space/Reach 15 ft./10 ft.; SA improved grab, pounce, rake 1d8+5; SQ low-light vision, scent, link, share spells, evasion, bonus tricks (2), DR 10/magic, resist energy (fire) 30; AL N; SV Fort +12 (+16), Ref +11 (+15), Will +8 (+12); Str 26 (34), Dex 16 (14), Con 17 (21), Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +4*, Listen +7, Move Silently +5, Spot +7; Alertness, Lightning Reflexes, Run, Weapon Focus (claw).

Tricks: attack (all creatures), come, defend, down, fetch, track, work.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 1d8+6.

Skills: Dire lions have a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 4

Rumble: Male Troll Hunter (Rgr6); hp 126; see Monster Manual page 247.

Grumble: Male Troll Hunter (Rgr6); hp 126; see Monster Manual page 247.

Volcano: male troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+8/17-20, +1 impact* large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+5/x3, +1 fortunate* precise* large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+6/17-20, +1 impact* large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+5/x3, +1 fortunate* precise* large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15 (+16), Ref +9 (+10), Will +5 (+6); Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B. Languages: Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, +1 impact* large cold iron heavy flail, 40 large cold iron arrows, +1 fortunate* precise* large composite longbow (+4 Str bonus),

large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, ring of sustenance. *Arms & Equipment Guide.

Argent: female troll Rgr2; CR 7; large giant; HD 6d8+2d8+72; hp 102; Init +8; Spd 30 ft.; AC 21, touch 13, flat-footed 17 (-1 size, +4 Dex, +5 natural, +3 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24 (28), Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B.
Languages: Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: bracers of armor +3, amulet of health +4, masterwork large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap, wooden holy symbol of Wee Jas, 3 vials of instant rope*, Keoghtom's ointment. *Arms & Equipment Guide.

Blade: male troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy;

AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B.
Languages: Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, masterwork large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap.

Anger: female troll Rgr2; CR 7; large giant; HD 6d8+2d8+56; hp 90; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +5 natural, +2 armor); BA/Grp +6/+15; Atk +11 melee (2d8+7/19-20, masterwork large cold iron heavy flail) or +10 melee (1d6+5, claw) or +10 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10 melee (1d8+5, large sap); Full Atk +11/+6 melee (2d8+5/19-20, masterwork large cold iron heavy flail) and +5 melee (1d6+2, claw) and +5 melee (1d6+2, bite) or +10 melee (1d6+5, 2 claws) and +5 melee (1d6+2, bite) or +10/+5 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +8/+8/+3 ranged (2d6+4/x3, masterwork large composite longbow (+4 Str bonus)) or +10/+5 melee (1d8+5, large sap); Space/Reach 10 ft./10 ft.; SA rend 2d6+7, favored enemy (elf +2); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, wild empathy; AL CN; SV Fort +15, Ref +9, Will +5; Str 20, Dex 19, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +8, Profession (mercenary) +3, Spot +9, Survival +5; Combat Reflexes, Improved Initiative, Iron Will, Rapidshot^B, Track^B.
Languages: Common, Giant.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: masterwork large leather armor, masterwork large cold iron heavy flail, 40 large cold iron arrows, masterwork large composite longbow (+4 Str bonus), large sap.

DM AID – NEW RULES ITEMS

NEW FEATS

Rapid Spell (*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

NEW ITEMS

Bronzewood (*Arms & Equipment Guide*)

This exceptionally hard wood is useful for making both armor and weapons. Unlike most woods, bronzewood can be used instead of metal to fashion heavy armor and weapons. Although dense and weighty compared to other woods, it is still lighter than most metal: Items weigh 10% less when made from bronzewood rather than metal. Armor made of bronzewood is also less obtrusive than similar armor made from metal. The armor check penalty from bronzewood armor and shields does not affect Hide checks made in woodland environments. The following armors can be made from bronzewood: breastplate, banded mail, splint mail, half-plate, and full plate. Although bronzewood can replace metal in most metal weapons, chain weapons such as the spike chain cannot be made from it. Bronzewood has a hardness of 10 and 20 hit points per inch of thickness. *Price:* +1,000 gp (light armor), +4,000 gp (medium armor), +9,000 gp (heavy armor), +500 gp/lb. (other items).

