

URD2-01



DUST IN THE WIND

A One-Round D&D[®] LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

by Chris Lindsay

RPGA HQ reviewers: Stephen Radney-MacFarland.

No good deed shall go unpunished... ever! An adventure for characters level 3-8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Duchy of Urnst. Characters with the Duchy of Urnst as their home region pay 1 Time Units to participate in the adventure. Adventures' Standard Upkeep for those characters costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. These characters may participate in their choice of extra-adventure activities detailed in RUP-2: Beyond the Core Rules directly after this adventure.

Characters with a home region other Duchy of Urnst as their home region pay 2 Time Units to participate in the adventure. Adventures' Standard Upkeep for those characters costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. These characters may not participate in the extra-adventure activities detailed in RUP-2: Beyond the Core Rules directly after this adventure.

ADVENTURE SUMMARY AND BACKGROUND

After arriving in the Duchy of Urnst, the Scouring Wind worked hard to make the best of their new home. However, they soon discovered that life in the Duchy would be a dramatic shift from what they once new in the Bright Desert.

The centaurs chafed at the boundaries established for them by House Teranor, who encouraged the tribe to eschew their nomadic ways in favor of serving the Duchy, and more specifically House Teranor. Refusing to serve House Teranor, but no longer being allowed to roam at will, the tribe began to deteriorate. Some of the centaurs have become physically sick, and while they are unsure of the cause of their illness, be it physical or spiritual, they are dying all the same.

A band of the younger centaurs have broken away from the tribe, led by Tocahnee, cousin and rival of Cheveyo, and advised by Kaitan A'Dar, a mad cleric of Llerg, they have fallen into banditry. As an advisor, Kaitan fuels the fires of Tocahnee's anger for Cheveyo, while showing the centaur, and his band, the ways of Llerg, convincing them to become more in touch with their primal, bestial natures. Tocahnee's final conversion to the ways of Llerg was made evident when, in complete defiance to his former tribe, he assisted Kaitan with the abduction of Cheveyo's foal, resulting in the slaying of Cheveyo himself.

By the will of Llerg, Kaitan has taken the foal to the Spirit World, and is working feverishly to infuse an infernal spirit into the young centaur. Kaitan hopes to take control of the remainder of the Scouring Wind, after reintroducing the foal back into the tribe.

Since the abduction and subsequent assassination, Cha'Ak, Cheveyo's former pupil, has taken over the leadership of the Scouring Wind, though as a fledgling leader, he needs all the help he can get.

Encounter 1: Disturbing the Peace

For whatever reason, the party finds themselves escorting a caravan of pilgrims on their way to worship at the temple of Lydia in Nellix, and everything is going about as good as can be expected. The pilgrims are polite and thankful for the group's assistance. They show this by feeding the characters well, and treating them with a modicum of respect, a concept foreign to most adventurers in the Duchy. Yep, things are grand until the thunder of hooves brings this happy outing to a screeching halt, and the characters find themselves in a life or death conflict with... centaurs.

For characters who are unaware of the Scouring Wind, this comes as a shock, "I didn't realize we had centaurs in the Duchy." For characters that know about the Scouring Wind, this comes as a bigger shock, "Um... I thought they were the good guys... I mean, we helped them out and all didn't we?"

These are a band of the rogue centaurs in league with Tocahnee, who are intent on carrying off the anything that isn't nailed down, they attempt to avoid harming any character who openly wears the feather token they received in URD1-02 *To Save the Scouring Wind*.

Encounter 2: A Plea for Help

Having been shadowing the rogue centaurs for some time, Cha'Ak arrives on the scene, just after the rogue centaurs have left. He recognizes any characters that

participated in URD1-02 *To Save the Scouring Wind*, whether or not they have a feather token openly displayed, as he dealt with the party more closely than the rest of the tribe. If no one at the table has played URD1-02 *To Save the Scouring Wind*, he recognizes the group as adventurers, and knows that they are more apt and able to assist him than common folk.

After, what could be a delicate conversation regarding loyalties (of the rogue centaurs and the tribe in general), and a brief explanation of his plight, Cha'Ak asks the characters to assist his tribe in their greatest hour of need. Assuming the characters want to play the remainder of the adventure, he leads them to the centaur reservation, as it were.

Encounter 3: The Broken Tribe

As the characters enter the encampment, within the centaur reservation, they get to see what life has been like for the Scouring Wind since they relocated to the Duchy of Urnst. It is obvious that things did not turn out as planned. All attempts at raising crops here are failing, as the centaurs lack the understanding of agriculture necessary to become successful farmers.

Still a novitiate shaman, Cha'Ak believes that the situation can be fixed with a visit to the spirit world. However, having never entered the spirit world himself, he cannot be sure. He asks the characters for guidance regarding solutions to this problem.

Options

At this point, characters should be trying to figure out what exactly is the cause of this mess. Is there something physically wrong with the centaurs? Is the tribe's poor health due to an illness of the body causing their 'spirit' to become unbalanced, or are their unbalanced 'spirits' causing them to be physically ill? Ultimately this is up to the characters to decide in the end. The point is that at this time, several options become available to the characters. Ultimately, the characters must face Kaitan and Tocahnee.

Option A

The characters can work with Cha'Ak to perform the correct ceremony, and enter the spirit world on a quest to heal the tribe spiritually. Though Cha'Ak's inexperience with the spirit world puts them somewhat off course on that plane, forcing the characters to overcome several challenges prior to confronting Kaitan.

Option B

The characters can go after the rogue centaurs in an attempt to halt their activities. If the characters use tact and diplomacy, they may be able to reconvert the young centaurs. This only occurs after honorable single combat with Tocahnee has taken place, and he would rather die than lose his band of followers. From here the characters enter Kaitan's shrine to Llerg, and can enter the Spirit world directly to deal with the cleric.

Option C

The characters could attempt to pursue Kaitan, tracking the cleric down to his shrine directly. In this manner, they bypass the centaurs, but must deal with security precautions that Kaitan has set for the shrine.

INTRODUCTION

It's a bright sunshine morning in the Duchy of Urnst as you find yourselves accompanying Relgathian and his merry caravan of devout Lydians. As you ride or trudge along, you have plenty of opportunity to dwell on how you acquired your current duties. Perhaps you owed Relgathian money from the card games that he so commonly frequents throughout the Duchy. Maybe you just have a soft spot in your heart for good, common folk, or even simpler, you just happened to be traveling to Nellix anyway, and as everyone knows in these times, its always better to travel in groups. Whatever the reason, here you are, accompanying some commoners on their yearly pilgrimage into Nellix and the Cathedral of Saint Genmaue and it isn't so bad. The Lydians feed you really well, are a source of fun, yet polite entertainment in the evenings, and even show you a modicum of respect, saying things like yes sir, and no ma'am, and using speech that is heavily laden with please and thank you as well. In fact, you can't remember the last time you received this much respect from good common folk, being adventurers and all. At this point, you are on the last leg of your journey, being only a day's travel out from Nellix.

The caravan consists of two sturdy wagons, each laden with a half-dozen commoners, and being pulled by a pair of stout draft horses. Among the commoners, there are ten adults, all single except for one married couple who brought their son and daughter along with them. Relgathian is an entrepreneur here in the Duchy, and makes his money any number of ways. Though most commonly he works as a teamster, transporting all kinds of goods throughout the land, and has a good reputation for being on time and relatively honest, which is why he was hired by these folk.

The single male pilgrims are Veryl, Da'en, Clondhor, and Ravar. The single female pilgrims are Le'Nia, Shaeryn, Fancha, and G'linna. The married couple is Draken and Liilya, and their children are Phen and Mae'lyn.

This is a good time for the characters to introduce themselves to each other, describing their characters, and even take part in a bit of polite banter among themselves if they like. Also set up the caravan on your play surface and have the players designate where they are physically located as they travel. Depending on individual resources, the characters can either walk along side the caravan, or ride if they own a horse. Either way, the caravan is moving slow enough for them to easily keep up.

ENCOUNTER 1: DISTURBING THE PEACE

As the caravan begins rounding a bend on the road, passing by some rather low-lying hillocks, you notice that the grounds here are liberally populated with wild apple trees. Being so close to noon, Relgathian stops the caravan, announcing that you are stopping here for lunch. Pulling off the side of the road, the wagons are quickly unloaded, and pilgrims begin laying out blankets and setting up a modest picnic. Running over to the trees, the children climb up into the branches, and begin picking apples.

At this point, give the characters an opportunity to declare what they want to do during the lunch hour. Some may want to rest, care for the horses, stand guard, or even pick apples. Whatever it is each character does, you should note about where they are around the caravan for the upcoming encounter. The characters really have no reason to worry, or be ultra cautious at this point. However, if any of the characters show signs of distress over the casual nature of the pilgrims, you could have Relgathian remind them how peaceful things have been, assuring the adventurers that everything is okay, and that nothing can come of this short lunch break. If the characters persist, he allows them to set up a lookout in an attempt to pacify them.

The pilgrims set up a picnic including loaves of a crusty rye bread, cheese, summer sausage, and apples of course. They top this off with fresh clean water drawn from a brook the group passed earlier that morning. They bring each of the characters food and a clean wooden stein filled with water.

Once the characters are settled in, ask each of them to make a Listen check (DC 15). For those who succeed at the check:

In the distance, you think you hear someone rapidly approaching on horseback. In fact, as the sound grows, you can tell that there must be quite a number of riders to make this kind of noise.

At this point, any character that succeeded their Listen check has the opportunity to complete a partial action before the centaurs round the bend. However, you don't need to ask them specifically if they would like to do anything. Merely inform them of what they hear, and see if they react. If they show no signs of alarm, there is no reason to cause alarm by informing them that they get a partial action at this point. The point is to try and make the encounter seem somewhat natural, whether the characters are cautious or not.

Whether you noticed before or not, the sound of riders approaching from up around the bend is now unmistakable. Suddenly, the sound becomes much louder, as if just coming into focus for the first time, as what appears to be a band of centaurs, comes charging from around the bend. Wielding long spears, and bearing large shields, the centaurs are made up with red

and black pigments applied to their faces and human torsos in elaborate patterns that startle you. Feathers and beads adorn their hair, and they whoop and holler as they run. What is even more startling though, is that it appears they are headed straight for you.

About an hour ago, this band of rogue centaurs drank potions of sneaking that were given to them by Kaitan. Unfortunately for them, they hadn't come across anyone worth attacking, until the potions were about to wear off. This explains the sudden increase in sound as they charged in to attack the caravan.

