

NMR4-01

Big Game Hunter

A One-Round D&D LIVING GREYHAWK[®]

Nyrond and Her Environs Metaregional Adventure

Version 1.2

By Craig Hier

The streets of Rel Mord are home to many dangers. Some have sharp fangs, others nasty daggers. But there exists a far more hideous and foul evil than all the vermin and bandits combined . . . Nobility. A high-level scenario for only the bravest and most capable of adventurers. An adventure for APLs 8-14.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out an RPGA Tracking Sheet. After the form is filled out it should be given to the senior DM or Event Coordinator.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Kingdom of Nyrond and the Theocracy of the Pale. Characters native to the Nyrond and Her Environs Metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Cast

Introduction

Lord Tristan Brickings (Arst7, 48hp) – Noble Hunter and general pain.

Alistair Crisster (Exp3, 29hp) – Manservant to Lord Tristan

Sgt. Gissly (Ftr5, 35hp) – Watch member on patrol in the Noble section.

Town of Silverford

Sheriff Lostin (Pal1/Rng3, 30hp) – Sheriff of Silverford, a small town in the Pale.

Miles Glorin (Ftr4/Rng6, 75hp) – Bartender of the Mountain's Gorge

Lynn Glorin (Exp1, 2hp) – Barmaid of the Mountain's Gorge

Father Swinter (Clr5, 25hp) – Local Priest of Pholtus

Not Appearing

Lord Gellim Writton (Rng10, 67hp) – The other noble hunter in the contest.

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

Adventure Background

The White Roc

The legend of the white roc originates from the north but nobody has been able to determine its exact place of origin. The legend tells of a giant white bird. Although no reports of its exact size exist, it is thought to have a 100-foot wingspan. It lives in the highest snow covered peaks and has rarely been seen.

Most sightings have come from travelers who became lost in the mountains. One story tells of how the roc scooped up a young shepherd who had gotten lost during a sudden blizzard. The shepherd who was barely conscious claims to have been picked up and flown out of the mountains to safety in the foothills below.

All of the stories have the same theme: the bird is a good and noble creature. There have never been any reports of it snatching domesticated livestock or any humanoids. Other tales suggest it feeds off of fiends and other unnatural creatures.

The Noble Huntsman

The Wild Boar Inn hosts many of the male nobles of the Nyrond court. Tales of past conquests and noble deeds are as common in taverns as water is in the Gearnet Sea.

It is at one of the finer tables that three nobles were engaged in a serious game of one-upmanship when the character of one of the contestants was called into question.

The gentleman called into question was a Lord Tristan Brickings, a minor noble whose great grandfather had come into a great deal of money in shipping and trade. The insulter was a young, brash nobleman called Lord Gellim Writton whose father was granted a Lordship by former King Archibald for his noble and selfless devotion to the Kingdom. Both are nobles but from very different backgrounds. Brickings is a spoiled brat who thinks the world revolves around him. On the other hand, Writton considers himself a servant of the people and will do anything to help the common man.

Not sitting still for the insult leveled against him, Lord Brickings demanded satisfaction. It was decided that the best way to settle the disagreement between the nobles was to have a contest. Each gentleman was to go and hunt the most fantastic monster possible. They are to return to the Wild Boar Inn within a month with a trophy from the hunt where the crowd will determine the winner.

Writton set out the very next day with little but the gear on his back. Brickings, on the other hand, spent the next week pondering his options, consulting with outfitters, and buying gear. Alistair Crisster, the manservant to Lord Brickings, knew that his master requires help in the wild; at a minimum needing porters and protectors.

Adventure Summary

Walking through the Noble district in Rel Mord, the adventurers find themselves helping Lord Brickings' servant Alistair Crisster through a bewildering turn of events. Moving to Lord Brickings' stables, they find a large pile of equipment arrayed in and around a pair of wagons. Alistair Crisster, Lord Brickings' butler, will ask them to help finish packing the gear so that they might get under way.

The PCs are now left with two partially loaded wagons and their employer wandering off. If the PCs just leave, the watch will be around to collect them as Lord Brickings has reported them as stealing his supplies.

Once the PCs catch up with Brickings he will do little more than insult and ignore them. Crisster will step in to finish briefing the PCs at this point.

After several days of traveling they will reach the town of Silverford. The town is really just a small inn and a few outlying houses. The locals will tell stories of a peaceful, giant white bird that, according to legend, rescues lost climbers. Lord Brickings will quickly tempt trouble with the local priest. The PCs must try and find a diplomatic way of continuing the mission or spend a few

days walking back to Nyronnd hoping that the Lord will enjoy his time at the New Dawn Camp.

Following the clues or just stumbling around blindly will result in traveling deeper and higher into the mountains. Once inside the mountains themselves, Crisster suggests setting up a base camp.

A druidic ogre Mage will visit the camp with some friends trying to figure out what the party wants in his mountains. The party can either fight or talk to them. Talking will reveal more clues to the roc's good nature.

The next morning Brickings suggests that they journey farther from the base camp than just a half-day.

The third night out of the base camp the party is attacked by a combination of rust monsters and stone giants. Exploration of the cave will lead to some clues about the white roc.

After camping once again, the path will take them to a wide ledge overlooking some smaller mountains. Here the party gets their first look at the fabled white roc.

At this point, the party can either help the obnoxious hunter slay the roc or let it go on its way. If they attempt to kill the bird, play it out as normal. If they stop Lord Brickings from killing the bird, the party will be attacked by a pack of winter wolves on the way back. Either way, the party gets an opportunity for a pretty nice trophy.

The party escorts the conquering hero back to the Wild Boar Inn. If Brickings presents the roc as his trophy he will lose his challenge as well as what little respect he had in the court. On the other hand, if they bring back the demonic wolf as a trophy, he will be regarded as the winner and will gain respect amongst his peers.

Introduction

The air is thick with humidity in Rel Mord today. To add to the oppression of the day, it is also unbearably hot. Fate has guided your steps to a road in the part of town where you are more likely to see a member of the royal court than a street urchin pandering for a copper.

A slamming door jars the tranquility of the scene. Ahead, a man in a most handsome traveling outfit steps out of the doorway, yelling back over his shoulder.

"WHAT do you mean you couldn't find anybody? You worthless troglodyte! It is a miracle I retain your services"

The man being chastised now makes his way into the street, following his employer. He is a tall, slender man dressed in the garb of a manservant.

"I couldn't swing a 10 foot pole without smacking a dozen qualified people! Very poor

attempt Crisster! Why look there” He points in your direction. “You . . . you . . . and you over there! Come, you shall have the honor of attending Lord Tristan Brickings of his most noble of hunts!!”

With that he sets off down the street, smiling at the ladies and nodding to the other gentlemen. The man addressed as Crisster approaches. “Come, quickly, we have work to do and we must catch his lordship before he reaches the city gate.” He turns and waits to follow you inside.

🔱 **Lord Tristan Brickings:** Human Ari7, See Appendix Five.

🔱 **Alistair Crisster:** Human Exp3, See Appendix Five.

Nothing the PCs do or say will cause Lord Brickings to turn around or engage in any meaningful dialog. All attempts will be rebuked with “Crisster will answer your questions, get a move on.” or “I’m not paying you for conversation, get my gear!” or “This is a grand adventure! You are an adventurer are you not!”

Alistair Crisster will be more helpful in his responses although the need for speed is very apparent. He will try to get the PCs to cooperate by mentioning that his Lordship will pay them quite handsomely (100gp per APL) since they are obviously very experienced and over qualified. Failing that he will hint that his master is highly favored in the Nyrond court and impressing him on this mission could bring the notice of some very important people. The kind of people who would look favorably on helping keep Brickings alive.

If Crisster is still unable to convince the PCs that it is a good idea to help his lordship, the watch will arrive. It seems Lord Brickings considers randomly pointing to somebody to be a binding contract. Sergeant Griss will show up and fine them for breach of contract. The PCs will have to pay 1,000 gp each or spend some time in jail. If they land in jail it will take the entire TU to sort it out. Either way will earn the heroes some disfavor.

Crisster will direct the heroes through the house and out back to a small stable. Arrayed around the stable are two large carts and a mountain of equipment. Read or paraphrase the following:

Crisster walks out the back door and into a sea of camping equipment. Almost every sort of item is strewn around the manor’s backyard. There is a large canvas pavilion, a score of brass lanterns, poles ranging from 2 to 11 feet in length, several casks of ale and wine, a portable oven and much more. Almost lost in this sea of commerce are two large carts and a stable.

Also of interest is the fact that the assembled gear comes from a wide range of merchants. Some bear the insignia of the Brendigund trading house; others come from places as far away as Ket. The

majority bears the Brickings Trading Consortium’s livery.

Crisster points to the carts and adds, “We need to load the gear as quickly as possible. Time is of the essence.” As an aside he notes “My master will of course pay you for your services and I can assure you he has much more coin than sense.” He offers a weak smile.

Loading the carts will take the party about an hour. Crisster will continue to get more and more agitated as time goes on. His concern for his employer’s safety is apparent. If a PC happens to follow Brickings, he has found a pub that is much to his liking and decided to stay for a drink or two. If this information is giving to Crisster he will calm noticeably.