Fortunate Weapon Special Ability (*Arms & Equipment Guide*)

A fortunate weapon gives its wielder incredible luck – a +1 luck bonus on all saving throws. *Faint Transmutation; CL 7th; Craft Magic Arms and Armor, bless, Price:* +1 bonus.

Instant Rope (*Arms & Equipment Guide*)

When pored from a flask, this viscous gray liquid forms into a long cord usable as a temporary rope. Upon being exposed to air, the liquid rapidly increases in both volume and viscosity swelling to the diameter of a typical hemp rope, then quickly drying. A flask of instant rope forms a 30-foot-long cord; it takes 2 rounds for it to solidify and dry enough to be used. The instant rope can be moved during this period without damaging it, but it cannot support more than 10 pounds of weight without breaking. Once completely dry, instant rope can support as much weight as normal hemp rope. After an hour, instant rope becomes too brittle to support any weight and quickly crumbles into dust. *Price:* +1 bonus, *Weight:* 1 lb.

Precise Weapon Special Ability (*Arms & Equipment Guide*)

Only ranged weapons can have this ability. A *precise weapon* can be shot or thrown at an opponent engaged in melee without incurring the standard -4 penalty. This weapon doesn't grant any further benefit to wielders who already have the Precise Shot feat. *Faint Transmutation; CL 5th; Craft Magic Arms and Armor, Precise Shot, Price:* +1 bonus.

NEW SPELLS

Briar Web (*Complete Divine*)

Transmutation

Level: Clr 3, Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: Plants in a 20 ft. radius spread

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area. Creatures that make their save against this spell are unaffected other than having to move at half

speed within the area of effect. If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage dealt) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of briar webs have total cover.

Vigor, Lesser (Complete Divine)

Conjuration (Healing)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Vigor, Mass Lesser (Complete Divine)

Conjuration (Healing)

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

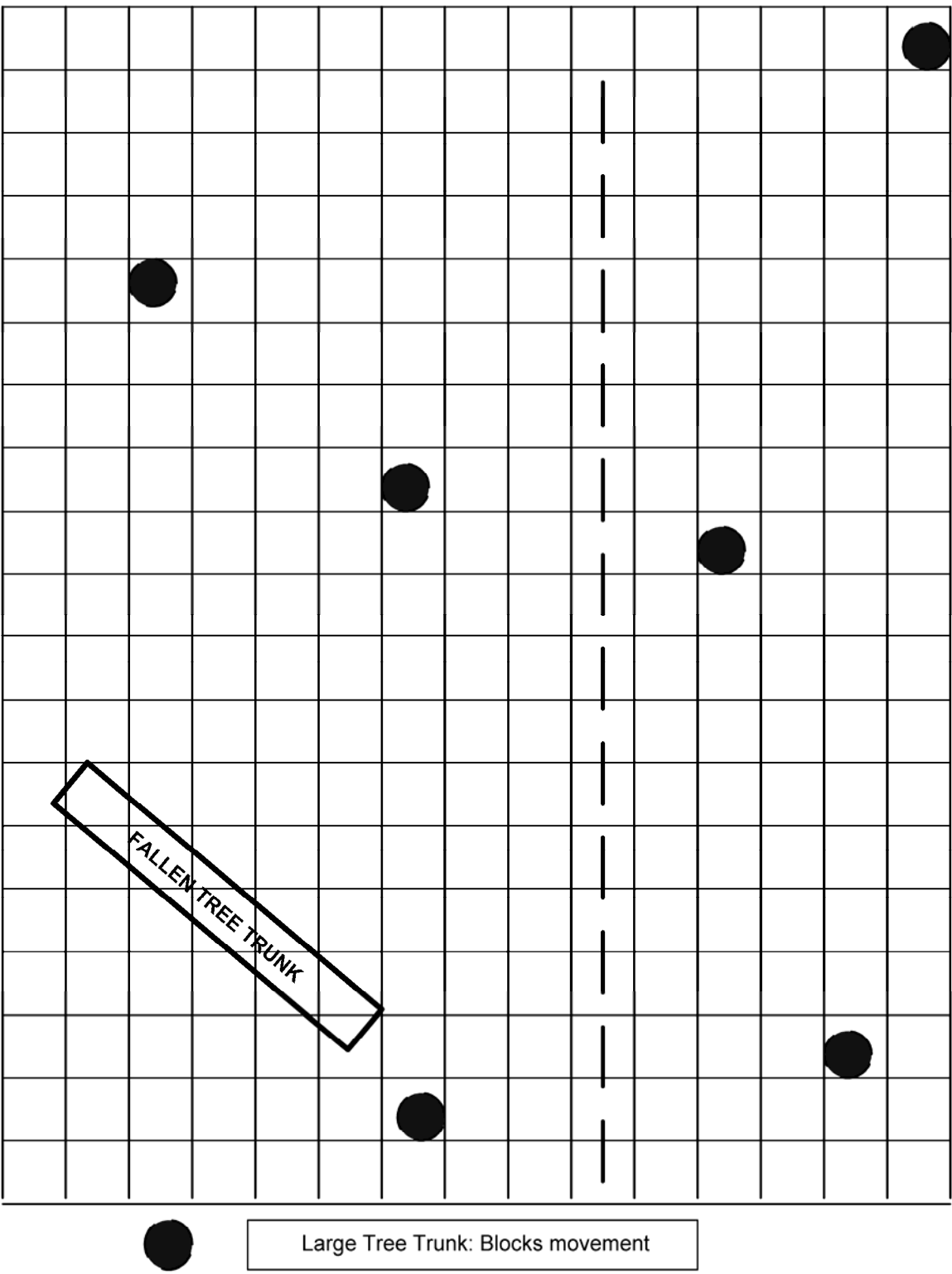
Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