The centaurs' objective is to make off with any of the pilgrim's supplies that they can put their hands on. The centaurs do their best to avoid attacking any character that openly wears a feather token from URD1-02 *To Save the Scouring Wind*, but freely attack the pilgrims and characters not displaying feathers if they get in the way. As the centaurs come running up, the children get caught up in the excitement of seeing the unusual creatures, running forward to get a better look, and naturally getting in the way.

If the characters interfere with the raid, a couple of the centaurs try to distract them by scooping up the children and running, hoping to lure the characters away from the attack site so the other centaurs can make off with the food and supplies. They do, however, drop their respective hostages before long, giving the kids a chance to find their way back to their parents and the characters.

If a centaur must attack a character that is wearing a feather token in order to get away, they use their long spears as staves doing 1d6+4 subdual damage rather than the normal spear damage. Be sure to describe the subdual damage differently so the characters can tell the difference between it and normal damage. The centaurs attack anyone without a feather token displayed normally. Additionally, at APL 6 and 8 a fighting centaur rages when fighting non-feather-token-wearing characters. If the centaurs must fight, they only do so, until at least two of their number make off with some of the pilgrim's supplies, and then they break off, using their superior speed to flee the area.

APL 4 (EL 6)

🐾 **Centaurs (3):** hp 26 (each); see *Monster Manual*.

APL 6 (EL 8)

🐾 **Centaurs, Bbn2 (3):** hp 44 (each); see Appendix I.

APL 8 (EL 10)

🐾 **Centaurs, Bbn4 (3):** hp 64 each; see Appendix I.

Tactics: Ultimately, the object here is not to kill the characters, or even seriously injure them. Even though sometimes it is difficult to save the incredibly foolish, you should do your best. The pilgrims are just incredibly thankful if they are alive, and if their children are safe.

The remainder of your journey proceeds without further event. You reach the Cathedral of Saint Genmaue, which is set slightly apart from Nellix proper. The clerics there are happy to see the pilgrims, and grateful for any assistance you may have given in insuring their well being.

If any of the characters are injured from the encounter with the centaurs, the clerics of Lydia offer to cast a number of cure light wounds spells equal to the number of party members. This gives the group the opportunity to spread the healing out as necessary. The cure spells are cast at 3rd, 4th, and 5th level of ability at APL 4, 6, and 8 respectively. Once this has been done however, the clerics quickly usher the characters out of the cathedral as they prepare to tend to the spiritual needs of the pilgrims.

ENCOUNTER 2: A PLEA FOR HELP

Exiting the cathedral, you find yourself facing the road, which leads directly into Nellix. You are immediately brought up short by the sight before you. Standing in the middle of the road is a lone centaur. Appearing somewhat older than the creatures that attacked you earlier, the centaur has placed an elaborately decorated spear and shield on the ground before it, and stands with head bowed.

This is Cha'Ak, and anyone who played URD1-02 *To Save the Scouring Wind*, and makes a successful Intelligence check (DC 10) recognizes him. Otherwise, give each member of the party an opportunity to complete a full round of action before proceeding with the following.

The centaur speaks in a calm, yet firm tone to you, "I know from your recent encounter that you have no reason to trust me. However, I would have you hear my tale before you judge me by the actions of those who have parted ways with the Scouring Wind."

Cha'Ak waits, giving the characters a full round of action before he continues. At this point he is looking for some sign that they are willing listen to what he has to say rather than outright attacking him, physically or verbally. Assuming he is given the opportunity to proceed, continue with the following.

If any of the characters have played *To Save the Scouring Wind*...

You may not remember me, but I recognize some of you as those who helped my tribe, protecting us from the scourge that is Rary in the Bright Desert. Since the exodus from our homeland, things have not gone as well as were originally promised by House Teranor. The Scouring Wind have fallen on difficult times, as we lack the proper skills and knowledge required to successfully farm the land we were granted. Our young hunters have abandoned the tribe in favor of brigandage, and follow Tocahnee, a restless elder who once opposed Cheveyo for leadership of the tribe, but was silenced. Tocahnee follows a human named Kaitan, an unholy shaman who speaks to spirits

that I am unfamiliar with. And, as if this was not enough, Cheveyo has been slain, assassinated I suspect, by Tochanee and his followers. Cheveyo's only foal has been taken from us, abducted from his tribe and family. I ask you, as heroes to our people, to help us again, in our greatest time of need.

If none of the characters have played in To Save the Scouring Wind...

"I am called Cha'Ak, and since my tribe's exodus from our homeland into the Duchy of Urnst, things have not gone as well as was originally promised by our hosts, House Teranor. My tribe is the Scouring Wind, and we have fallen on difficult times, as we lack the proper skills and knowledge required to successfully farm the land we have been granted. Our young hunters have abandoned the tribe in favor of brigandage. They follow Tocahnee, a restless elder who once opposed our chief Cheveyo for leadership of the tribe, but was silenced. Tocahnee follows a human named Kaitan, an unholy shaman who speaks to spirits that I am as yet unfamiliar with. And, as if this was not enough trouble, Cheveyo has recently been slain, assassinated I suspect, by Tochanee and his followers. Cheveyo's only foal has been taken from us, abducted from his tribe and family. I ask you, as good folk who are brave and stout of heart, to help us in our greatest time of need."

At this point, Cha'Ak has nothing substantial to offer the characters in payment for their assistance. He is relying completely upon their sense of right and wrong to guide them to his aid. Assuming that the characters agree to help him, he suggests that they retire to a nearby encampment before making further plans. If they agree, he makes a loud whoop, which summons a number of centaurs equal to the number of characters, out of a nearby wood. They offer to take the characters upon their backs for a swift uneventful ride to the centaur's encampment.

It is the dead of night when you arrive in the encampment of the Scouring Wind. There isn't much to see at this point, as the centaurs seem to be resting in their respective dwellings. The dwellings appear to be large hide tents, supported by long wooden poles that have been lashed together in order to provide support to the structure. All of the tents are decorated with elaborate beadwork, feathers, and painted with strange designs. Depositing you in front of one of the tents, Cha'Ak addresses you briefly and quietly, "Sleep here tonight, there is bedding inside. We will wake you just after first light." With this, Cha'Ak and the other centaurs disappear into tents of their own.

If the characters would rather stay in Nellix for the evening, Cha'Ak is reluctant, but realizes that they may feel more comfortable in lodgings more familiar to them. He does, however, extract from them a promise to meet him in front of the cathedral just after first light in the morning. In the morning, he and a group of centaurs show up to take the characters swiftly to their encampment.

ENCOUNTER 3: THE BROKEN TRIBE

In the light of day, it is clear that the centaurs have done poorly for themselves since becoming residents of the Duchy. Many of them hobble about, moving slowly if at all, and the foals seem too tired to run and play. Only a select few seem to possess some modicum of health, and you can tell that it takes all of their strength to hunt and gather what meager sustenance they can find for their people.

Give the characters an opportunity here to make any normal daily preparations such as preparing spells, praying, exercise, cleaning equipment, etc. Once they have all had an opportunity to get through their morning routine, proceed with the following:

Cha'Ak comes before the group saying, "Please join me now, in the spirit lodge, so we may discuss what can be done. The spirits should be consulted before you proceed."

Assuming that everyone follows at this point, continue. If the characters balk, Cha'Ak politely informs them that he must be in the presence of his ancestors before he can make decisions that affect the tribe as a whole.

Leading you further into the encampment, you can see that the spirit of the Scouring Wind is broken. A once proud band of desert warriors brought low by hunger and abandonment. Taking you to what appears to be the largest of the dwellings in the encampment, Cha'Ak beckons for the group to enter.

Any character may refuse to enter, and Cha'Ak does not force them in. However, he does make it clear that if they do not join his friends in the medicine tent, they exclude themselves from the decision making to come. If the balking character is okay with this, then Cha'Ak leaves them outside, bidding they at least stand guard, while those who are wiser hold council. Once those who are willing to enter have done so, continue with the following.

Following you in, Cha'Ak seals the opening behind him. Inside, you see there is a pit for a fire in the center, with a bed of red-hot coals burning within. To the side of the coals is a sizable open container of water, and several worn leather pouches. Around the fire pit are many furs and hides piled for sitting. Cha'Ak, sits, folding his legs underneath him, and motions for you to do the same. Then, once everyone is comfortable, he pulls herbs out of several of the pouches, and sprinkles them on the coals. He follows this up with a ladle full of water, creating a warm, fragrant steam that rises up, enveloping everyone inside. "Great leaders who have gone before me, sit in on this council and bring us wisdom as we speak now."

Looking to you, Cha'Ak speaks, "Many paths lay before us now... many paths that seemingly lead to the same place, a convergence of roads that are inexorably bound by fate. We have many problems to discuss. The abandonment of our young hunters... the evil of Kaitan... and the abduction of Cheveyo's blessed foal. These are all symptoms of the sickness of my people.

What we seek now is a cure. Please speak freely... tell me what we can do. Then I will ask the ancestors for guidance on your chosen path."

At this point, the characters must decide which path to take in this adventure. What they deem to be the chief symptom of the Scouring Wind's problem, which is an existence outside of their native ecosystem. Cha'Ak sits quietly and listens to the characters deliberate the matter themselves. If they ask for advice or input, he answers cryptically.

Does the squirrel tell the bird how it shall build its nest? Or does the bird tell the squirrel how to gather food?

If the characters decide to pursue the young centaur hunters, proceed to Option A. If the characters would like to go after Kaitan, proceed to Option B. If the characters would like to track down the foal, proceed to Option C.

Option A

After making your decision, Cha'Ak sprinkles more herbs and water onto the red-hot coals, and begins a strange chant while beating a drum, ornately decorated with beads and feathers. The steam rises up from the fire obscuring your vision, and cloaking your senses. A voice that sounds like an amalgam of many voices rises up from somewhere in the steam: "The lair of the young hunters is hidden from view, though you may discover it yet if you seek out the dying oak tree near the dry riverbed. From there, a path may easily be followed." The steam clears, and Cha'Ak sits shaken and sweating with his eyes barely open.

"I know this tree. A day's walk directly east from here, you will find it there." And then he collapses into a deep sleep.

A aged centaur attendant pokes his head into the tent and assures the party that Cha'Ak is okay; that contacting the spirit world takes a lot out of the young shaman. He encourages the characters to start along their chosen path, while he attends to the needs of his young leader.