During the loading process, the heroes may question Crisster about what is going on. Crisster is a friendly and humble man; albeit in a great hurry. He will not dwell on his master’s shortcomings, but he also will not deny them. He knows the following nuggets of information:

- Lord Brickings is going on a hunt for some sort of trophy. The destination is the Raker Mountains north of the Pale above the eastern border of the Troll Fens.
- He doesn’t know what the hunt is for exactly but Lord Brickings’ eagerness was amplified after a courier brought a recent caravan logbook to the house.
- Lord Brickings made a wager with another gentleman, Lord Gellim Writton. The winner will be the noble who brings back the finest trophy as judged by the attending at the Wild Boar Inn.
- Lord Brickings is a good man and very popular at Court. If anything were to happen to him, the Royal court would be upset and would investigate.

If the party does not help, his Lordship will most likely report them as thieves. If the party looks ready to leave the scenario, Sergeant Griss comes around. He will inform the party that a warrant for their arrest by a one Lord Tristan Brickings. He will note that the stuff reported stolen is right here and they had better hurry after Lord Brickings or they will be spending some time in the lock-up.

Some rumors about Lord Brickings that PCs may know with relevant Knowledge (Local), Knowledge (Nobility and Royalty), or Bardic Knowledge (DM may determine the appropriate DC) are as follows:

- Lord Brickings is actually a high level ranger; he just enjoys playing the fool. (False)
- Lord Brickings is a favorite of the Nyrond Court. His following is generally with the more snooty and blue-blooded members of court. They enjoy the way

he informs the lower classes of their lesser station. (True)

- Brendigund and Brickings are cousins. (False)
- A group of bandits once robbed him. Their limbs were found hanging from trees near the site of the robbery. (True)
- Brickings has ruined inns that have not given him what he requested. (False)
- Brickings is a ranking official in the Rel Mord Thieves' Guild. (False)
- Brickings does deal with the somewhat shadier elements. (True)

The real purpose of his journey is to reopen the silver mine at Silverford. (False)

Encounter One: A Royal Pain

Catching up to Lord Brickings is very easy. He takes almost every opportunity to chat with the ladies and sample a pub's finest brews as he passes.

"It is high time you got off your behinds and started moving. I see you have the gear. That is all of it, I trust? Come, we haven't all day. It is a long trip and we must be quick about it."

He turns and quickens his pace. He seems rather indifferent towards you and your companions. All attempts at conversation are met with a gruff comment or two about attending to the carts or yourself.

Quickly leaving the comforts of Rel Mord behind the road continues north. The large carts Lord Brickings is using are obviously the finest that coin could buy. Easily outpacing other carts on the road the journey is sure to take but a few days.

Lord Brickings is very pompous and can barely tolerate those he views as beneath his station. In this case, that means the party. He will treat them with disdain and talk to them as little as possible.

When he does talk to them, either to have them do something or answering a question, he will say things like the following.

- Please refrain from standing upwind; your odor is quite unnerving.
- Yes, yes, quite nice. Does the monkey know any other tricks?
- Please bother Crisster with your annoying questions.
- Ah, a Lord of Sterich, how nice for you. Would you like a lollipop?

- I care not about the concerns of the simpletons ruling your country. I am a Nyrondese noble and you will do well to remember that.
- If you are whining so that I may enjoy the sound of your voice, please stop.
- I thought you people were trained for this sort of thing.
- Does it hurt when you think? Or do you just refrain from doing so out of habit?
- I think the cart needs attending. Why don't you check under the wheel?

Encounter Two: Trip North

The trip will take eight days with the eighth day ending as the party reaches the small town of Silverford. Each night on the road will be the same. The only difference will be the name of the inns.

Feel free to only do the first night if the players are not in the mood to roleplay. If they are and if time permits, feel free to do as many of the nights as you like.

The inns:

- The Lucky Toadstool (Nyrond)
- One Too Many (Nyrond)
- Grog's Place (Nyrond)
- The Green's Reach (Nyrond)
- Pholtus' Glory (Pale)
- The Pious Pilgrim (Pale)
- The Pious Pilgrim (Pale)
- The Mountain's Gorge (Pale)

Lord Brickings' caravans have used each inn, except the Mountain's Gorge, extensively. As such, he is well known and respected in each.

The day wanes and the road winds past an inn. Brickings swaggers up and enters the place as if he owns it. Given his apparent wealth, he just might.

His voice carries in the night air as he demands the finest room and that a meal be brought up at once. The innkeeper rushes to his side, takes his cloak, and carries it upstairs. His Lordship follows the good fellow and bellows at Crisster that he is not to be disturbed.

The Party is standing either in the street or inn. Crisster will inform the heroes that Lord Brickings is not to be disturbed and he is going to see to the horses.

If the party helps situate the horse and cargo in the stables, make a note of it. If they just go about their business and leave the grunt work to Crisster, it should affect Crisster's attitude toward the party in all of his future interactions with them. If the party helps Crisster at this time and in other future encounters, they will receive the "Favor of Alistair Crisster" regardless of whether they are ultimately successful in Lord Brickings' goal.

One of the few perks of working for Lord Brickings is the apparently bottomless expense account. PCs will not be asked for a copper while they are staying at any inn with Lord Brickings.

Brickings spends each night going over the caravan log that first sparked his interest in this particular quest. It contains an account of one of the guards who swears he saw a giant white bird flying over the Raker Mountains. They were just coming to a new town on their route called Silverford when he happened to catch the sun reflect of a tiny speck. As he watched the speck it was apparent it was a white bird. Given the distance away, the guard figured it was immense.

Brickings also has many maps and books on adventuring and outdoor survival. It is clear that he has very little experience roughing it. This lack of experience will become evident in later encounters.

If a character decides to interrupt his reading he will get huffy and demand that they leave. If they insist on bothering him, he will have them arrested. Lord Brickings is very influential and wealthy. His caravans travel this route and he could do some serious financial damage to anybody who crosses him. The local watch will always do what he requests. The offending character will be carted off and put in the slammer over night. They will be released in the morning to continue on with the scenario.

Characters sitting in the common room may have the opportunity to hear some more background information on his Lordship.

Some of the rumors that the players can overhear are listed at the end of the Introduction. Feel free to make up some more.

After several days of travel, proceed to Encounter Three.

Encounter Three: Mountain's Gorge Inn

The day's travel has concluded in the foothills of the Raker Mountains. Nestled at the base of the mountains is the small town of Silverford. The town consists of a store, which is closed for the day, a small inn and pub, a jailhouse, the requisite church of Pholtus, and a few outlying homes.

Lord Brickings surveys the town and then heads for the inn. With an air of some disgust he walks into the small building. "What do you mean you do not have a suite!" comes thundering though the night air. A light comes on over at the jailhouse and a head can be seen peering though the window.

"Give me the best room that this layer of the abyss can provide. And do not forget my meal!" replace the previous shout. With that Crisster bolts inside to attend to his obviously distressed master.

Allow the stalwart heroes a moment to regroup. At this point, the sheriff will be coming toward them but still a ways off. Brickings will have gone upstairs followed by Crisster. If the party enters the inn, read or paraphrase the following:

The inn is quite small but well appointed. It has the feel of family home and, looking at the staff, it looks to be a family business.

The innkeeper is a tall, lean man of about 45 summers. He has a small scar on his cheek and salt-and-pepper hair. Standing behind the bar, he cracks a broad smile as you enter. The serving girl has many of the same facial features of the man behind the bar. She stands about 5 feet tall and has stringy blond hair that falls loosely around her face.

"Have a seat anywhere!" The man bellows. "My name is Miles Glorin and I run this place. If there is anything me or my daughter Lorin can do for you, just ask."

Miles will be a gracious and attentive host. He has a lot of information that the party might find useful. Do not just throw the players the information, they have to ask.

Miles' information:

- When silver was discovered in the mountains 100 years ago a mining operation was started. Silverford was founded to supply that operation. The silver has long run dry but the tourist trade manages to keep the operation going. (The tourists come because of the legend of white roc)
- Most of the tourists are sightseers and hunters such as his Lordship.
- The Legend of the White Roc is just that, a story, a myth.
- He has lived here for 17 years (since his daughter was born) and hasn't seen hide or feather of this supposed roc.
- One of the legends tells of a young woman who had gone into the mountains to collect some flowers that grow there. A freak blizzard rolled in and caught her unprepared. As she was falling into unconsciousness, she felt a giant talon grab her.

When she awoke, she was safely out of the mountains lying in a pile of pine needles.

- Nobody around here claims to be that girl.
- Another reason the story must be myth is that in the past 17 years not a single piece of livestock has mysteriously disappeared.

Part Two: Enter the Sheriff

Within ten minutes of Lord Brickings encounter with the innkeeper another local makes his way into the inn. His dress appears almost like a uniform, a gray cloak, black boots and belt and a matching shirt and pants. He glances at Miles who nods and smiles at him.