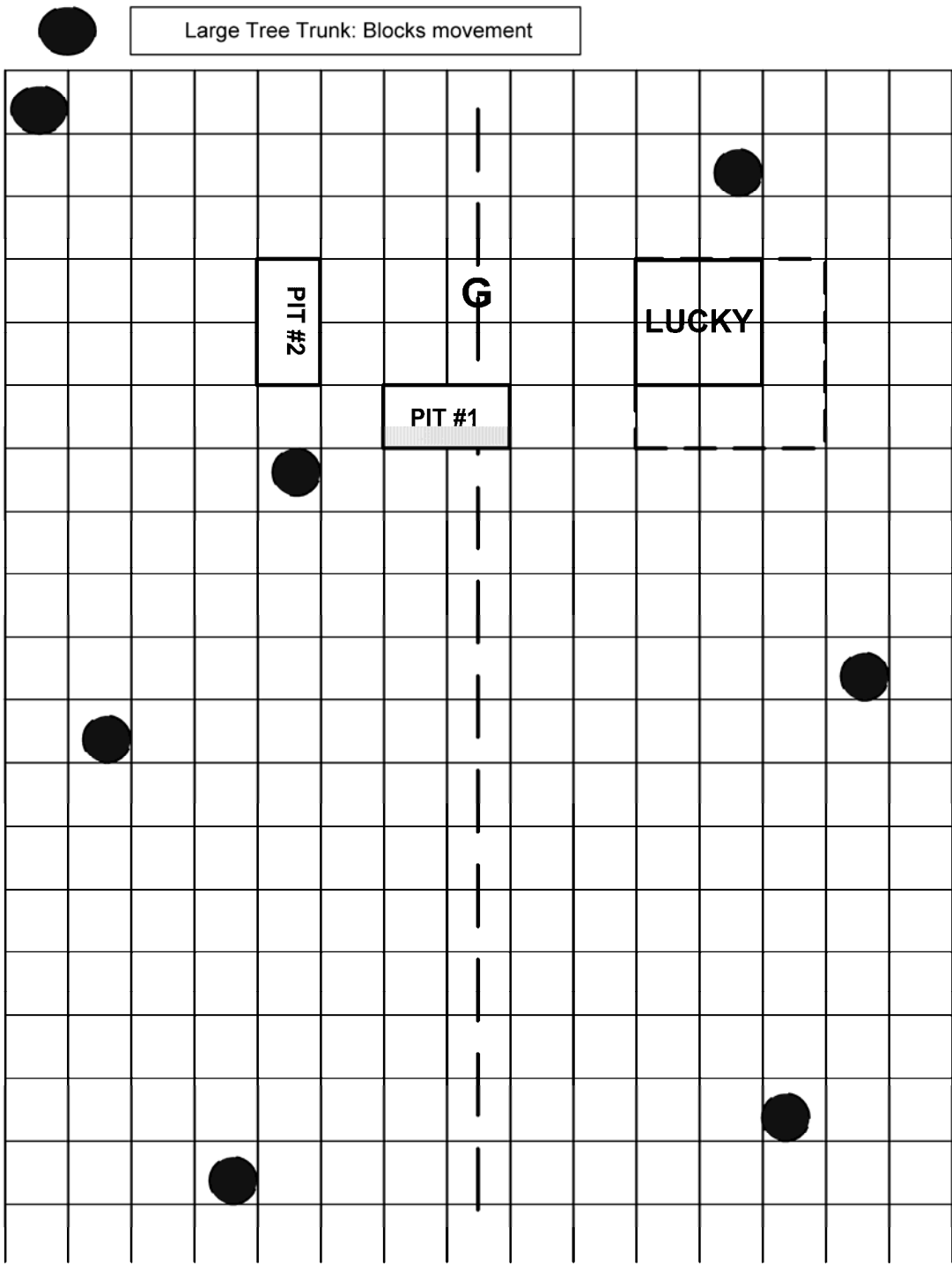
Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage and is automatically stabilized if he or she begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