Option B

After making your decision, Cha'Ak sprinkles more herbs and water onto the red-hot coals, and begins a strange chant while beating a drum, ornately decorated with beads and feathers. The steam rises up from the fire obscuring your vision, and cloaking your senses. A voice that sounds like an amalgam of many voices rises up from somewhere in the steam: "Evil will lair in the wood where it may hide itself from common view. Though approach it warily, for it never sleeps." The steam clears, and Cha'Ak sits shaken and sweating with his eyes barely open. "I know this wood. You call it the Celadon. A day's walk, directly south and east from here... you will find the trail there." And then he collapses into a deep sleep.

A aged centaur attendant pokes his head into the tent and assures the party that Cha'Ak is okay; that contacting the spirit world takes a lot out of the young shaman. He encourages the characters to start along their chosen path, while he attends to the needs of his young leader.

Option C

After making your decision, Cha'Ak sprinkles more herbs and water onto the red-hot coals, and begins a strange chant while beating a drum, ornately decorated with beads and feathers. The steam rises up from the fire obscuring your vision, and cloaking your senses. A voice that sounds like an amalgam of many voices rises up from somewhere in the steam: "The foal is here, in the spirit world, held captive by a great evil. Pass into our realm and taste death in order to save life." The steam thickens as water is added. One, two, three ladles, until you think you can't breath. The drumbeat quickens, and Cha'Ak's voice reaches a fevered pitch. In the steam you see a land with dried, cracked earth. There is a great black tree beside a pool of blackened water. The voice rises again, "Stand and step forward, the young one cannot abide the door any longer."

At this point, the characters may step directly into the Spirit World. Even though Cha'Ak has opened a portal with the guidance of his ancestors, he cannot hold it open long. If anyone balks, begin counting out loud to six. (This is one round) Anyone who doesn't go has to sit out the rest of the adventure. The other two options really cannot be pursued without the inspiration received by Cha'Ak's ancestor's spirits, and Cha'Ak cannot perform this ritual again for a week.

Once the characters have heard the voices, and acted appropriately, you may proceed to the next part of the adventure, whether that is option A, B, or C.

OPTION (A) YOUNG BLOOD

This option involves the characters pursuing the centaur hunters who abandoned the tribe, leaving them for dead, to pursue brigandage under the supervision of Tocahnee, and the guidance of Kaitan. The journey to the dead oak and dry creek bed is uneventful, and assuming that the characters start the trip shortly after the meeting with Cha'Ak in the spirit lodge, they get there, whether on foot or horse, just as the sun is setting.

ENCOUNTER A1: DEATH FROM ABOVE

Just as the sun is beginning to take its rest for the evening, you can see, off in the distance, a huge dead oak tree, which hovers over the bank of a dried-out creek bed. There appears to be a large dead animal at the base of the tree. From this distance it looks somewhat like a horse. Also, there appears to be a large buzzard preparing to make a meal out of the carcass, though it is hard to tell in the poor lighting.

The description of the dead animal being somewhat like a horse should cause some eyebrows to raise, as the characters are looking for centaurs. This is indeed, one of the wayward centaur hunters, and what appears to be a large buzzard at this distance, is actually a harpy who lured the young warrior here, and then killed him.

As soon as the characters approach to within 300 feet of the harpies and their kill, the creature jumps up into the tree and begins to sing. The characters must each make a Will save DC 15, or fall under the effect of the creature's captivating song. Any who fail their saving throw walk at their fastest speed, directly toward the harpy heedless of the danger they are in.

As you proceed closer, the large buzzard leaps into the air, and lands in the upper branches of the dead tree. You can hear a haunting melody, coming from the creature as it begins to sing, strangely enough.

Anyone who succeed their Will save against the harpy's captivating song is allowed a Spot check (DC 20; DC 10 with low-light vision) to see that this is not a buzzard, but some hideous looking bird-women.

A wave of fear washes over you as you recognize that this is no buzzard, but a hideous creature that resembles a naked, wrinkled up, old hag with the lower body, legs, and wings of some kind of predatory reptile.

At this point, the harpy swoops in to attack, all the while continuing its captivating song, assuming that someone is actually affected by it.

APL 4 (EL 4)

➤ **Harpy:** hp 31; see *Monster Manual*.

APL 6 (EL 6)

➤ **Harpy, Ftr2:** hp 43; see Appendix I

APL 8 (EL 8)

➤ **Harpy, Ftr4:** hp 58; see Appendix I.

Tactics: When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Development: Once the characters have the opportunity to examine the dead centaur, it is apparent that he was indeed lured here, most likely by the harpy's captivating song, and slain by the unwholesome creature. However, since he came to this place under charm, he in no way attempted to hide his passage from potential enemies, and his trail is clear to see with a successful Spot check (DC 20) or a successful Track/Wilderness Lore check (DC 12). Both checks are modified for darkness. Once discovered, any character with the Track feat can easily follow the centaur's trail back across the open plain about three hundred feet to a copse of trees, where it becomes increasingly difficult to follow. Characters must succeed at a Track/Wilderness Lore skill check (DC 17) due to darkness and ground conditions in order to continue.

At this point, it is night, and the characters are tired, in order for them to continue traveling past the harpy fight, they must make a forced march, which requires a Constitution check (DC 10 + 1 per extra hour). If the

check fails they take 1d6 subdual damage, which cannot be recovered until they have rested at least four hours.

At some point the party may want to camp, and it will most likely be somewhere out on the plain, or near the copse of trees where the centaur's tracks become imminently more difficult to follow until morning.

ENCOUNTER A2: FANCY MEETING YOU HERE

In the night, the centaurs discovered one of their own missing, and organized a search party. However the characters organize their watches, on the last watch of the night, have those on guard make Listen checks DC 14 (APL 4), DC 16 (APL 6), DC 18 (APL 8) respectively in order to hear the centaurs approaching their camp. If they hear the centaurs coming, report the following.

It is nearly dawn, and mist from the clouds above has begun to coat everything in a fine layer of dew. Close by, you hear the crack of hooves on earth, signaling the approach of several large horses to your camp.

Give the guards one round to act while the centaurs are surrounding the encampment.

If they do not hear the centaurs coming, report the following.

Standing watch in the predawn, your dull senses are somewhat refreshed as a mist from the clouds above begins to coat everything in a fine layer of dew. Suddenly, you realize something is terribly wrong when the tip of a spear appears from the darkness and a gruff voice commands, "Hold, or I'll skewer your mangy hide." Looking up, you can vaguely make out the forms of centaurs in the darkness.

At this point, the centaurs want some serious answers. Any characters unsheathing a weapon are told to put it away, unless they intend to die. They see in fact that there are eight centaurs here. However, the centaurs are primarily concerned with finding their missing friend, friends being family when it comes to centaur tribalism and all.

A number of things could happen at this point. The characters may have buried the dead centaur after slaying the harpies, in which case, they have the option of telling these centaurs about the harpies, their fight with the creatures, and the subsequent burial of the poor centaur victim.

The characters may have left the body out in the open air to rot, in which case, they can tell the same story, sans the burial. In either case the centaurs send a scout to quickly ascertain the validity of the characters tale. A third, less fortunate option, is if the characters figured out a way to bring the body with them, and have it present somewhere near their campsite. The centaurs assume the characters killed their comrade until the characters prove otherwise. Just in case the characters are foolish enough

to actually attack the centaurs, the creatures' information is provided here.

APL4

🐾 **Centaurs (6):** hp 26 (each); see *Monster Manual*.

APL 6

🐾 **Centaurs, Bbn2 (6):** hp 44; see Appendix I.

APL 8

🐾 **Centaurs, Bbn4 (6):** hp 64; see Appendix I.

Development: It takes some quick talking in order to convince the centaurs not to just kill them on the spot. Again the characters have the opportunity to tell their story, and the centaurs may or may not believe them until they check the body out for themselves.

Once the centaurs have the body in their possession, they spend several long moments, examining it thoroughly. In the end, they do determine that the characters are innocent of the death of their friend.

At this point, the characters have their chance to talk to the centaurs in a non-threatening environment. Though still apprehensive as to why the characters are out here, they are willing to talk to those who avenged the death of their comrade.

Assuming that the characters attempt to talk the centaurs into rejoining the tribe, the centaurs make up a series of really lame excuses like:

- "Tocahnee said our tribe is dead now, and that we are all that is remaining of the Scouring Wind."
- "We couldn't possibly go back and face such shame."
- "They do not want us, we abandoned them in their time of need."
- "We are the strong few who must live on while the weak fall to the wayside."

Feel free to make up more as you see fit. Ultimately, through conversation, the characters need to succeed at a Diplomacy skill check (DC 15) before the centaurs finally break down and say:

"Well, we will take you to Tocahnee. If he says that it is okay to return, then we will go back. It is up to him, he is our leader now."

The centaurs do not commit further than this. Once the characters have made a successful Diplomacy check, the centaurs persist in urging the characters to come with them to see Tocahnee. Once the characters agree to go with them, they lead the group several miles south to within site of the Celadon-Duchy border before reaching their encampment.

ENCOUNTER A3: STUBBORN REFUSAL

Midday rapidly approaches as you come in sight of the renegade centaurs' encampment. A dozen or so hide structures, smaller than those in the Scouring Wind camp and not decorated with beadwork, lay in a circle around a larger dwelling. The hide structures seem to be smeared with animal blood in strange and twisted designs, that have since dried, while the central dwelling's designs appear to have been painted with fresh blood recently as it glistens, wet in the light. The camp seems strangely empty until you arrive. However, as you approach, the door flap on the central dwelling is pushed aside from the inside, and out steps an elderly centaur whose body is covered scars that criss-cross across his back, arms, and chest in strange bestial patterns. The centaur sees your group, and taking up spear and shield, moves to meet you at the camp's entrance, a look of fury on his face.

This is Tocahnee, and besides being possessed of an infernal nature, he is genuinely unhappy to see the characters here. The centaur escort parts as he approaches the group.

"What is the meaning of this?" the centaur asks no one in particular, and then turning to one of your escort, "Why have you brought these people here?" Without waiting for an answer he looks at your group, and you notice a flash of red in his eyes as he speaks, "Who are you, and why are you here?" The smell of brimstone is thick in the air around this aged centaur.

At this point, Tocahnee gives the characters a brief opportunity to explain their presence. As soon as they mention the Scouring Wind however, he scoffs.

"Those simpering fools will wish they had made me chief when they had the chance. Now they will rot while we faithful few live on in strength and prosperity."

If the characters attempt to convince Tocahnee that his tribe would be better off if they had their hunters back, he screams out a loud war whoop, and glaring at the characters speak...