The newcomer looks over the party with a scrutinizing eye. A broad smile crosses his face. "Hail and well met, fair travelers. I am Sheriff Turrac Lostin. It is a treat when our small community can play host to a group such as you. Pray tell me of yourselves."

He will take a seat near or at the party's table. He is genuinely interested in the background of the heroes. It is his job to know who is in town and he wants to know as much about them as possible to avoid any possible trouble.

He knows the same information as Miles (see above) with the exceptions listed below. His versions of the legend will be slightly different in the telling. After all, these kinds of tales always get changed from person to person.

- He has lived here for 10 years.
- He claims to have seen the bird. It was at dawn and a long way off but it had to be the bird.
- He will politely remind the party that the Pale doesn't tolerate people preaching religions other than Pholtus. You can worship your own deities but don't do it in public or loudly. The local priest doesn't take kindly to "heretics" but the rest of us are more understanding.

Part Three: This is the Pale after all

The banter with the residents in the inn has been interesting and informative. Other residents of the small hamlet have come in, enjoyed a pleasant meal and left leaving just the party, Sheriff and the inn's staff to tidy up.

It is at this time the door opens once again to allow a tall, thin man in the regalia of a priest of Pholtus to enter the establishment. He takes off the heavy outer cloak that shielded him from the dropping temperatures and places it with care on

the hooks by the door. He turns and evaluates the party, nods to both Miles and Sheriff Lostin.

"Good evening all, may the light of Pholtus guide you all. I heard tell that some visitors had come to see the Mountains. As I am sure Miles and Turrac have already done, I bid you welcome to our small town and offer you the services of the church for your morning prayers. My name is Father Swinter and I guide these people in the ways of Pholtus."

He will stand and wait for the players to offer a seat or engage in conversation. If none of the players offer a seat, the sheriff will do so in short order.

He is making sure the party is not out to cause spiritual trouble to the residents of the community. He will note any openly displayed holy symbols, but will make no comment about them unless a PC begins to proselytize. If asked about the roc, he has never seen it but knows others who have (such as Sheriff Lostin). He believes the creature must be a gift from Pholtus. He is a reasonably pleasant person. He is not looking to cause any trouble; just making sure the party is well behaved.

Of course, trouble is about to come to them in the form of Lord Brickings. The Brickings family has been devout worshippers of Heironious for generations. And he needs some more wine.

A set of footfalls can be heard on the stairs coming into the common room. The familiar bellowing of Lord Brickings soon drowns this sound out. "By the hairy toes of Yondalla can't a man get a refill? My tankard has been empty for at least ten minutes. Where is that Heironious-forsaken serving wench?"

The locals are stunned by the outburst. Father Swinter is turning a few shades of red. He turns towards Brickings and says, "Excuse me sir? What was that you just said?"

Looking at the audacious priest, Lord Brickings retorts, "I was talking to the seemingly inadequate staff of this establishment, not you. Isn't there some water that needs blessing somewhere?"

At this point, the players should stop the ensuing theological tirades from both sides. Lord Brickings will, with his usual tact, state that the priest shouldn't talk to his betters about things that are not his business. Only after the Priest starts with the "One true path" and "light of Pholtus" will Brickings indicate that he and his are devote followers of Heironious. You may use the sample dialog below or go off on your own.

Father Swinter: Sir, we are all on the path Pholtus sets for us. I am sure your needs will be met in due time.

Lord Brickings: Look here little man, take your inane prattle and be gone from my sight before I am forced to take this matter up with your betters.

FS: I report directly to Pholtus. He guides us in all things. Perhaps you need to let the Light of Pholtus light your way.

LB: Pholtus?! That dogma is for the common and uneducated. Heironious is the faith of the Nobility and the more right-minded individuals.

FS: Perhaps you are an example sent by Pholtus to show us that the lack of "nobility" in the Pale is in fact one of his greatest blessing.

LB: Look here my "good" man. Heironious sets forth that a good and noble hierarchy fosters a sense of order and lawfulness. The Pale could do well to take that lesson to heart.

FS: Perhaps you need to be shown the Light of Pholtus in a more direct way...

LB: Perhaps we should have another Nyronese torch party in Wintershiven.

At this point the damage is done. Father Swinter will demand that the Sheriff arrest the heretic and prepare him for immediate transport to a New Dawn Camp. At this point it can only get worse for the PCs.

If Lord Brickings does manage to get carted off to a New Dawn Camp, you can either have Crisster insist the party wait (at the cost of a TU), they can complete the mission without him, or they can simply go home.

Waiting will allow the adventure to continue but Lord Brickings will be much milder and a devout worshiper of Pholtus. Adjust the following encounters accordingly.

Encounter Four: Base Camp

This Encounter occurs at a Low Pass altitude. See DM Aid One for details about the effects of altitude. A suggested map of this Encounter area (which will likely also be used for Encounter Five) is provided as Map #1.

The following assumes that the party has successfully navigated the minefield that was the previous encounter.

This mid autumn morning arrives with a heavy blanket of gray clouds wrapped around the mountains like a cold and damp blanket. This does nothing to enlighten the mood of your big game hunter as he ambles down to the common room two full hours after sunrise.

"What a typical day for this dreary land." He mumbles under his breath just loud enough for everybody to clearly hear. "Let's see what this forsaken inn calls breakfast and then we better get going."

The breakfast was quite a contrast to the day. It was warm and tasted decent enough. The road into

the mountains is worn and in need of repair but the excellent carts make good time.

As the surrounding hills give way to the mountains a light snow begins to fall. Within two hours, the snow has started to pile up on the ground. The abandoned silver mine comes and goes. The road past it dwindles into what can barely be called a trail. The going slows considerably.

A few hours later, Brickings stops the party. "We will make our base camp here." Lord Brickings announces with an air of authority. "You lot get to work while I scout the area". The area is a lightly wooded glen that seems pretty well sheltered. Crisster begins the unloading of the carts and starts constructing the base camp.

If just Crisster constructs the camp, it will be well after dark before things get done. His lordship will start yelling at people to get them involved in the process after about an hour. If everybody pitches in, the base camp will soon be constructed.

Brickings will take the opportunity to explore the area within an eighth of a mile around the camp. He will not, under any circumstances, go too far away from his hired help. His investigations reveal nothing but make him feel important.

Encounter Five: Druid Encounter.

This Encounter occurs at a Low Pass altitude. See DM Aid One for details about the effects of altitude.

During the first two days, the pattern of getting up, going into the mountains surrounding the camp and finding nothing is established.

During the night watches, have the people on watch make listen checks. Tell the person who had the highest result that they hear the baying of wolves in the far distance.

On the third night, a late night visitor comes to the camp. On this night's listen check, the DC to hear the druid and his companions is 23. If successful, they will hear a large creature sneaking around in the bushes just outside of camp. If they can see that far, they will see a large body crouching behind a tree.

If the party does not hear the druid and his group, the ogres will use their stealth to approach the party from all sides. The ogre-kin will spread out on one side and the druid will approach from the other.

With his weapon drawn, he will approach and ask in Giant "What are you doing in my mountains?" in the gruff way only an ogre can manage. If the PCs do not attack on sight, a peaceful dialog can be established.

While the party may decide that this is a peaceful encounter, Lord Brickings will wake up soon and start attacking on his own. The party has a round to stop him from getting his bow and arrows and attacking the nearest ogre.

If his lordship actually manages to hit a barbarian, it will immediately charge. If the party attacks the charging barbarian, assume a full melee is underway as the remaining ogres will attack.

The Druid, Krunk Silverbough, has decided that these mountains are under his protection. He will be a bit put out at the PCs coming to his home to hunt for sport but understands that is the nature of humanoids. He has the following information that may assist the party:

- The roc does in fact exist in this area. It makes its nest a few days north of here.
- Hunting the roc is not the wisest thing. It fills a great niche in the balance and removing it will cause a great swing that will need corrected.
- Seldom does the roc view the world as other animals do. Where they would see easy prey, the roc sees opportunity.
- As with all things, there are forces that balance the roc. These forces have been growing as of late perhaps you have heard their song on the night air?
- You must do as you must and I as I must. It would be sad if our paths were to cross in the wrong way.

Under no circumstances will Krunk come out and say a pack of half-fiend wolves is terrorizing the area. That would be too overt an action against the balance in his mind. He knows that killing the roc would tip the balance towards evil almost irrevocably but won't stop the party from pursuing their course. He has come to investigate the strange newcomers and make sure they know about the balance and act with that knowledge.