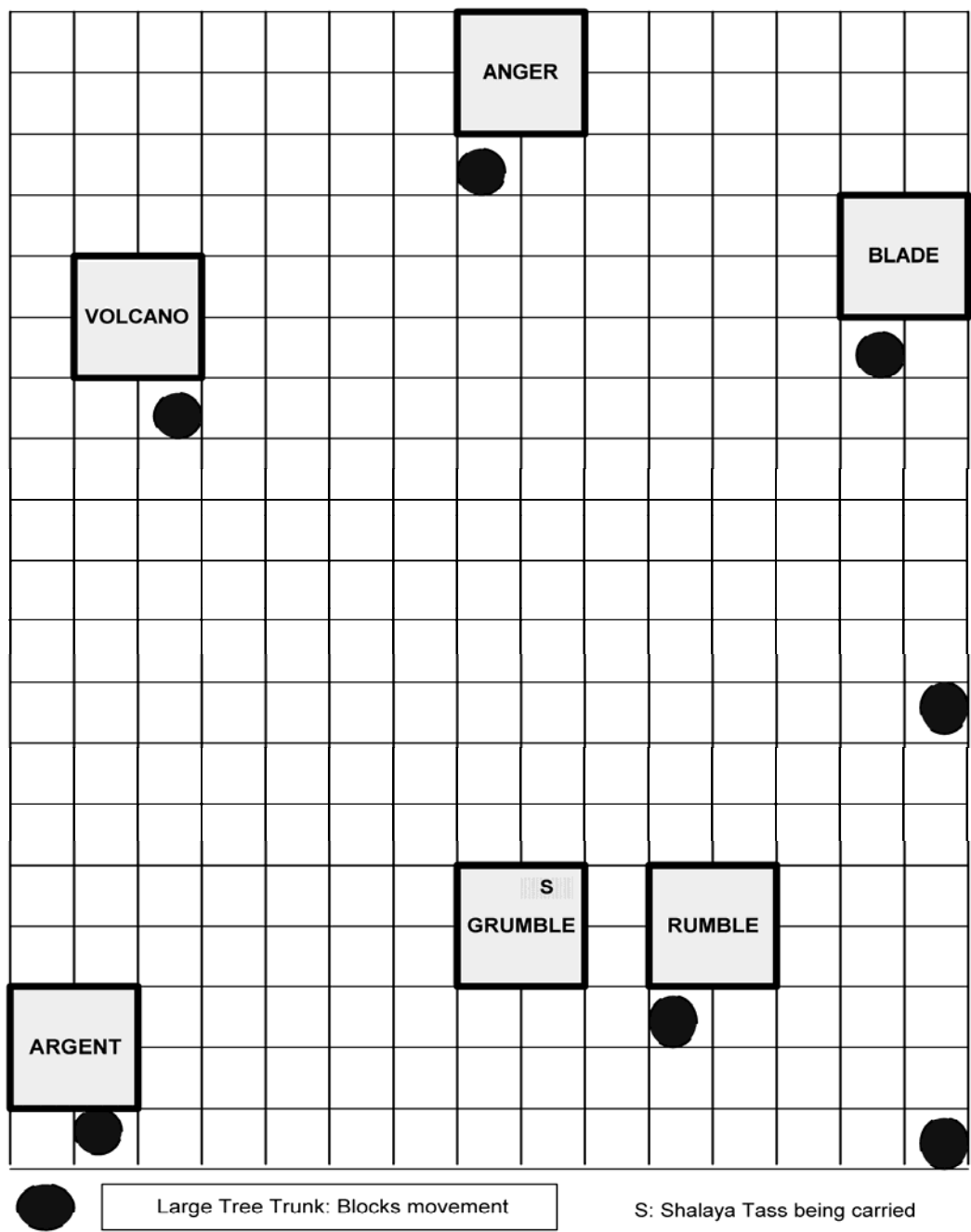
DM AID – MAP #1 – ENCOUNTER 2



DM AID – MAP #2 – ENCOUNTER 3



DM AID – MAP #3 – ENCOUNTER 4



PLAYER HANDOUT #1: OWL SEALED MESSAGE

Breaking the seal, and opening the message reveals:

Dispatcher Shalaya Tass, venturesome Vigil is pursuing a task of grave import for the Sheldomar valley. Please give her your assistance in this great mission. She has given her oath and promise to complete this task and to keep the elements of her mission secret except from those specified to her at her mission beginning.

Dispatcher Erik Thunder, Most Intrepid Manticore

PLAYER HANDOUT #2: SCRAP OF PARCHMENT

A handwritten note, on a scrap of parchment:

Great Uncle Jonas,

Three young men lay fallen by the forest edge near where Marna was thrown from her horse all those years ago. Please see to them and have care taken of them. Their wounds were a matter of necessity regarding my mission; my word as a Dispatcher upon this fact. I will be back to see you soon. I love you.

Dispatcher Shalaya Tass, Venturous Vigil

PLAYER HANDOUT #3: NOTE ON GELAN'S BODY

Greetings Gelan ap Toras,

As you may know, your brother, Tias, and his wife, Maya, have been taken into custody in the city of Orlane. They both have been tried and convicted of the High Crime of being Priests of a Forbidden God. They have also been sentenced to die for this crime.

It is quite a shock that the local authorities do not understand that a Druid of the Winter King is not the same as a Cleric of Nerull. If you would do but one small favor for me, I will use my considerable influence over the courts of this land to rectify the situation. I am confident that that with my intercession your brother and sister-in-law, plus the unborn twins she carries, will be released. It would be unfortunate if the word of the courts' error came after their execution.