"I'll tell you what, simpletons, if you can defeat me in honorable combat, I will release these warriors from my service, and allow them to crawl back to their dying tribe. You, however, are so pathetic, that I will fight the lot of you for dominion over these warriors. Choose now, we fight for leadership."

At this point, his mind is made up. He is blind with anger, and only wants to kill.

APL 4 (EL 5)

🐾 **Tocahnee (APL 4 version):** Fiendish male centaur, Bbn 1; hp 35; see Appendix I.

APL 6 (EL 7)

➤ **Tocahnee (APL 6 version):** hp 61; see Appendix I.

APL 8 (EL 10)

➤ **Tocahnee (APL 8 version):** hp 82; see Appendix I.

Tactics: Once the characters have decided to fight, they had better be ready, because Tocahnee charges in right away, anxious to fight, and immediately on the offensive. He rages on his first action, and remains in this state for a number of rounds equal to 3 + his (newly improved) Constitution modifier. It is important to keep track of this, as he could be at a disadvantage once he comes out of the rage, assuming the combat lasts that long. He not only loses all the benefits for being in a rage, but also becomes fatigued (-2 to Strength, -2 to Dexterity, can't run or charge) for the remainder of the encounter.

Development: If the characters win, the young centaur renegades promise to go back to the Scouring Wind, and tell the characters that they know where Kaitan's shrine can be found. Additionally, they insist on joining the characters so they may have the opportunity to assist in the foal's rescue as well. Even if all they do is get the characters past the traps and guardians. If the characters lose, then the survivors are given one chance to run and never come back before they are attacked by Tocahnee and the young centaur renegades.

Treasure: After defeating Tocahnee, the characters can loot his equipment.

All APLs: +1 large wooden shield (174 gp).

ENCOUNTER A4: SHRINE OF THE BEAST GOD LLERG

Leading you out of their encampment, the Centaurs head straight into the Celadon forest, beckoning for you to follow.

It's understandable if the characters are reluctant to enter the forest that has been forbidden to residents of the Duchy for so long. However, the centaurs remind them that a foal's life is at stake, and attempt to reassure the group, indicating that they won't have to go too far into the aged wood. If the characters require more prodding, then the centaurs suggest that the elves may be grateful, even if they never admit it, if the characters were to remove Kaitan and his evil from their home.

Moving through the Celadon is tough, as the centaurs pick their way through brush and brambles. Several times, they make you wait while they scout ahead, and then satisfied that all is well, return to lead you on. Before long, you break into what appears to be a small open glade, roughly forty feet in diameter. A crude stone altar rests at the far end of the glade. Atop its rough surface rests an assortment of burning candles and incense as well as a clay jug bearing strange writings on its surface, an unrolled scroll, and what appears to be a shiny silver tuning fork. Hanging on display in the trees around the glade, are the

carcasses of many dead animals. Strange runes have been carved into their hides, and several of the fresher kills still drip with blood. The wind passes through the glade briefly, and the combined stench of death, mixed with the exotic aromas from the incense, causes your stomachs to churn.

In order to keep the contents of their stomachs, the characters need succeed at a Fortitude save (DC 15).

If anyone casts detect magic while in the glade, they are overwhelmed with its presence. As the characters approach to inspect the altar more closely, they see that the scroll is made from the skin of some kind of animal. On its surface is writing in the common language.

*The jug and fork are all you need,
to take you away with great speed.
Within the jug is life's first love,
within the fork is magic from above.
Drink from the jug, to prime the pump,
and strike the fork to make the jump.*

In order for the characters to rescue the foal they have to enter the spirit world. Not suspecting that he may be followed, Kaitan has left the tools to do so here on the altar, along with the above 'diddy' that he used to remind himself how to perform the ritual. Unfortunately, there is only enough of the magic elixir left in the jug for the characters to cross over. The centaurs gladly stay behind however, as they are not comfortable with the idea of traveling to a place normally reserved for their elder shaman.

At any rate, each character must drink from the jug, and then strike the tuning fork on the altar in order to plane shift to the spirit world from here. Once in the spirit world, they are going to have to get the tuning fork that brings them back to the prime material plane from Kaitan. They must have Kaitan's fork to do this, as each fork's metal determines the destination of the spell. A character that succeeds a Spellcraft check (DC 22) knows this. Luckily these forks are already enchanted, so the characters are not required to be able to actually cast *plane shift*. Unfortunately, they only hold enough charges for the purpose of this adventure, and are rendered non-magical afterwards. The jug is filled with an activating elixir that is composed of blood and a number of unidentifiable components that make it truly disgusting to drink. Once the characters have completed the ritual, you may continue to the Showdown encounter at the end of the adventure.

Treasure: The silver tuning fork can be sold after the adventure

All APLs: loot (20 gp).

OPTION (B) DISCIPLE OF LLERG

This option involves the characters pursuing Kaitan, the cleric of Llerg who orchestrated the assassination of

Cheveyo and abduction of his foal. The journey to the trail is uneventful, and assuming that the characters start the trip shortly after the meeting with Cha'Ak in the spirit lodge, they get there, whether on foot or horse, just as the sun is setting.

At this point, it is night, and the characters are tired, in order for them to continue traveling, they must make a forced march, which requires a Constitution check (DC 10 + 1 per extra hour). If the check fails they take 1d6 subdual damage, which cannot be recovered until they have rested at least four hours. They of course have the option of camping before setting foot inside the Celadon forest. If they do, be sure to know whether or not they set a guard to watch, and if so, who and when.

Have them set up a physical representation of their campsite on the combat grid, using something to indicate a campfire if they choose to have one, and establish what, if anything they are using for light. The night is cloudy, so even low-light vision is nearly useless.

ENCOUNTER B1: BEWARE THE DIRE FUZZIES

At the midnight hour, have those who are standing guard make a Listen check according to their APL. (DC 15 APL 4, DC 10 APL 6, DC 19 APL 8) Yes, APL 6's DC is easier, but that is to account for the total lack of Move Silently possessed by a pair of Dire Boars.

Kaitan placed these animals in the area as guards for the trail, which he knows is the only easy way to find the shrine he has set up in the forest.

If the guards make their Listen check, proceed with the following:

Twigs snap, and you hear the sounds of snuffling as a pair of large animals quickly approach your campsite. Looking up, you see two pairs of red eyes staring at you from the darkness, glowing like embers in a fire. A low growling sound is heard coming from that direction.

The character guards get a partial action, as do the dire animals in question. However, if the guards miss the Listen check, there is no text. The only warning they get, is a pair of large dire critters charging them from the darkness. No partial action is allowed, as they are surprised.

APL 4 (EL 6)

🐾 **Fiendish Dire Wolves (2):** hp 55 each; see *Monster Manual*.

As fiendish creatures they possess the following: Darkvision 60 ft., Cold & Fire Resistance (10), Damage Reduction 5/+1, SR 12.

APL 6 (EL 7)

🐾 **Fiendish Dire Boars (2):** hp 70 each; see *Monster Manual*.

As fiendish creatures, they possess the following: Darkvision 60 ft., Cold & Fire Resistance (10), Damage Reduction 5/+1, SR 14.

APL 8 (EL 9)

🐾 **Fiendish Dire Lions (2):** hp 85 each; see *Monster Manual*.

As fiendish creatures, they possess the following: Darkvision 60 ft., Cold & Fire Resistance (15), Damage Reduction 5/+2, SR 16.

ENCOUNTER B2: CAUGHT AND BUSTED... DOH!

As the characters navigate the trail on the way to Kaitan's shrine, they are detected by a band of elven hunters who don't take kindly to non-elves wandering at will through their forest. It is highly unlikely that you have a party of characters who are all elves claiming to be from the Celadon forest, however, in the event such a freak accident should occur, they are still stopped and questioned. Just with slightly less hostility.

Things have been pretty quiet since the attack last night. However, birds can still be seen flitting from branch to branch collecting all kinds of twigs, brambles, and grasses to build their nests. Squirrels scurry across the trail, laden with acorns and nuts. You even see the occasional deer nimbly bounding away from you at a distance. Everything seems peaceful enough, which is why you are brought up short, when a sharp melodic voice rings out from the trees around you, "Stop where you are, we have you surrounded. Move, and risk your own death." Then you hear voices talking all around and while you can tell they are speaking elven, it is difficult to pick out any one conversation from the others.

At this point, the elves have the party surrounded, and have very little patience with non-elves. Very shortly, Ven'dalyn, the leader of their band, presents himself to the party so he may question him face to face, but chooses to hold back for just a moment, to see what the 'idiot' factor is with these interlopers. If the characters show restraint here, it goes much better for them. Give the party a chance to react, even talk to one another, however the elves do not react to the characters unless they do something hostile, or stupid. If the 'stupid' action, or attack, only comes from a single character, give them a warning shot, and an admonishment. If they persist, feel free to open fire. It should be very clear to the characters that they are the transgressors in this situation. Statistics for the elf rangers, including Ven'dalyn are provided below just in case.

FIXED ENCOUNTER (NO ADJUSTMENT FOR APL)

✦**Celedon Wardens:** Male elf Rgr9 (12); hp 76 each; see Appendix A.

Assuming the characters don't do anything wacky like attempt to attack the elves, who they can see up in the trees around them if they make a successful Spot check (DC 15), then Ven'dalyn comes down to speak with them.

Appearing on the trail in front of you is a slender elf about five feet tall with platinum hair and jade green eyes. He is wearing silvery chain shirt, and his cloak shimmers full with the colors of the forest. Though he holds his hands up in a show of non-aggression, you can't help but note how finely crafted the short swords on his hips appear, as well as the longbow strapped across his back. As he approaches, he speaks to you in the common tongue, "Greetings, my name is Ven'dalyn and I mean to know what business you think you have in our forest today?"

If the characters are straight and explain their mission to Ven'dalyn, he listens intently, and then turns and barks a command to the trees. Characters who speak elven, understand that he just ordered one of his rangers to check on the characters story. He then turns back to the group.

"I have sent someone to check on your story. When they return, we will decide what to do with you. Until then, we wait. Do you require fresh water?"

If they want water, Ven'dalyn disappears for a moment, and then reappear with a pair of large waterskins filled with the freshest, cleanest water; the characters have ever had the pleasure to drink. Other than that, he waits patiently for his scout to return. Assuming the characters wait just as patiently, proceed with the following:

What seems like hours passes as you wait for Ven'dalyn's scout to return. However, eventually he does. Leaping down onto the trail, the scout, who is shorter and stockier than Ven'dalyn whispers something in his ear, and then disappears again into the brush. Ven'dalyn turns to the group, "It seems as though you speak the truth. I would ask you to please remove this person you seek from our forest before you go. Please do not stray from your present path though. You can be sure that we will be checking on you." With that, the elf disappears, and what seems like a brief wind moving through the trees marks the passage of his band of elves.