Creatures

APL 8 (EL 11)

🐉 **Krunk Silverbough:** Ogre Mage Drd1; hp 43; See Appendix One

🐉 **Howler:** Wolf Animal Companion; hp 13; See Appendix One

🐉 **Gnuurl:** Ogre Mage Bbn1; hp 47; See Appendix One

APL 10 (EL 13)

🐉 **Krunk Silverbough:** Ogre Mage Drd3; hp 61; See Appendix One

🐉 **Howler:** Wolf Animal Companion; hp 26; See Appendix One

🐉 **Gnuurl:** Ogre Mage Bbn3; hp 67; See Appendix One

APL 12 (EL 15)

🐉 **Krunk Silverbough:** Ogre Mage Drd5; hp 80; See Appendix One

🐉 **Howler:** Wolf Animal Companion; hp 26; See Appendix One

🐉 **Gnuurl:** Ogre Mage Bbn3; hp 67; See Appendix One

🐉 **Ogre Barbarians (2):** Bbn6 hp 100; See Appendix One

APL 14 (EL 17)

🐉 **Krunk Silverbough:** Ogre Mage Drd7; hp 93; See Appendix One

🐉 **Howler:** Wolf Animal Companion; hp 39; See Appendix One

🐉 **Gnuurl:** Ogre Mage Bbn5; hp 87; See Appendix One

🐉 **Ogre Barbarians (4):** Bbn6 hp 100; See Appendix One

If the party decides that this is a combat adventure that is fine as well. A simple search of the druid's body will reveal pieces of a very large white feather. Searching the others will reveal simple drawings of a big white bird. Further, the ogre party came in from the north and can be tracked that direction with a tracking DC of 12 (since it is recent and there is snow on the ground).

Encounter Six: New Plan

This Encounter occurs at a Low Pass altitude. See DM Aid One for details about the effects of altitude.

This morning Lord Brickings will decide that the base camp is not deep enough into the mountains and they will have to set out on an expeditionary journey. If the party has not discovered the direction to take, Brickings will just start going north. Read or paraphrase the following:

Another dull and cloudy day is on tap for the day's activities. After preparing for the day's journey, Lord Brickings emerges from his tent and makes an announcement. "Fellows, it has become clear that to be successful we must journey further into the mountains. To this end we are going to be away from the base camp for several days. I know this may be hard for some of you but I am sure you will survive. Come; get a move on you lazy pack of gnomes."

Lord Brickings starts heading into the mountains immediately. The players have just enough time to outfit their characters for an extended mountain journey and catch Lord Brickings before he gets too far away.

The first day and night are uneventful except that the wolves are easier to hear. All members of the middle watch will be able to hear them.

Encounter Seven: Giants and Rust Monsters

This Encounter occurs at a Low Pass altitude. See DM Aid One for details about the effects of altitude. A map of this Encounter area is provided as Map #2.

Just after midday on the second day, the party finds itself traversing a trail up the side of a mountain. It is here they discover a large cave. Please read or paraphrase the following:

The trail clings to the side of the mountain gently twisting its way upward. To the left, a sheer face rushes to the summit some 500 feet above. To the right, a steep drop into the trees 100 feet below.

Rounding a gentle turn, a cave opening looms before you. Roughly 30 feet tall, this cave is very large and very dark. In front of the cave are small boulders about the size of a halfling.

At this point, a spot check is needed. You also need to make a hide check for the stone giant. He gets a +8 for being in a stone area and an additional +2 for being in a niche. That gives him a total bonus of +10 to the listed hide check. If the players make the opposed check, they spot the giant(s) hiding to their left. If they make a spot check of 20 or higher, they also spot the rust monsters playing just inside the cave.

Tactics: The rust monsters will make a beeline for the party once a significantly armored character gets within 90 feet.

The giant(s) on the other hand will wait for the party to rush past their position and then try to knockdown or shove a mage off of the drop-off. They will then target the strongest looking fighter and try to remove them as well.

Creatures

APL 8 (EL 9)

☛ **Stone giant:** hp 119; See *Monster Manual*, pg 124

☛ **Rust Monsters (3):** hp 27; See *Monster Manual*, pg 216.

APL 10 (EL 11)

☛ **Stone Giant Elder:** hp 125; See *Monster Manual*, pg 124

☛ **Karl Rockcleaver:** hp 119; See *Appendix Two*

☛ **Rust Monsters (3):** hp 27; See *Monster Manual*, pg 216.

APL 12 (EL 13)

☛ **Karl Rockcleaver:** Ftr4; hp 166; See *Appendix Two*

☛ **Rust Monsters (4):** hp 27; See *Monster Manual*, pg 216.

APL 14 (EL 15)

☛ **Karl & Krag Rockcleaver (2):** Ftr4; hp 166; See *Appendix Two*

☛ **Advanced Rust Monsters (4):** hp 78; See *Appendix Two*

If a player is thrown off of the drop-off, they will take very little real damage (3d6) as it is covered in loose rocks and they slide down quite easily. The end result is that they are 120 feet away from the fight without a clear line of sight or easy way to get back in the fight.

Climbing will require a climbing check (DC 18) to climb back up. Ropes or magic can make this check much easier.

Once the locals have been dealt with, the heroes can explore the cave. The cave has been the giant's home for many years. He recently added the rust monsters as pets. He liked the way they moved around and rubbed their antennae on his hand. A set of leashes can be seen near the entrance where the giant tied them up.

Obviously there are no metal items in the cave. There are however scads of broken and useless leather or hide items that also carry a funny smell.

The real treasure in the cave is the paintings on the walls. Amongst pictures of elk, mountain goats and other normal animals is a large picture of a white bird. There is also a 12-foot long white feather in the back of the cave.

Encounter Eight: Roc Sighting

This Encounter takes place in a Low Peak altitude. See DM Aid One for details about the effects of altitude.

The hunt can either camp in the cave for the night or continue onward. Either way, the next day they spot the roc. Read or paraphrase the following:

The morning arrives with clear skies and warming temperatures. The sun seems to be making up for lost time and is reflecting up from the snow that covers the ground.

Lord Brickings resumes the journey into the mountains. After making a few strange paths the trail drops into a valley of sorts between two lines of mountains. This vantage provides something not before seen since entering the mountains: a view.

Snow covered mountains reach toward the sky. Their sharp white peaks standing in relief against the azure sky. From here, over twenty peaks can be

seen jutting from the ragged sea of gray, green and white.

Even the haughty Lord Brickings seems taken aback by the majesty of the scene. "Um . . . Let's umm . . . have aahh . . . lunch here." He stammers.

During the midday meal, have the party roll a spot check. If they make a DC of 20 or better they will notice a speck in the sky. At first the distance is hard to make out but after viewing it for a few minutes, it can be determined that it is a very large bird, very far away.

After the meal has concluded, the Roc can be seen much clearer and everybody automatically sees it. Read or paraphrase the following:

The giant bird seems to glide effortlessly through the air. Occasionally it will bank and its striking white feathers will reflect the sun making it look like a star in the daytime sky.

As the great bird gets even closer something can be seen hanging from its talons. Peering closer, the form can be made out. It is a white dragon!

The bird comes to rest on a peak to the northeast. It is several miles away and the way looks treacherous.

From this point, a path can be mapped out to get them to the peak around midday tomorrow. If they proceed on the path have them make a few balance checks but the entire journey is a safe one.

As they continue toward the peaks, the Roc can be seen leaving and retuning to the peak several times. This is, in fact, the roc's nest.

Once they make camp for the night, have them roll a d20 and add their wisdom modifier. If anybody makes over a 15, they note that there are no wolf howls during the night.

Encounter Nine: Between a Roc and a Hard Place

This Encounter occurs at a Low Peak altitude. The PCs have effectively been at this altitude for 2 hours before the combat begins and should have to make a DC 15 and DC 16 Fortitude Save to determine whether altitude affects them. See DM Aid One for details about the effects of altitude.

The journey to the roc's peak is hard and at times dangerous. The roc has been circling high overhead since you started your ascent.

As the trail crests a smaller peak that sticks its baldhead above the tree line the roc suddenly drops toward the ground.

The roc is heading straight for the party. They have a round in which to decide what they want to do. At that

point, the roc will break off of its dive and fly in a circle 80 feet above the party and then head towards its peak again if left alone.

If the party decides to attack the roc, go ahead and resolve combat accordingly. If they kill the roc, jump to Conclusion A. At this point they may also decide to search the nest. Doing so will only result in the badly mangled carcass of a young white dragon. It and everything else in the nest is useless to the party.

If for some reason they break off the fight and decide to leave, go to the next encounter as normal.

Creatures

APL 8 (EL 10)

🦅 Elite White Roc: hp 207; See Appendix Three

APL 10 (EL 12)

🦅 Advanced Elite White Roc: hp 276; See Appendix Three

APL 12 (EL 14)

🦅 Advanced Elite White Roc: hp 375; See Appendix Three

APL 14 (EL 16)

🦅 Advanced Elite White Roc: hp 428; See Appendix Three

Tactics: Simply snatch and drop them far away.

Encounter Ten: Wolf Pack

This Encounter occurs at a Low Pass altitude. See DM Aid One for details about the effects of altitude.

If the party decides that the Roc is an agent of good and should be left to fight evil or is simply afraid, run this encounter. If the party goes ahead and kills the bird in the last encounter skip this one, as the wolves no longer have anything to fear in the north and have gone there.

The journey leading out of the mountains has been somber. Lord Brickings feels that you have betrayed him and refuses to speak during the trip.

Each night the wolf calls have been getting louder. Each day the forest has been quieter.

The party may want to take some extra precautions during this leg of the trip. Let them plan for the imminent wolf attack as much as they want.