This one small task should not be difficult for you. There is a Dispatcher who is traveling on a mission that I feel is important for my plans for the region. This Dispatcher needs someone to watch over her and prevent other misguided persons of thwarting her plans. Do not let her know you are assisting her; we would not want to hurt her pride. The Knight is Dispatcher Shalaya Tass and you can pick up her trail in Orlane. She will not be on horseback and moves very rapidly in the open so be careful not lose her. Once Dispatcher Tass gets to the Realstream River your obligation in this favor ends and your only family will be released within hours. Certainly when you fall in battle, I will do what I can to assist but sacrifice for one's only family is the most noble of actions. I hope that you do not disappoint me.

*Yours Truly,
Nolar Thotec*

CRITICAL EVENT SUMMARY: *GRM5-02 ENEMY OF MY ENEMY*

1. Did the PCs engage in combat with the old Knight? Yes No

2. Did Gelan survive? Yes No Raised (etc.)

3. Did Shalaya survive? Yes No Raised (etc.)

 If she lived, was Shalaya allowed to continue with her mission?

 Yes No

4. Did the PCs tell anyone about what they discovered about Erik Thunder?

 Yes No

 If yes, please write below who each PC told (Commanding officer in the 12th, the Corporation, the Knights of the Watch, etc.):

5. If the PCs report the Nolar Thotec letter to anyone, please list whom:

For all events run on or before May 1, 2005 – please e-mail the results from this critical event summary to John Richardson (niblik2000@gmail.com), or have your Senior Gamemaster do so.