If the characters attempt to Bluff their way past Ven'dalyn, it does not work. They really have no other business in the forest, and all stories are checked before they are allowed to pass. If they are caught lying, they are sent packing, and this is the end of the adventure for them. Kaitan will have completed the foal's transformation before they can attempt another route. If the characters are crazy enough to attack the elves, feel free to give it to them. Statistics for the elves are provided

for just such an eventuality. However, you may want to stress to them the danger of this course of action.

If the characters choose to test the elves' resolution to keep them within the set boundary of the path, let them get a ways off before you encircle them again, and have Ven'dalyn give them a warning while escorting them back to the trail. The second time they do this, the elves escort them out of the forest altogether, and the adventure ends as noted above.

ENCOUNTER B3: BEWARE THE GREENSWARDEN

As the characters journey from the elves give them each two separate Spot checks (DC 10). One to notice that a number of branches have broken, and fallen to the sides of the path they walk on. Looking they see that the branches come from higher up on the trees (approximately 50 feet up). The second successful roll allows characters to notice a rather sizable pile of droppings to one side of the path that is partially obscured by the underbrush. A successful Wilderness Lore check (DC 15) tells the trained character that the creature the droppings came from is most likely a large carnivore of some kind. These signs should alert them that something dangerous is in the area, giving them an opportunity to prepare to encounter whatever it is.

Assuming all goes well, and the characters continue to follow the trail as instructed, they come to a place where it widens into a genuine path. At this point they are not far from the glade. However, Kaitan placed a very special guard over the now wider path, a very young green dragon named Gerylontilius'dae, Rylon for short.

As a devoted follower of Llery, whom Rylon believes to be a dragon god, he is all too happy to assist Kaitan in the diety's glorification—even if it is as a guard. Rylon attacks anyone who isn't a centaur, an elf (from whom he has been instructed to hide), or Kaitan, who enters the area. If by some freak accident all of the characters are elves, Rylon still attacks, as the character elves smell different from those whom he was told to avoid.

Continuing down the trail as instructed, you finally come to a place where it opens up to become an actual path, approximately five feet wide. Not far up ahead, perhaps another few hundred yards, you can see where the trees thin a bit, perhaps forming some kind of clearing. Suddenly, you hear the trees rustling again, as if from wind, and you're thinking that the elves have come back to harass you again when you actually feel a breeze on your face.

Give the characters a Spot check (DC 10) to determine if they see Rylon swooping in from above as he charges the character in the lead. Anyone who succeeds gets a partial action as Rylon completes his partial charge. Anyone who fails is surprised, and must wait to act until their first full round of action. On his first full round action, after the surprise, Rylon uses his breath weapon on whoever is

right in front of him, trying to encapsulate as many characters as possible in the blast.

APL 4 (EL 4)

➤ **Rylon (APL 4 version):** Very young male green dragon
Bbn1: hp 86; see Appendix I.

APL 6 (EL 6)

➤ **Rylon (APL 6 version):** Very young male green dragon
Bbn3: hp 95; see Appendix I.

APL 8 (EL 8)

➤ **Rylon (APL 8 version):** Very young male green dragon
Bbn5: hp 113; see Appendix I.

When Rylon reaches one quarter of his hit points, he attempts to flee the area, leaving the characters to their own devices. He is certain this tactic is what kept many other intelligent dragons alive in their youth.

Just ahead, on the path, the thinning in the trees is the glade where Kaitan has situated his shrine to Llerg.

Treasure: Should the characters manage to slay Rylon, and think to cut the dragon open, they find a small cache of emeralds that the dragon keeps stored in a pocket of tissue just above his stomach. The gold piece yield of the treasure is based on APL

APL 4: coin (220 gp)

APL 6: coin (350 gp)

APL 8: coin (600 gp)

ENCOUNTER B4: SHRINE OF THE BEAST-GOD LLERG

You break into what appears to be a small open glade, roughly forty feet in diameter. A crude stone altar rests at the far end of the glade. Atop its rough surface rests an assortment of burning candles and incense as well as a clay jug bearing strange writings on its surface, an unrolled scroll, and what appears to be a shiny silver tuning fork. Hanging on display in the trees around the glade, are the carcasses of many dead animals. Strange runes have been carved into their hides, and several of the fresher kills still drip with blood. The wind passes through the glade briefly, and the combined stench of death, mixed with the exotic aromas from the incense, causes your stomachs to churn.

At this point, the characters need to make a successful Fortitude save (DC 15) in order to keep the contents of their stomachs in tact.

If anyone casts detect magic while in the glade, they are overwhelmed with its presence. As the characters approach to inspect the altar more closely, they see that the scroll is made from the skin of some kind of animal. On its surface is writing in the common language.

The jug and fork are all you need,

*to take you away with great speed.
Within the jug is life's first love,
within the fork is magic from above.
Drink from the jug, to prime the pump,
and strike the fork to make the jump.*

In order for the characters to rescue the foal they have to enter the spirit world. Not suspecting that he may be followed, Kaitan has left the tools to do so here on the altar, along with the above 'diddy' that he used to remind himself how to perform the ritual. Fortunately, there is just enough of the magic elixir left in the jug for the characters to cross over.

Each character must drink from the jug, and then strike the tuning fork on the altar in order to plane shift to the spirit world from here. Once in the spirit world, they are going to have to get the tuning fork from Kaitan that brings them back to the Prime material plane. They must have Kaitan's fork to do this, as each fork's metal determines the destination of the spell. Any character that makes a successful Spellcraft check, (DC 22) knows this. Luckily these forks are already enchanted, so the characters are not required to be able to actually cast Plane Shift. Unfortunately, they only hold enough charges for the purpose of this adventure, and are rendered non-magical afterwards. The jug is filled with an activating elixir that is composed of blood and a number of unidentifiable components that make it truly disgusting to drink. Once the characters have completed the ritual, you may continue to the Showdown encounter at the end of the adventure.

OPTION (C) THE SPIRIT WORLD

This option involves the characters entering the spirit world from the very beginning, to rescue Cheveyo's foal. While this may have seemed like a good idea at the time, the characters discover that this is the toughest choice of the three. First off, having been barely initiated in the shamanic arts, Cha'Ak is not terribly experienced at getting to, much less sending others to the spirit world. With this in mind, the characters are not exactly where they need to be to complete their mission, and have to traverse a rather hostile environment in order to get there. Luckily however, they have been transported to such a spot as they can receive some modicum of advice.

ENCOUNTER C1: KOTORI... SPIRIT GUIDE AND HUSTLER

The portal collapses behind you, disappearing as the last of you steps through. You stand on a plain of cracked, dry earth in front of a gnarled, dead looking oak tree. Not far from where you stand, perhaps fifty yards, is a pool of black water. "Hoo (who?)... Hoo." You see a large owl resting on one of the branches of the

tree, its eyes are burning red pinpricks in the back of its feathery head, and its body is a patchwork of bone and mottled feathers.

The owl speaks in a whiny, screeching voice.

"Welcome... and greetings even... we meet again? Or no? Either way, I am Kotori, and this is my tree. What brings you to my home? I do not have any gems to hand out today... or perhaps I do... I suppose it depends on what you want eh... heh heh heh."

Kotori still holds a grudge from when a group of adventurers came to his land, and managed to "steal" his gems "heart, mind, and soul" from him. This happened during URD1-02 *To Save the Scouring Wind*, if you are unfamiliar with that adventure. He still has a relatively thorough knowledge of what goes on in the Spirit World however, and barter that information.

If the characters tell Kotori straight away what it is they are looking for, proceed with the following. Otherwise he is more than willing to banter with them. By his very nature as a spirit guide, he knows truth from lie, and is happy to hand out equally useless information in exchange for lies and half-truths.

"Heh heh heh.... I know how to find the foal, and I might even be persuaded to tell you... for a price. The Spirit World is a big place, and no one knows it like Kotori knows it."

Kotori wants magic plain and simple. If any of the characters still possess one of the three gems, "Heart, Mind, or Soul," he prefers those above all else. He would ask for all three, if they are present, but can be bartered down to just one. Of course he asks for whatever they produce. If they have two of the gems... he'll want two... if only one, he'll grumble, but accept it grudgingly. If the characters do not possess any of the gems, Kotori accepts other magic as well. He does not care for weapons or armor, as they are of no use to him, but is eager for any other trinkets the characters might have. If all else fails, he accepts potions or scrolls, in that order. If the characters are so hard up as to be completely devoid of magical possession, Kotori accepts wealth. Gems of course, are his preference, with coins being the lowest possible form of payment. You'll want to take a look at the characters character sheets ahead of time, as Kotori's asking price in coin is 30% of whatever monetary wealth the characters have. This is only if they cannot produce a magic item.

If the characters balk at the trade, they are welcome to set out on their own. However, without Kotori's aid, all they'll ever see is the flat, cracked, dry earth they stand upon presently. The owl is, after all, the spirit guide of choice, and his services aren't cheap.

Now, if the characters attempt to deceive Kotori, they can think again. Kotori operates with a number of permanent enchantments in place, including discern lies, detect magic, and true seeing. Lying to him elicits a sharp squawk, "LIAR!" Holding out on the magic items cause him to say things like, "What is that there... there in your

pocket?" In reference to a magic item a character may be hiding.

Once Kotori has received payment from the characters proceed with the following.

"Thank you very much... it is always a pleasure doing business with you adventurer types. By the way, does anyone care for a swim?" Kotori points a bony wing at the blackened pool, and it becomes a raging river of darkness. "No? Heh heh heh heh... well then, hold still, this won't hurt a bit." With that, Kotori leaps into the air, flying in high wide circles above your heads. Then the skeletal owl dives, circling lower. When he passes before your eyes, your senses reel, and you stand amidst a vortex of swirling colors. Faces and voices can be heard coming out of the tempest around you, but their words are gibberish to your ears. The voices grow dimmer and dimmer until, you come to a gut-wrenching stop.

ENCOUNTER C2: SPIRIT WORLD MARAUDERS

As your senses clear, you stand on an open plain, with sunshine caressing your face, and warming you through. Before you is a vast forest with trees that dwarf anything you've ever seen. A narrow trail leads into the forest from this point. Kotori's voice is heard one last time before fading, "The path you seek is the trail before you."