The wolves will encircle the party and then attack from all sides at once. Have the wolves make a hide check and the party a spot check. If the wolves win, they get a surprise round which they will use to close with the party. The half-fiends have a fly speed and will fly to the greatest extent possible.

Creatures

APL 8 (EL 10)

➤ Half-Fiend Winter Wolf Pack Leader: hp 57; See Appendix Four

➤ Winter Wolf (4): hp 51; See Monster Manual.

APL 10 (EL 12)

➤ Advanced Half-Fiend Winter Wolf Pack Leader: hp 124; See Appendix Four.

➤ Half-Fiend Winter Wolf (4): hp 57; See Appendix Four.

APL 12 (EL 14)

➤ Advanced Half-Fiend Winter Wolf Pack Leader: hp 148; See Appendix Four.

➤ Advanced Half-Fiend Winter Wolf (4): hp 124; See Appendix Four.

APL 14 (EL 16)

➤ Advanced Half-Fiend Winter Wolf Pack Leader: hp 220; See Appendix Four.

➤ Advanced Half-Fiend Winter Wolf (4): hp 148; See Appendix Four.

Conclusion A – Killed the Roc

The great bird lays crumpled in the snow, its blood slowly slipping out onto the ground. Lord Brickings has the look of a kid in a candy store with a sack for of gold.

“Well, pity we can not take the entire bird. It would look magnificent stuffed in the royal palace. Ah well. Perhaps just the head will do. And a talon for good measure. I am sure to win the wager.”

He picks up a sword and starts hacking at one of the talons. “I say, put yourselves to good use and detach its head.”

The deed done, the trip back to Rel Mord is uneventful. The people who notice the giant bird head in your wagon are taken aback but say nothing. The sad look on their faces says more than enough.

Upon reaching Rel Mord his lordship drives directly to the Wild Boar Inn. “Wait for me here. I will return shortly.” He swaggers into the inn and is soon followed out by a host of people all of whom gaze in wonder at the giant bird’s head and claw.

One of the more distinguished members of the gathered throng steps forward. “Lord Writton returned with the head of a Death Slaad. Given the size and bearing of this bird, I must declare him the winner. Sorry old boy. Better luck next time.”

Brickings doesn’t move for a good two minutes. The crowd shuffles back inside leaving the street to the crestfallen Lord Brickings. “Crisster . . . come, we are going home.” He turns and leaves.

Crisster goes inside the inn for a moment and returns with sacks of gold. “Thanks for all your help. I am sure you will find this ample reward for your efforts.” With that he runs after his master.

If the party reaches this Conclusion, they will receive the “Disfavor of Lord Brickings” on the Adventure Record.

Conclusion B – Killed the Wolves

After the hard fought battle, the corpses of the corrupted wolves litter the ground. Lord Brickings lets out a laugh. “Ha! Look at the pelts on these wolves. These would make fine trophies! Perhaps you are not as worthless as you seem. Crisster, start skinning these beasts!”

His lordship now has the air of a man reborn. He even decides to lend a hand in preparing space in the carts for the hides.

The trip back to Nyronnd’s capital is a complete change from the trip north. Lord Brickings hobnobs with the commoners and makes a fine showing of his newly acquired pelts. In short, he is enjoying the role of hunter as opposed to noble.

Upon reaching Rel Mord his lordship drives directly to the Wild Boar Inn. “Wait for me here. I will return shortly.” He swaggers into the inn and is soon followed out by a host of people all of whom gaze in wonder at the winter wolf pelts.

One of the more distinguished members of the gathered throng steps forward. “Lord Writton returned with the head of a Red Slaad. Given the size and bearing of these pelts, I must declare you the winner. Jolly good show old boy!”

The crowd cheers for Lord Brickings and go back inside to celebrate. Lord Brickings goes inside for a moment and then returns with your payment. “Thank you for accompanying Crisster and I on this journey. I hope you find this adequate payment for your services. Good day and good fortune to you and if you find yourselves in need of something, please come call on me at the manor.”

A party that reaches this conclusion will receive the “Favor of Lord Brickings” on the Adventure Record. Additionally, if they did not combat the ogres, they will receive the “Favor of Krunk Silverbough” on the Adventure Record.

The party will receive the “Favor of Alistair Crisster” if they generally treated Crisster well during the adventure and helped him with the workload. This is

regardless of whether they receive the Disfavor of Lord Brickings.

Conclusion C – Oops!

This is if things go horribly wrong somewhere in the scenario and no trophy is brought back. Since this ending can be reached through various methods there is no box text per say.

The end result is that Lord Brickings loses the contest by default, loses status in the court and is generally upset with the party. Crisster will still pay the party for their efforts but does not thank them.

A party that reaches this conclusion will receive the “Disfavor of Lord Brickings” on the Adventure Record. Whether the party receives the “Favor of Krunk Silverbough” requires all of the following: (a) the party not attack the ogres, (b) the party not attack the roc, and (c) the party slays or otherwise drives off the wolf pack.

The party will receive the “Favor of Alistair Crisster” if they generally treated Crisster well during the adventure and helped him with the workload. This is regardless of whether they receive the Disfavor of Lord Brickings.

The End

Experience Point Summary

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

Encounter Five

Survive the Ogre Mage. This could be by defeating them in combat or talking to them. Both earn the XP.

APL8	330 xp
APL10	390 xp
APL12	450 xp
APL14	510 xp

Encounter Seven

Kill the giants and rust monsters.

APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp

Encounter Nine

Collect the Roc's head and claw

APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp

Encounter Ten

Collect the wolf pelts.

APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp

Story Award

Lord Brickings stays out of trouble and wins the contest.

APL8	100 xp
APL10	130 xp
APL12	160 xp
APL14	190 xp

Discretionary roleplaying award

APL8	170 xp
APL10	185 xp
APL12	200 xp
APL14	215 xp

Total possible experience:

APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 xp
APL14	1,800 xp

Treasure Summary

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

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

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

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

blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five:

APL 8: L: 21 gp; C: 0 gp; M: 701 gp
APL 10: L: 21 gp; C: 0 gp; M: 1,064 gp
APL 12: L: 14 gp; C: 0 gp; M: 1,556 gp
APL 14: L: 28 gp; C: 0 gp; M: 3,697 gp

Encounter Seven:

APL 8: L: 10 gp; C: 0 gp; M: 0 gp
APL 10: L: 10 gp; C: 0 gp; M: 1083 gp
APL 12: L: 10 gp; C: 0 gp; M: 0 gp
APL 14: L: 10 gp; C: 0 gp; M: 0 gp

Encounter Nine:

APL 8: L: 100 gp; C: 0 gp; M: 0 gp
APL 10: L: 150 gp; C: 0 gp; M: 0 gp
APL 12: L: 150 gp; C: 0 gp; M: 0 gp
APL 14: L: 175 gp; C: 0 gp; M: 0 gp

Encounter Ten:

APL 8: L: 100 gp; C: 0 gp; M: 0 gp
APL 10: L: 150 gp; C: 0 gp; M: 0 gp
APL 12: L: 150 gp; C: 0 gp; M: 0 gp
APL 14: L: 175 gp; C: 0 gp; M: 0 gp

Conclusion A: Brickings Looses

APL 8: L: 100 gp; C: 200 gp; M: 0 gp
APL 10: L: 0 gp; C: 250 gp; M: 0 gp
APL 12: L: 0 gp; C: 300 gp; M: 0 gp
APL 14: L: 0 gp; C: 350 gp; M: 0 gp

Conclusion B: Brickings Wins

APL 8: L: 100 gp; C: 350 gp; M: 0 gp
APL 10: L: 0 gp; C: 400 gp; M: 0 gp
APL 12: L: 0 gp; C: 450 gp; M: 0 gp
APL 14: L: 0 gp; C: 500 gp; M: 0 gp

Conclusion C: Brickings Really Looses

APL 8: L: 0 gp; C: 100 gp; M: 0 gp
APL 10: L: 0 gp; C: 150 gp; M: 0 gp
APL 12: L: 0 gp; C: 200 gp; M: 0 gp
APL 14: L: 0 gp; C: 250 gp; M: 0 gp

Total Possible Treasure

APL 8: L: 241 gp; C: 350 gp; M: 701 gp
APL 10: L: 181 gp; C: 400 gp; M: 2147 gp
APL 12: L: 174 gp; C: 450 gp; M: 2831 gp
APL 14: L: 213 gp; C: 500 gp; M: 5896 gp

Note: This comes out to maximum gold if and only if Lord Brickings wins. If he loses it is 150 less than maximum and if he really loses it is 250 less.

Special

Feather of the White Roc: The feather of the white roc is almost twelve feet in length. It possesses no magical properties and cannot be enchanted.

Nonmagical; Cannot be crafted; Market Price: 250 gp.

Favor of Lord Brickings: For assisting Lord Tristan Brickings in winning his bet, he will introduce you to several individuals who will upgrade magic items. By redeeming this favor and paying the difference in market price, the hero can have a +2 version of any one of the following items upgraded to a +4 version of the same item: Amulet of Health, Cloak of Charisma, Gloves of Dexterity, Headband of Intellect or Periapt of Wisdom. Cross off this favor once it is used.