A series of high pitched whining sounds issue from the darkness of the forest, and what has got to be the strangest creatures you've ever seen come charging out from under the shaded boughs. The creatures resemble a bipedal lizard, with long sinuous tails, and a rough, mottled purplish skin. The most disturbing thing about these creatures is their complete lack of a head. Instead they each possess a gaping maw, surrounded by three powerful looking mandibles. As the creatures flex their jaws wide, you see that the insides of their mouths are lined with three double rows of jet-black teeth. They notice you almost immediately... and charge.

These hideous creatures are a pack of ethereal marauders that have dropped in from the ethereal plane to hunt. The characters just happened by at the right, or shall we say, the wrong time.

APL 4 (EL 6)

☛ **Ethereal marauders**, advanced 5 HD (3): hp 34 each; see Appendix I.

APL 6 (EL 8)

☛ **Ethereal marauders**, advanced 7 HD (3): hp 46 each; see Appendix I.

APL 8 (EL 10)

☛ **Ethereal marauders**, advanced 9 HD (3): hp 76 each; see Appendix I.

Tactics: The ethereal marauders jaunt in and out of the ethereal in order to avoid attacks from their opponents, and to gain advantageous combat positions, such as flanking, on the characters. Feel free to use your imagination on this one. These creatures aren't terribly intelligent, however they are cunning hunters.

Development: Once the combat is over the characters have little choice but to follow the trail into the forest. The plain behind them stretches on into eternity, and Kotori is done with them. It is, however, getting dark here in the Spirit World as evening descends. It may not feel as though a full day as passed to the characters, but time moves differently here, and they are indeed tired due to the planar travel they have experienced thus far. If they choose to proceed further today, they must make the appropriate Fortitude saving throws in order to avoid taking subdual damage as outlined in the Forced March section of the *Player's Handbook*, page 143.

ENCOUNTER C3: SPIRITS OF THE FOREST

As the characters approach the trail that leads into the forest, they may notice that the six trees standing just at the entrance are somewhat smaller than the rest. Allow them a Spot check (DC 15) to do so. These first trees are, in fact treants who guard the entrance to the forest, much like the elves guard the Celadon forest on the Prime material plane. The treants are given to questioning anyone who would seek entrance into the forest they call home. At any rate, as the characters step onto the trail, proceed with the following:

Stepping onto the trail headed into the forest, you hear a deep, booming voice ring out, "Who be ye, and what purpose do ye have in our home? Speak quickly, lest you be denied entrance. Harrumph."

Give the characters another Spot check (DC 10) at this point to see if they notice that the tree is talking to them. If they don't notice, then proceed as follows:

The booming voice rings out again, "Hellooo? Have you bark caught in your ears? Harrumph. Ye stand on our doorstep, and do not have the manners to introduce yourselves?" A tree near you moves, gesturing for you to look up.

Whether they noticed right off, or just now proceed with the following text:

You notice that you have walked right into the middle of a stand of what appears to be talking trees. About six in all, they look down at you with stern, woody faces, and one of them speaks, "Greetings, and well met. Why do ye seek entrance into our forest?"

The treants require the characters to give them a good reason to allow them in. If the characters explain why they are there, then the treants confer among themselves for some time, their language sounding like no more than wood creaking, and leaf shaking. Eventually, the one who has been talking answers them.

"There is a place at the end of this path that was once hallowed and pure. Now it has grown dark, twisted, and corrupt. Harrumph. The centaur resides there, and with him a human. If ye go to save the centaur, and slay the human they ye go with our blessing. Heed well our condition though. You must promise to remove all vestiges of evil placed there before we allow you to pass. What say you? Harrumph."

If the characters are disrespectful to the treants, or give any other purpose for being in the forest, the treants deny them passage, forcibly if necessary. Disrespect can be repaired however with a smooth tongue. A successful Diplomacy check (DC 15), and absolute honesty does the trick. It is not wise to agitate the treants. Normally peaceful creatures, they can be quite deadly when angered.

FIXED ENCOUNTER (NO ADJUSTMENT FOR APL)

👉 **Treant (6):** hp 75 each; see *Monster Manual*.

This encounter is relatively easy as long as the characters mind their manners and make the appropriate promises. However, hot heads and folks who just choose to say the wrong things at the wrong times beware, it can be a killer. As the characters head into the forest, the treants warn them not to stray from the trail, as it is very easy to get lost here.

ENCOUNTER C4: TOCAHNEE IN THE HOUSE

As time passes much slower here in the Spirit World, a day is passing on the Prime material plane as the characters hike along the trail through the forest. Tocahnee, left to his original orders, enters the Spirit World from the glade and is set to guard the trail.

While there is nobody here to keep the characters on the trail, the chance of them getting lost should they leave it, is high. Intuit direction doesn't function properly here because there are no discernable heavenly bodies, and even if there were, the characters couldn't see them for the trees. Should they choose to leave the path, they'll be walking around trees that are a minimum of fifty yards in diameter, and after as few as three rounds of this, they need to make a successful Intuit Direction roll (DC 20) in order to find their way back. The DC of that roll increases by +2 for every additional two rounds spent off the path after the first unsuccessful check.

Assuming they stick to the path the characters travel half the day without incident, and eventually, the forest starts to change.

You've been traveling along the trail for some time now, perhaps half a day, when it begins to change. The change is almost imperceptible at first, but increases steadily until no one is unaware. The trees have grown dark and twisted, and some seem to be dead, lifeless things that just hang there. Great swaths of moss hang from the branches, getting into everything as you pass through it. The air here seems stifled and warm, smelling somewhat sulfurous, and the buzzing of predatory insects becomes a constant drone and annoyance. Soon the trail widens out to a path, and you can make out what may be a clearing up ahead from the light that is breaking through the canopy up above. Your pace seems to quicken a step at the prospect of light, but suddenly, the light is blocked, and you see the figure of a very large centaur, aged yet muscular blocking your path. His eyes burn like red embers in the darkness, and ritual scars criss-cross his back, arms, and chest in strange bestial patterns. The smell of brimstone is quite prevalent in the air. Tocahnee's face twists into a sneer, "Looky here, pathetic humanoids come to meet death at the hands and hooves of Tocahnee. Come little ones and meet your fate."

Tocahnee's intentions should be clear as he rages and charges the party. Be careful to keep track of the number of rounds that he spends in a rage, as once it is over, he becomes more vulnerable. That is, if combat should last long enough for that.

APL 4 (EL 5)

☛**Tocahnee (APL 4 version):** Fiendish male centaur, Bbn 1; hp 35; see Appendix I.

APL 6 (EL 7)

☛**Tocahnee (APL 6 version):** Fiendish male centaur, Bbn 3; hp 61; see Appendix I.

APL 8 (EL 10)

☛**Tocahnee (APL 8 version):** Fiendish male centaur, Bbn 5; hp 82; see Appendix I.

The clearing up ahead is the Spirit World representation of the glade where Kaitan has set up his shrine to Llerg. The only difference is that Kaitan is actually present in the Spirit World, as is Cheveyo's foal. Once the characters have defeated Tocahnee, proceed to the final encounter.

Treasure:

All APLs: +1 large wooden shield (174 gp).

SHOWDOWN: WHERE ALL ROADS END

Regardless of which option the characters pick initially, if they are successful, they eventually end up here.

As you enter the clearing, you find yourselves standing on the far side from what appears to be a crude stone altar. Standing behind the altar is a human wearing the skin of some huge wild animal. He has a shock of blond hair pulled away from his face in a bundle of tiny braids, and his sky blue eyes seem to stare right through you, piercing you to your very soul. His muscled body is covered in ritual scarifications that criss-cross in strange bestial designs.

On the altar the body of a centaur foal lies unconscious, blood draining slowly from a number of tiny cuts. Hanging upside down from the trees surrounding the glade, in ritual decoration, are the bodies of several young centaur hunters. Strange runes and designs are carved into their hides, which still drip blood.

Your presence in the glade brings Kaitan out of his daze, as a wave of magical energy washes across the glade. Your presence seems to have disrupted his ritual. Snarling, he literally growls at you, "Fools, you do not know what you have done. Now, you all shall pay for your insolence." A spirit that seemed to have possessed the body of the centaur foal flows like quicksilver into the savage cleric.

Kaitan was in the process of imbuing the centaur foal with an infernal spirit. However the characters appearance has disrupted the ceremony, and as Kaitan loses control, the infernal chooses a stronger host, the cleric himself.

APL 4 (EL 7)

☛**Kaitan (APL 4 version):** Fiendish male human Clr6; hp 45; see Appendix I.

APL 6 (EL 10)

☛**Kaitan (APL 6 version):** Fiendish male human Clr8; hp 59; see Appendix I.

APL 8 (EL 12)

☛**Kaitan (APL 8 version):** Fiendish male human Clr10; hp 73; see Appendix I.

Tactics: In combat, Kaitan is completely enraged, however he alternates between casting spells that hamper the party such as hold person and command, and attacking. A good order of actions would be 1) cast *sound burst* (affecting as many characters as possible). 2) cast *hold person* on strongest looking fighter. 3) charge in and attack. At higher tiers, he may use *bestow curse* to target a spell caster's intelligence or charisma, and he most definitely attempts to cast *divine power* and *righteous might* before he charges in.

Treasure:

APL 4: Loot (50 gp); Coin (20 gp) *Rites of the Beastial* (10 gp—see conclusion).

APL 6: Loot (23 gp); Coin (20 gp); +1 *battleaxe* (347 gp), *Rites of the Beastial* (10 gp—see conclusion).

APL 8: Loot (23 gp); Coin (20 gp) +1 *battleaxe* (347 gp), +1 *chain shirt* (188 gp), *Rites of the Beastial* (10 gp—see conclusion).

CONCLUSION

If the characters defeat Kaitan, they win. The centaur foal is still alive, though moderately injured, and comes out of his sleep in a few minutes. On the altar is a golden tuning fork that is attuned to the prime material plane. Additionally there is another jug filled with a magical brew, and another scroll with the following script. This is mainly for the benefit of those who may have come into the Spirit World directly from Cha'Ak's medicine lodge.

*The jug and fork are all you need,
to take you away with great speed.
Within the jug is life's first love,
within the fork magic from above.
Drink from the jug, to prime the pump,
and strike the fork to make the jump.*

On the altar, is a tome detailing Llerg and the high rituals of his religion (Effectively grants the user a +2 competence bonus on Knowledge (religion) checks where Llerg is concerned.