Favor of Alistair Crisster: At the end of his grand hunt, Lord Brickings gave the 38 Myrlund's Spoons that he purchased for the journey to his servant Alistair Crisster with a comment about the "abominable taste." In exchange for your kindness to him during his time of need, Crisster is willing to sell you one of his spoons. You have meta-regional access to this item.

Disfavor of Lord Brickings: Lord Tristan Brickings is not pleased with you. Word of this displeasure has reached far and wide. You now find that almost any noble treats you with a little more disdain. You have a -2 charisma modifier when dealing from any nobility in the Nyron and Her Environs Metaregion. This lasts one year from the date this AR was received.

Favor of Krunk Silverbough: The ogre mage druid is pleased that you have rid his mountains of a major evil force. He will sell any one item made out of Darkwood. In addition, he will trade his and his companions' items with you. This makes the "See Above" access below Meta-regional access. Without this favor, the access becomes Adventure access.

Items for the Adventure Record

Item Access

APL 8:

- +2 Hide Armor (See Above; DMG; 4,165 gp)
- +2 Chain Shirt (See above; DMG; 4,250 gp)
- Murlynd's Spoon (Metaregional; DMG; 7,500 gp)

APL 10 (all of the APL 8 items, plus the following):

- Monk's Belt (Adventure; DMG; 13,000 gp)
- +2 Large Greatsword (See Above, DMG, 4,350gp)

APL 12 (all of the APL 8-10 items, plus the following):

- +1 Light Darkwood Shield (See Above; DMG; 1,203gp)
- +3 Hide Armor (See Above; DMG; 9,165gp)
- +2 Breast Plate (See Above; DMG; 4,350gp)

APL 14 (all of the APL 8-12 items, plus the following):

- +3 Chain Shirt (See Above; DMG; 9,250gp)

DM Aid One – Mountainous Travel

High altitude can be extremely fatiguing-or sometimes deadly to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the hardest of warriors. Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimatize themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevation.

Appendix One – Encounter Five

APL 8

Krunk Silverbough: Ogre Mage Drd1: CR 9; Large Giant; HD 5d8+1d8+18; hp 43; Init +4; Spd 50 ft., fly 40 ft. (good); AC 20 (-1 size, +5 natural, +5 +2 Hide, +1 masterwork light darkwood shield), touch 9, flat-footed 20; BAB +3; Gpl +12; Atk: +7 melee (1d8+7/18-20, large scimitar); Full Atk: +7 melee (1d8+7/18-20, large scimitar) or +2 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Animal Companion, Darkvision 90 ft., link with Companion, low-light vision, Nature Sense, regeneration 5, spell resistance 19, Wild empathy; AL N; SV Fort +9, Ref +1, Will +5; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Knowledge(Nature) + 7, Listen +10, Spellcraft +10, Spot +10, Survival +7, Combat Expertise, Improved Initiative, Track

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Druid Spells Prepared (3/2; Save DC 12 + Spell Level): 0 – *Detect Magic, Light, Cure Minor Wounds*; 1 – *Entangle, Longstrider*

Howler: Animal Companion: CR -; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 natural, +2 Dex), touch 12, flat-footed 12; BAB +1; Gpl +2; Atk: +3 melee (1d6+1, bite); Full Atk: +3 melee (1d6+1, bite); SQ Low-light Vision, Scent, Link, Share Spells; SA Trip; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

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

Tricks: Attack, Come

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

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Gnuurl: Ogre Mage Bbni: CR 9; Large Giant; HD 5d8+1d12+18; hp 47; Init +4; Spd 50 ft., fly 40 ft. (good); AC 20 (-1 size, +5 natural, +6 chain shirt +2), touch 9, flat-footed 20; BAB +4; Gpl +13; Atk: +8 melee (3d6+7/19-20, great sword); Full Atk: +8 melee (3d6+7/19-20, great sword) or +3 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Darkvision 90 ft., Low-light vision, Rage, Regeneration 5, Spell resistance 19; AL N; SV Fort +9, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Intimidate +6, Jump +15, Listen +10, Spellcraft +10, Spot +10, Combat Expertise, Improved Initiative, Power Attack;

Spell-Like Abilities: At will—*darkness*, *invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in

Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

APL 10

Krunk Silverbough: Ogre Mage Drd3; CR 11; Large Giant; HD 5d8+3d8+24; hp 61; Init +4; Spd 50 ft., fly 40 ft. (good); AC 20 (-1 size, +5 natural, +5 +2 Hide, +1 masterwork light darkwood shield), touch 9, flat-footed 20; BAB +5; Gpl +14; Atk: +9 melee (1d8+7/18-20, large scimitar); Full Atk: +9 melee (1d8+7/18-20, large scimitar) or +4 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Animal Companion, Darkvision 90 ft., link with Companion, low-light vision, Nature Sense, regeneration 5, Spell resistance 20, Trackless Step, Wild empathy, Woodland Stride; AL N; SV Fort +10, Ref +2, Will +6; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +13, Diplomacy +5, Handle Animal +6, Heal +5, Knowledge(Nature) +8, Listen +10, Spellcraft +11, Spot +10, Survival +7, Combat Expertise, Improved Initiative, Track

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Druid Spells Prepared (4/3/2; Save DC 12 + Spell Level): 0 – Detect Magic, Light, Cure Minor Wounds(x2); 1 – Entangle, ~~Longstrider~~, Cure Light Wounds; 2 – Flaming Sphere, Owl's Wisdom

Howler: Animal Companion: CR -; Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17 (+4 natural, +3 Dex), touch 13, flat-footed 14; BAB +3; Gpl +5; Atk: +6 melee (1d6+2, bite); Full Atk: +6 melee (1d6+2, bite); SQ Low-light Vision, Scent, Link, Share Spells, Evasion; SA Trip; AL N; SV Fort +6, Ref +6, Will +5; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2; Track, Weapon Focus (bite), Combat Reflexes

Tricks: Attack, Come, Defend, Fetch

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

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the

time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Gnuurl: Ogre Mage Bbn3: CR 11; Large Giant; HD 5d8+3d12+18; hp 67; Init +4; Spd 50 ft., fly 40 ft. (good); AC 20 (-1 size, +5 natural, +6 chain shirt +2), touch 9, flat-footed 20; BAB +6; Gpl +15; Atk: +12 melee (3d6+9/19-20, greatsword +2); Full Atk: +12/7 melee (3d6+9/19-20, greatsword +2) or +5/+0 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Darkvision 90 ft., Low-light vision, Rage, Regeneration 5, Spell Resistance 20, Trap Sense, Uncanny Dodge; AL N; SV Fort +10, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Intimidate +6, Jump +15, Listen +10, Spellcraft +10, Spot +10, Combat Expertise, Improved Initiative, Power Attack

Spell-Like Abilities: At will—darkness, invisibility; 1/day—charm person (DC 14), cone of cold (DC 18), gaseous form, polymorph, sleep (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A

barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

APL 12

Krunk Silverbough: Ogre Mage Drd5: CR 13; Large Giant; HD 5d8+5d8+30; hp 80; Init +4; Spd 50 ft., fly 40 ft. (good); AC 22 (-1 size, +5 natural, +6 +3 Hide, +2 +1 light darkwood shield), touch 9, flat-footed 22; BAB +6; Gpl +15; Atk: +10 melee (1d8+7/18-20, large scimitar); Full Atk: +10/+5 melee (1d8+7/18-20, large scimitar) or +4 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Animal Companion, Darkvision 90 ft., link with Companion, low-light vision, Nature Sense, regeneration 5, Spell resistance 21, Resist Nature's Lure, Trackless Step, Wild empathy, Wild shape, Woodland Stride; AL N; SV Fort +11, Ref +2, Will +7; Str 21, Dex 10, Con 17, Int 14, Wis 15, Cha 17.