Should the characters do something silly in combat, like casting a *fireball* spell on the altar, they are stuck in the Spirit World for six months (26 TUs), which is how long it takes Cha'Ak to fully recuperate before he can open a portal for them to come home. He discovers their location through careful divination. In the mean time, the characters would lose 26 TUs. Note such on their Adventure Certificate. .

In this adventure, failure means death, as Kaitan slays the adventurers if they are not already dead, after they have fallen in combat. He waits to do this however, until the last character has fallen.

Should the characters prevail and make it back with Cheveyo's foal, Cha'Ak is forever grateful, offering the characters additional feather tokens, which count as influence with the Scouring Wind tribe.

You return victorious from your foray into the Spirit World. Cha'Ak grants each of you a Feather Token, which is a sign of respect and influence amongst the Scouring Wind. Though you may ask yourselves. What now, for the Scouring Wind?

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 to each character. Characters have a choice of three paths in this adventure, either path A, B or C. They cannot gain experience points from more than one path.

Encounter 1

Defeat or the centaurs—Defeat does not necessarily mean kill, it is more important to save the caravan and gain information, then slaughter the centaurs.

APL 4	150 XP
APL 6	190 XP
APL 8	300 XP

Encounter A1

Defeat the harpy.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter A3

Defeat the Tocahnee

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP

Encounter B1

Defeat the dire animals

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter B3

Defeat Ryon

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP

Encounter C2

Defeat the ethereal marauders

APL 4	120 XP
APL 6	160 XP
APL 8	240 XP

Encounter C4

Defeat Tocahnee

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP

Showdown

Defeat the Kaitan

APL 4	180 XP
APL 6	240 XP
APL 8	310 XP

Total Possible Experience

APL 4	600 XP
APL 6	800 XP
APL 8	1200XP

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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

APL 4: 80 gp
APL 6: 400 gp
APL 8: 588 gp

Total Possible Treasure

APL 4: 494 gp
APL 6: 944 gp
APL 8: 1132 gp

Encounters A3 and C4

Defeat Tochahnee

APL 4: 174 gp
APL 6: 174 gp
APL 8: 174 gp

Encounter A4 and B4

Characters take the silver tuning fork.

All APLs: 20 gp

Encounter B3

Find Rylon’s cache of emeralds.

APL 4: 220 gp
APL 6: 350 gp
APL 8: 600 gp

Showdown

Defeat Kaitan

APPENDIX I: NPCS

In the order they appear:

➤ **Centaurs, Bbn2:** CR 5; Large Monstrous Humanoid; HD 2d12+4d8+12; hp 44 (each); Init +2; Spd 60 ft.; AC 15 (touch 11, flat-footed 13); Atks +9 melee (1d8+4/x3, longspear) or +6 melee (1d6+2, 2 hooves); AL N; Face/Reach: 5 ft by 10 ft/5 ft; SQ Rage, fast movement, uncanny dodge (dex bonus to AC); SV Fort +6, Ref +6, Will +5; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Wilderness Lore +8; Power Attack, Weapon Focus (hoof)

Rage (Ex): 1/day—hp 48 each; AC 13 (touch 9, flat-footed 11); Atk +11 melee (1d8+6/x3, longspear) or +8 melee (1d6+6, 2 hooves); SV Fort +8, Will +7; Str 22, Con 19; Lasts 7 rounds then fatigued.

Possessions: Longspear, large wooden shields.

➤ **Centaurs, Bbn4:** CR 7; Large Monstrous Humanoid; HD 4d12+4d8+24; hp 64 each; Init +6; Spd 60 ft.; AC 15 (touch 11, flat-footed 13); Atks +11/+6melee (1d8+4/x3, longspear) or +8 melee (1d6+2, 2 hooves); AL N; Face/Reach: 5 ft by 10 ft/5 ft; SQ Rage, fast movement, uncanny dodge; SV Fort +8, Ref +7, Will +6; Str 18, Dex 14, Con 16, Int 8, Wis 13, Cha 11

Skills and Feats: Hide +7, Listen +8, Move Silently +8, Spot +8, Wilderness Lore +10; Improved Initiative, Power Attack, Weapon Focus (hoof)

Rage (Ex): 2/day—hp 72 each; AC 13 (touch 9, flat-footed 11); Atk +13/+8 melee (1d8+6/x3, longspear) or +10 melee (1d6+4, 2 hooves); SV Fort +8, Will +7; Str 22, Con 19; Lasts 7 rounds then fatigued.

Possessions: Longspear, large wooden shields.

➤ **Harpy, Ftr2:** CR 6; Medium-size Monstrous Humanoid; HD 2d10+7d8; hp 43; Init +2; Spd 20 ft, fly 80 ft. (average); AC 13 (touch 12, flat-footed 11); Atks +10/+5 melee (1d8/x3, shortspear) or +4 melee (1d3, 2 claws); AL CE; SA Captivating song; SV Fort +5, Ref +7, Will +5; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15

Skills and Feats: Bluff +8, Listen +8, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Weapon Focus (short spear).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a Will save (DC 16) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for one day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, etc.), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack

but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save

➤ **Harpy, Ftr4:** CR 8; Medium Monstrous Humanoid; HD 4d10+7d8+3; hp 58; Init +3 (Dex); Spd 20 ft, fly 80 ft. (average); AC 14 (touch 13, flat-footed 11); Atks +12/+7 melee (1d8+2/x3, short spear) or +6 melee (1d3, 2 claws); AL CE; SA Captivating song; SV Fort +5, Ref +9, Will +6; Str 10, Dex 16, Con 10, Int 7, Wis 10, Cha 15

Skills and Feats: Bluff +8, Listen +8, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9, Spot +7; Feats: Dodge, Flyby Attack, Improved Initiative, Toughness, Weapon Focus (short spear), Weapon Specialization (short spear)

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a Will save (DC 17) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for one day.

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➤ **Tocahnee (APL 4 version):** Fiendish male centaur, Bbn1; CR 5; Large Monstrous Humanoid; HD 1d12+4d8+10; hp 35; Init +6; Spd 60 ft.; AC 16 (touch 11, flat-footed 14); Atks +8 melee (1d8+4/x3, longspear) or +5 melee (1d6+2, 2 hooves); AL CE; Face/Reach: 5 ft by 10 ft/5 ft; SQ Rage, fast movement, damage reduction 5/+1, darkvision 60 ft., cold & fire resistance (10), SR 10; SV Fort +5, Ref +6, Will +5; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats: Hide +4, Listen +5, Move Silently +4, Spot +4, Wilderness Lore +5; Improved Initiative, Weapon Focus (hoof).

Rage (Ex): 1/day—hp 37 each; AC 14 (touch 9, flat-footed 12); Atk +10 melee (1d8+6/x3, longspear) or +7 melee (1d6+4, 2 hooves); SV Fort +7, Will +7; Str 22, Con 19; Lasts 7 rounds then fatigued.

Smite Good (Su): Once per day Tocahnee can make a normal attack to deal and additional 5 points of damage attains a good foe.

Possessions: longspear, +1 large wooden shield.

➤**Tocahnee (APL 6 version):** Fiendish male centaur, Bbn3; CR 7; Large Monstrous Humanoid; HD 3d12+4d8+14; hp 61; Init +6; Spd 60 ft.; AC 16 (touch 11, flat-footed 14); Atks +10/+5 melee (1d8+4/x3, longspear) or +7 melee (1d6+2, 2 hooves); AL CE; Face/Reach: 5 ft by 10 ft/5 ft; SQ Rage, fast movement, uncanny dodge (dex bonus to AC), damage reduction 5/+1, darkvision 60 ft., cold & fire resistance (10), SR 12; SV Fort +6, Ref +7, Will +6; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Spot +5, Wilderness Lore +8; Improved Initiative, Power Attack, Weapon Focus (hoof).

Rage (Ex): 1/day—hp 67 each; AC 14 (touch 9, flat-footed 12); Atk +12/+7 melee (1d8+6/x3, longspear) or +9 melee (1d6+4, 2 hooves); SV Fort +8, Will +8; Str 22, Con 19; Lasts 7 rounds then fatigued.

Smite Good (Su): Once per day Tocahnee can make a normal attack to deal and additional 7 points of damage attains a good foe.

Possessions: longspear, +1 large wooden shield.

Tocahnee (APL 8 version): Fiendish male centaur, Bbn5; CR 10; Large Monstrous Humanoid; HD 5d12+4d8+27; hp 82; Init +6; Spd 60 ft.; AC 16 (touch 11, flat-footed 14); Atks +12/+7 melee (1d8+4/x3, longspear) or +9 melee (1d6+2, 2 hooves); AL CE; Face/Reach: 5 ft by 10 ft/5 ft; SQ Rage, fast movement, uncanny dodge (dex bonus to AC, can't be flanked), damage reduction 5/+2, darkvision 60 ft., cold & fire resistance (15), SR 18; SV Fort +7, Ref +8, Will +7; Str 18, Dex 14, Con 16, Int 8, Wis 13, Cha 11.

Skills and Feats: Hide +6, Listen +7, Move Silently +6, Spot +7, Wilderness Lore +8; Improved Initiative, Power Attack, Weapon Focus (hoof).

Rage (Ex): 2/day—hp 92 each; AC 14 (touch 9, flat-footed 12); Atk +14/+9 melee (1d8+6/x3, longspear) or +11 melee (1d6+4, 2 hooves); SV Fort +9, Will +9; Str 22, Con 19; Lasts 7 rounds then fatigued.

Smite Good (Su): Once per day Tocahnee can make a normal attack to deal and additional 9 points of damage attains a good foe.

Possessions: longspear, +1 large wooden shield.

➤**Celedon Wardens:** Male elf Rgr9 (12); CR 9; Medium-size Humanoid; HD 9d10+18; hp 76 each; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +12/+7 melee (1d6+1/19-20, 2 short swords) or +15/+10 ranged (1d8+1/x3, longbow); AL CG; SQ Low-light vision, immune to sleep, +2 to save vs. enchantment; SV Fort +8, Ref +6, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +13, Hide +16, Listen +9, Move Silently +16, Spot +9, Wilderness Lore +13; Ambidexterity (virtual), Improved Initiative, Point Blank Shot, Precise Shot, Track, Two-Weapon Fighting (virtual), Weapon Finesse (short sword)

Possessions: Masterwork short swords, masterwork longbows, masterwork arrows 20, masterwork chain shirts.