Skills and Feats: Concentration +16, Diplomacy +5, Handle Animal +6, Heal +5, Knowledge(Nature) +8, Listen +10, Spellcraft +11, Spot +10, Survival +7, Combat Expertise, Improved Initiative, Track, Skill focus (Concentration)

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

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Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

Druid Spells Prepared (5/4/3/1; Save DC 12 + Spell Level): 0 – *Detect Magic, Light, Cure Minor*

Wounds(x3); 1 – Entangle, ~~Longstrider~~, Cure Light Wounds, Obscuring Mists; 2 – Flaming Sphere, Owl's Wisdom, Resist Energy; 3 – Spike growth

Howler: Animal Companion: CR -; Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17 (+4 natural, +3 Dex), touch 13, flat-footed 14; BAB +3; Gpl +5; Atk: +6 melee (1d6+2, bite); Full Atk: +6 melee (1d6+2, bite); SQ Low-light Vision, Scent, Link, Share Spells, Evasion; SA Trip; AL N; SV Fort +6, Ref +6, Will +5; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3, Survival +2; Track, Weapon Focus (bite), Combat Reflexes

Tricks: Attack, Come, Defend, Fetch

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

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Gnuurl: Ogre Mage Bbn3: CR 11; Large Giant; HD 5d8+3d12+18; hp 67; Init +4; Spd 50 ft., fly 40 ft. (good); AC 20 (-1 size, +5 natural, +6 chain shirt +2), touch 9, flat-footed 20; BAB +6; Gpl +15; Atk: +12 melee

(3d6+9/19-20, greatsword +2); Full Atk: +12/7 melee (3d6+9/19-20, greatsword +2) or +5/+0 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Darkvision 90 ft., Low-light vision, Rage, Regeneration 5, Spell Resistance 20, Trap Sense, Uncanny Dodge; AL N; SV Fort +10, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Intimidate +6, Jump +15, Listen +10, Spellcraft +10, Spot +10, Combat Expertise, Improved Initiative, Power Attack

Spell-Like Abilities: At will—darkness, invisibility; 1/day—charm person (DC 14), cone of cold (DC 18), gaseous form, polymorph, sleep (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or

spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Irck & Gack: Ogre Bbn6: CR 9; Large Giant; HD 5d8+7d8+36; hp 100; Init +0; Spd 40 ft.; AC 20 (–1 size, +5 natural, +6 +2 Breastplate), touch 9, flat-footed 20; BAB +9; Gpl +21; Atk: +17 melee (3d6+12/19–20, large greatsword); Full Atk: +17/+12 melee (3d6+12/19–20, large greatsword); Space/Reach 10ft./10ft.; SQ Darkvision 60', Low-light Vision, Rage, Fast Movement, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense; AL N; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +6, Intimidate +4, Jump +6, Listen +8, Move Silently –1, Spot +1, Survival +3; Toughness, Weapon Focus (greatsword), Power Attack, Improved Overrun.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has

barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

APL 14

Krunk Silverbough: Ogre Mage Drd7: CR 15; Large Giant; HD 5d8+7d8+36; hp 93; Init +4; Spd 50 ft., fly 40 ft. (good); AC 23 (-1 size, +5 natural, +6 +3 Hide, +3 +2 light darkwood shield), touch 9, flat-footed 22; BAB +8; Gpl +17; Atk: +12 melee (1d8+7/18-20, large scimitar); Full Atk: +12/7 melee (1d8+7/18-20, large scimitar) or +7 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Animal Companion, Darkvision 90 ft., link with Companion, low-light vision, Nature Sense, regeneration 5, Spell resistance 22, Resist Nature's Lure, Trackless Step, Wild empathy, Wild shape, Woodland Stride; AL N; SV Fort +12, Ref +5, Will +9; Str 21, Dex 10, Con 17, Int 14, Wis 16, Cha 17.

Skills and Feats: Concentration +19, Diplomacy +5, Handle Animal +15, Heal +6, Knowledge(Nature) +16, Listen +10, Spellcraft +14, Spot +11, Survival +11, Combat Expertise, Improved Initiative, Track, Skill focus (Concentration), Lightning Reflexes

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

Druid Spells Prepared (7/5/4/3/1; Save DC 12 + Spell Level): 0 – Create Water, Detect Magic, Light (x2),

Cure Minor Wounds(x3); 1 – Entangle, Longstrider, Cure Light Wounds, Obscuring Mists, Magic Fang; 2 – Flaming Sphere, Owl's Wisdom, Resist Energy, Flame Blade; 3 – Spike growth, Protection from Energy (Fire), Wind Wall; 4 – Flame Strike

Howler: Animal Companion: CR -; Medium Animal; HD 6d8+12; hp 39; Init +7; Spd 50 ft.; AC 19 (+6 natural, +3 Dex), touch 13, flat-footed 16; BAB +4; Gpl +6; Atk: +7 melee (1d6+2, bite); Full Atk: +7 melee (1d6+2, bite); SQ Low-light Vision, Scent; SA Trip; AL N; SV Fort +7, Ref +6, Will +6; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +3; Track, Weapon Focus (bite), Combat Reflexes, Dodge, Improved Initiative

Tricks: Attack, Come, Defend, Fetch, Down

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

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw. **Skills and Feats:** Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track; Weapon Focus (bite)

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

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

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Gnuurl: Ogre Mage Bbn5: CR 13; Large Giant; HD 5d8+7d12+18; hp 87; Init +4; Spd 50 ft., fly 40 ft. (good); AC 21 (-1 size, +5 natural, +6 chain shirt +3), touch 9, flat-footed 21; BAB +8; Gpl +18; Atk: +15 melee (3d6+13/19-20, greatsword +2); Full Atk: +15/10 melee (3d6+13/19-20, greatsword +2) or +7/+2 ranged (2d6/x3, longbow); Space/Reach 10ft./10ft.; SQ Darkvision 90 ft., Low-light vision, Rage, Regeneration 5, Spell Resistance 20, Trap Sense, Uncanny Dodge; AL N; SV Fort +11, Ref +2, Will +4; Str 22, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Handle Animal +13, Intimidate +13, Jump +16, Listen +15, Spellcraft +10, Spot +10, Combat Expertise, Improved Initiative, Improved Overrun, Power Attack

Spell-Like Abilities: At will—*darkness, invisibility, 1/day—charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who

gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Irck, Grick, Turg & Gack: Ogre Bbn6: CR 9; Large Giant; HD 5d8+7d8+36; hp 100; Init +0; Spd 40 ft.; AC 20 (-1 size, +5 natural, +6 +2 Breastplate), touch 9, flat-footed 20; BAB +9; Gpl +21; Atk: +17 melee (3d6+12/19-20, large greatsword); Full Atk: +17/+12

melee (3d6+12/19-20, large greatsword); Space/Reach 10ft./10ft.; SQ Darkvision 60', Low-light Vision, Rage, Fast Movement, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense; AL N; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +6, Intimidate +4, Jump +6, Listen +8, Move Silently -1, Spot +1, Survival +3; Toughness, Weapon Focus (greatsword), Power Attack, Improved Overrun.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes

no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Appendix Two – Encounter Seven

APL 10

Karl Rockcleaver: Stone Giant; CR 8; Large Giant; HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 27 (-1 size, +11 natural, +3 Hide, +2 Dex, +2 Monk's Belt), touch 13, flat-footed 23; BAB +10; Gpl +22; Atk: +17 melee (2d8+12, large greatclub) or +17 melee (2d6+8, slam) or +11 ranged (2d8+12, rock); Full Atk: +17/+12 melee (2d8+12, large greatclub) or +17 (2d6+8, 2 slams) or +11 ranged (2d8 + 12, rock); Space/Reach 10ft./10ft.; SQ Darkvision 60', Low-light Vision, rock catching; SA rock throwing; AL N; SV Fort +17, Ref +9, Will +8; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +9, Hide +8*, Jump +7, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Precise Shot, Power attack

Equipment: Monk's Belt, large greatclub., Hide armor

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex saves when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

APL 12

Karl Rockcleaver: Stone Giant Ftr4; CR 12; Large Giant; HD 14d8+4d10+72; hp 166; Init +3; Spd 30 ft.; AC 29 (-1 size, +11 natural, +4 +1 Hide, +3 Dex, +2 Monk's Belt), touch 14, flat-footed 25; BAB +14; Gpl +26; Atk: +22 melee (2d8+12, large greatclub +1); Full Atk: +22/+17/+12 melee (2d8+13, large greatclub +1) or +21 (2d6+8, 2 slams) or +16 ranged (2d8 + 12, rock); Space/Reach 10ft./10ft.; SQ Darkvision 60', Low-light Vision, rock catching; SA rock throwing; AL N; SV Fort +17, Ref +9, Will +8; Str 27, Dex 16, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +9, Hide +14*, Jump +7, Spot +12; Combat Reflexes, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Power attack, Improved Bull Rush, Improved Overrun, Skill Focus (Hide), Stealthy

Equipment: Monk's Belt, +1 large greatclub., Hide armor

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex saves when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

APL 14

Karl & Krag Rockcleaver: Stone Giant Ftr4; CR 12; Large Giant; HD 14d8+4d10+72; hp 166; Init +3; Spd 30 ft.; AC 30 (-1 size, +11 natural, +4 +2 Hide (+1), +3 Dex, +2 Monk's Belt), touch 14, flat-footed 26; BAB +14; Gpl +26; Atk: +23 melee (2d8+12, large greatclub +2); Full Atk: +23/+18/+13 melee (2d8+13, large greatclub +2) or +21 (2d6+8, 2 slams) or +16 ranged (2d8 + 12, rock); Space/Reach 10ft./10ft.; SQ Darkvision 60', Low-light Vision, rock catching; SA rock throwing; AL N; SV Fort +17, Ref +9, Will +8; Str 27, Dex 16, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +9, Hide +14*, Jump +7, Spot +12; Combat Reflexes, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Power attack, Improved Bull Rush, Improved Overrun, Skill Focus (Hide), Stealthy