➤**Rylon (APL 4 version):** Very young male green dragon, Bbn1; CR 4; Medium-size dragon (air); HD 9d12+18; hp 86; Init +0; Spd 40 ft. Fly 150 ft. (poor), Swim 40 ft.; AC 17 (touch 10, flat-footed 17); Atks +12 melee (1d8+2, bite) and +6 melee (1d6+1, 2 claws) and +6 melee (1d4+1, 2 wings); AL CE; Face/Reach: 5 ft by 5 ft/5 ft; SA Breath weapon, rage; SQ Blindsight 60 ft., darkvision 200', low-light vision (x4), immune to sleep and paralysis effects, immune to acid spells and effects, water breathing; SV Fort +10, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Search +5, Spot +5, Wilderness Lore +5; Alertness, Weapon Focus (bite)

Breath Weapon (Su): Cone of corrosive (acid) gas 30 ft. range; 4d6 damage; Reflex save DC 16 for half damage.

Rage (Ex): 1/day—hp 88; AC 15 (touch 8, flat-footed 25); Atks +14 melee (1d8+4, bite) and +8 melee (1d6+2, 2 claws) and +8 melee (1d4+1+2, 2 wings); SV Fort +12, Will +8; Str 19, Con 19; Lasts 7 rounds then fatigued.

Water Breathing (Ex): Rylon can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

➤**Rylon (APL 6 version):** Very young male green dragon, Bbn 3; CR 6; Medium-size dragon (air); HD 11d12+21; hp 95; Init +4; Spd 40 ft. Fly 150 ft. (poor), Swim 40 ft.; AC 17 (touch 10, flat-footed 17); Atks +14 melee (1d8+2, bite) and +8 melee (1d6+1, 2 claws) and +8 melee (1d4+1, 2 wings); AL CE; Face/Reach: 5 ft by 5 ft/5 ft; SA Breath weapon, rage; SQ Blindsight 60 ft., darkvision 200', low-light vision (x4), immune to sleep and paralysis effects, immune to acid spells and effects, uncanny dodge (dex bonus to AC); SV Fort +11, Ref +7, Will +7; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +5, Listen +7, Move Silently +5, Search +5, Spot +7, Wilderness Lore +5; Alertness, Improved Initiative, Weapon Focus (bite)

Breath Weapon (Su): Cone of corrosive (acid) gas 30 ft. range; 4d6 damage; Reflex save DC 16 for half damage.

Rage (Ex): 1/day—hp 101; AC 15 (touch 8, flat-footed 25); Atks +16 melee (1d8+4, bite) and +10 melee (1d6+2, 2 claws) and +10 melee (1d4+1+2, 2 wings); SV Fort +13, Will +9; Str 19, Con 19; Lasts 7 rounds then fatigued.

Water Breathing (Ex): Rylon can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

➤**Rylon (APL 8 version):** Very young male green dragon Bbn 5; CR 8; Medium-size dragon (air); HD 13d12+25; hp 113; Init +4; Spd 40 ft. Fly 150 ft. (poor) Swim 40 ft.; AC 17 (touch 10, flat-footed 17); Atks +16

melee (1d8+2, bite) and +10melee (1d6+1, 2 claws) and +10 melee (1d4+1, 2 wings); AL CE; Face/Reach: 5 ft by 5 ft/5 ft; SA Breath weapon, rage; SQ Blindsight 60 ft., darkvision 200', low-light vision (x4), immune to sleep and paralysis effects, immune to acid spells and effects, uncanny dodge (dex bonus to AC; can't be flanked); SV Fort +12, Ref +7, Will +8; Str 15, Dex 10, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +7, Listen +10, Move Silently +7, Search +7, Spot +10, Wilderness Lore +7; Alertness, Improved Initiative, Weapon Focus (bite)

Breath Weapon (Su): Cone of corrosive (acid) gas 30 ft. range; 4d6 damage; Reflex save DC 16 for half damage.

Rage (Ex): 2/day—hp 123; AC 15 (touch 8, flat-footed 25); Atks +18 melee (1d8+4, bite) and +12 melee (1d6+2, 2 claws) and +12 melee (1d4+1+2, 2 wings); SV Fort +14, Will +10; Str 19, Con 19; Lasts 7 rounds then fatigued.

Water Breathing (Ex): Rylon can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

☛**Ethereal marauders, advanced 5 HD:** CR 3; Medium-size magical beast; HD 5d10; hp 34 (each); Init +5; Spd 40 ft.; AC 14 (touch 11, flat-footed 13); Atks +7 melee (1d6+3, bite); AL N; SQ Ethereal jaunt; SV Fort +4, Ref +5, Will +2; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10

Skills and Feats: Listen +7, Move Silently +7, Spot +7; Improved Initiative

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal to the Material Plane (or in this case Spirit World) as a free action, and shift back again as a move equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

☛**Ethereal marauders, advanced 7 HD:** CR 5; Medium-size magical beast; HD 7d10; hp 46 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 14 (touch 11, flat-footed 13); Atks +10/+5 melee (1d6+3, bite); AL N; SQ Ethereal jaunt; SV Fort +5, Ref +6, Will +3; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10

Skills and Feats: Listen +8, Move Silently +7, Spot +8; Improved Initiative, Weapon Focus (bite)

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal to the Material Plane (or in this case Spirit World) as a free action, and shift back again as a move equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

☛**Ethereal marauders, advanced 9 HD (3):** CR 7; Large magical beast; HD 9d10+18; hp 76 (each); Init +4 (Improved Initiative); Spd 40 ft.; AC 14 (touch 9, flat-footed 14); Atks +15/+10 melee (1d8+6, bite); AL N; SQ

Ethereal jaunt; SV Fort +8, Ref +6, Will +4; Str 22, Dex 10, Con 15, Int 7, Wis 12, Cha 10

Skills and Feats: Listen +8, Move Silently +8, Spot +8; Improved Initiative, Weapon Focus (bite)

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal to the Material Plane (or in this case Spirit World) as a free action, and shift back again as a move equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

☛**Kaitan (APL 4 version):** Fiendish male human Clr6; CR 7; Medium-size humanoid (fiendish human); HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 16(21) (touch 10(15), flat-footed 16(21)); Atks +8(+9) melee (1d8+2(+3)/x3, battleaxe); AL CE; SA Spells; SQ Rebuke undead, damage reduction 5/+1, darkvision 60 ft., cold & fire resistance (10), SR 12; SV Fort +7, Ref +2, Will +8; Str 14(16), Dex 10, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Knowledge (nature) +5, Knowledge (religion) +4, Spellcraft +9; Combat Casting, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe).

Possessions: Chain shirt, large wooden shield, masterwork battleaxe, spell component pouch, vial of antitoxin, 3 vials of holy water.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*detect magic, light, read magic, resistance, virtue*; 1st—*cause fear, command, endure elements*, protection from good, shield of faith*; 2nd—*bull's strength*, cure moderate wounds, hold person (2), sound burst*; 3rd—*dispel magic, inflict serious wounds, magic vestment*, summon monster III*.

*Domain spells. Domains: Animal (Can cast animal friendship once per day. Knowledge (nature) is a class skill.); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to strength equal to his level. Activating the power is a free action, the power lasts one round, and is usable once per day.)

Note: Spells that are crossed out have been pre-cast. Stats in parentheses reflect these changes.

☛**Kaitan (APL 6 version):** Fiendish male human Clr8; CR 10; Medium-size humanoid (fiendish human); HD 8d8+16; hp 59; Init +0; Spd 30 ft.; AC 16 (21) (touch 10 (15), flat-footed 16 (21)); Atks +10/+5 (+12/+7) melee (1d8+3 (+5)/x3, battleaxe); AL CE; SA Spells; SQ Rebuke undead, damage reduction 5/+2, darkvision 60 ft., cold & fire resistance (15), SR 16; SV Fort +8, Ref +2, Will +9; Str 16(18), Dex 10, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Concentration +13, Knowledge (nature) +6, Knowledge (religion) +5, Spellcraft +11; Combat Casting, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe)

Possessions: chain shirt, large wooden shield, +1 battleaxe, spell component pouch, vial of antitoxin, 3 flasks of holy water.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, read magic, resistance, virtue*; 1st—*cause fear, command, endure elements**, ~~protection from good~~, *sanctuary, shield of faith*; 2nd—~~bull's strength*~~, *cure moderate wounds, hold person* (2), *sound burst*; 3rd—*bestow curse, dispel magic, inflict serious wounds, magic vestment**, *summon monster III*; 4th—*air walk, divine power, freedom of movement, repel vermin**.

*Domain spells. Domains: Animal (Can cast animal friendship once per day. Knowledge (nature) is a class skill.); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to strength equal to his level. Activating the power is a free action, the power lasts one round, and is usable once per day.)

Note: Spells that are crossed out have been pre-cast. Stats in parentheses reflect these changes.

☛**Kaitan (APL 8 version):** Fiendish male human Clr10; CR 12; Medium-size humanoid (fiendish human); HD 10d8+20; hp 73; Init +4 (Improved Initiative); Spd 30 ft.; AC 17 (25) (touch 15, flat-footed 25); Atks +11/+6 (+16/+11) melee (1d8+5/x3, battleaxe); AL CE; SA Spells; SQ Rebuke undead, damage reduction 5/+2, darkvision 60 ft., cold & fire resistance (15), SR 20; SV Fort +9, Ref +3, Will +10; Str 14(19), Dex 10, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Concentration +15, Knowledge (nature) +7, Knowledge (religion) +6, Spellcraft +13; Combat Casting, Improved Initiative, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe)

Possessions: +1 chain shirt, large wooden shield, +1 battleaxe, spell component pouch, vial of antitoxin, 3 flasks of holy water.

Spells Prepared (6/5+1/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0—*detect magic, guidance, light, read magic, resistance, virtue*; 1st—*cause fear, command, endure elements**, ~~protection from good~~, *sanctuary, shield of faith*; 2nd—~~bull's strength*~~, *cure moderate wounds, hold person* (3), *sound burst*; 3rd—*bestow curse, dispel magic, inflict serious wounds, magic vestment**, *summon monster III*; 4th—*air walk, divine power, freedom of movement, greater magic weapon, repel vermin**; 5th—*greater command, plane shift, righteous might**, *true seeing*.

*Domain spells. Domains: Animal (Can cast animal friendship once per day. Knowledge (nature) is a class skill.); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to strength equal to his level. Activating the power is a free action, the power lasts one round, and is usable once per day.)

Note: Spells that are crossed out have been pre-cast. Stats in parentheses reflect these changes.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.