Equipment: Monk's Belt, +1 large greatclub., Hide armor +1

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex saves when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Advanced Rust Monster: Stone Giant Ftr4; CR 6; Large Aberration; HD 13d8+13; hp 78; Init +2; Spd 40 ft.; AC 19 (-1 size, +8 natural, +2 Dex), touch 11, flat-footed 17; BAB +9; Gpl +13; Atk: +12 touch (rust, antennae); Full Atk: +12/+7 touch (rust, antennae) and +7 melee (1d3, bite); Space/Reach 10ft./10ft.; SQ Darkvision 60', scent; SA rust; AL N; SV Fort +7, Ref +8, Will +9; Str 18, Dex 15, Con 17, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +11, Spot +11; Alertness, Track, Combat Reflexes, Improved Natural Armor, Lightning Reflexes

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and

other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Appendix Three – Encounter Nine

APL 8

Elite Roc: Gargantuan Magical Beast; CR 10; HD 18d8+126; hp 207; Init +4; Spd 20 ft., fly 80 ft. (average); AC 19 (-4 size, +4 Dex, +9 natural), touch 10, flat-footed 15; BAB +13; Gpl +37; Atk +21 melee (2d6+12, talon); Full Atk +19 melee (2d8+6, bite) and +21 melee (2d6+12, 2 talons); Space/Reach 20 ft./ 15 ft.; SQ Low light vision; AL N; SV Fort +18, Ref +15, Will +10; Str 34, Dex 19, Con 24, Int 6, Wis 15, Cha 11.

Skills and Feats: Hide -3, Listen +10, Spot +14, Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

APL 10

Advanced Elite Roc: Gargantuan Animal; CR 12; HD 24d8+168; hp 276; Init +4; Spd 20 ft., fly 80 ft. (average); AC 20 (-4 size, +4 Dex, +10 natural), touch 10, flat-footed 15; BAB +17; Gpl +41; Atk +25 melee (2d6+12, talon); Full Atk +23 melee (2d8+6, bite) and +25 melee (2d6+12, 2 talons); Space/Reach 20 ft./ 15 ft.; SQ Low light vision; AL N; SV Fort +21, Ref +18, Will +11; Str 34, Dex 19, Con 24, Int 6, Wis 15, Cha 11.

Skills and Feats: Hide +0, Listen +10, Spot +17, Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover, Hover, Improved Natural Armor

APL 12

Advanced Elite Roc: CR 14; Gargantuan Animal; HD 30d8+240; hp 375; Init +4; Spd 20 ft., fly 100 ft. (average); AC 21 (-4 size, +4 Dex, +11 natural), touch 10, flat-footed 15; BAB +22; Gpl +46; Atk +30 melee (2d6+12, talon); Full Atk +28 melee (2d8+6, bite) and +30 melee (2d6+12, 2 talons); Space/Reach 20 ft./ 15 ft.; SQ Low light vision; AL N; SV Fort +24, Ref +21, Will +12; Str 34, Dex 19, Con 24, Int 6, Wis 15, Cha 11.

Skills and Feats: Hide +3, Listen +13, Spot +17, Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover, Improved Toughness, Hover, Improved Natural Armor (x2)

APL 14

Advanced Elite Roc: CR 16; Colossal Magical Beast; HD 33d8+263; hp 428; Init +4; Spd 20 ft., fly 120 ft. (average); AC 23 (-8 size, +4 Dex, +17 natural), touch 6, flat-footed 19; BAB +24; Gpl +52; Atk +32 melee (2d6+16, talon); Full Atk +30 melee (2d8+10, bite) and +32 melee (2d6+16, 2 talons); Space/Reach 20 ft./ 15 ft.;

SQ Low light vision; AL N; SV Fort +32, Ref +27, Will +14; Str 42, Dex 19, Con 28, Int 6, Wis 15, Cha 11.

Skills and Feats: Hide +5, Listen +14, Spot +17, Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover, Improved Toughness, Hover, Improved Natural Armor (x3)

Appendix Four – Encounter Ten

APL 8

Half-Fiend Winter Wolf: CR 7; Large Outsider (Augmented Magical Beast, Cold); HD 6d10+24; hp 57; Init +7; Spd 50 ft., fly 50 ft. (average); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Gpl +6/+16; Atk +11 melee (1d8+9 plus 1d6 cold, bite); Full Atk +11 melee (1d8+9 plus 1d6 cold, bite) and +6 melee (1d6+4, 2 claws); Space/Reach 10 ft./ 5 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +6 damage), spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 16, vulnerability to fire; AL NE; SV Fort +9, Ref +8, Will +3; Str 22, Dex 17, Con 18, Int 13, Wis 13, Cha 12.

Skills and Feats: Bluff +10, Hide +10*, Listen +13, Move Silently +13, Spot +13, Survival +10*, Tumble +12; Alertness, Improved Initiative, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 17 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +6 extra damage against a good foe.

Spell-Like Abilities: 3/day—*darkness*; 1/day—*desecrate*, *unholy blight* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

APL 10

Advanced Half-Fiend Winter Wolf (Pack Leader): CR 9; Huge Outsider (Augmented Magical Beast, Cold); HD 10d10+60; hp 124; Init +6; Spd 50 ft., fly 50 ft. (average); AC 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; BAB/Gpl +10/+28; Atk +18 melee (2d6+15 plus 1d6 cold, bite); Full Atk +18 melee (2d6+15 plus 1d6 cold, bite) and +16 melee (1d8+8, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +10 damage), spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 20, vulnerability to fire; AL NE; SV Fort +13, Ref +9, Will +5; Str 30, Dex 15, Con 22, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +14, Hide +13*, Listen +18, Move Silently +16, Spot +18, Survival +15*, Tumble +15; Alertness, Improved Initiative, Multiattack, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 21 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+20 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good foe.

Spell-Like Abilities: 3/day—*darkness*, *poison* (DC 16); 1/day—*contagion* (DC 15), *desecrate*, *unholy blight* (DC 15). Caster level 10th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Half-Fiend Winter Wolf: CR 7; Large Outsider (Augmented Magical Beast, Cold); HD 6d10+24; hp 57; Init +7; Spd 50 ft., fly 50 ft. (average); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Gpl +6/+16; Atk +11 melee (1d8+9 plus 1d6 cold, bite); Full Atk +11 melee (1d8+9 plus 1d6 cold, bite) and +6 melee (1d6+4, 2 claws); Space/Reach 10 ft./ 5 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +6 damage), spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 16, vulnerability to fire; AL NE; SV Fort +9, Ref +8, Will +3; Str 22, Dex 17, Con 18, Int 13, Wis 13, Cha 12.

Skills and Feats: Bluff +10, Hide +10*, Listen +13, Move Silently +13, Spot +13, Survival +10*, Tumble +12; Alertness, Improved Initiative, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 17 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +6 extra damage against a good foe.

Spell-Like Abilities: 3/day—*darkness*; 1/day—*desecrate*, *unholy blight* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

APL 12

Advanced Half-Fiend Winter Wolf (Leader): CR 11; Huge Outsider (Augmented Magical Beast, Cold); HD 12d10+72; hp 148; Init +6; Spd 50 ft., fly 50 ft. (average); AC 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; BAB/Gpl +12/+30; Atk +20 melee (3d6+15 plus 1d6 cold, bite); Full Atk +20 melee (3d6+15 plus 1d6 cold, bite) and +18 melee (1d8+8, 2 claws); Space/Reach 15

ft./ 10 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +12 damage), spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 22, vulnerability to fire; AL NE; SV Fort +14, Ref +10, Will +5; Str 30, Dex 15, Con 22, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +16, Hide +15*, Listen +20, Move Silently +18, Spot +20, Survival +17*, Tumble +17; Alertness, Improved Initiative, Improved Natural Attack (bite), Multiattack, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 22 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+22 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-Like Abilities: 3/day—*darkness*, *poison* (DC 17); 1/day—*blasphemy* (DC 18), *contagion* (DC 15), *desecrate*, *unholy blight* (DC 15). Caster level 12th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Advanced Half-Fiend Winter Wolf: CR 9; Huge Outsider (Augmented Magical Beast, Cold); HD 10d10+60; hp 124; Init +6; Spd 50 ft., fly 50 ft. (average); AC 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; BAB/Gpl +10/+28; Atk +18 melee (2d6+15 plus 1d6 cold, bite); Full Atk +18 melee (2d6+15 plus 1d6 cold, bite) and +16 melee (1d8+8, 2 claws); Space/Reach 15 ft./ 10 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +10 damage), spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light

vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 20, vulnerability to fire; AL NE; SV Fort +13, Ref +9, Will +5; Str 30, Dex 15, Con 22, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +14, Hide +13*, Listen +18, Move Silently +16, Spot +18, Survival +15*, Tumble +15; Alertness, Improved Initiative, Multiattack, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 21 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+20 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good foe.

Spell-Like Abilities: 3/day—darkness, poison (DC 16); 1/day—contagion (DC 15), desecrate, unholy blight (DC 15). Caster level 10th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

APL 14

Advanced Half-Fiend Winter Wolf (Leader): CR 13; Huge Outsider (Augmented Magical Beast, Cold); HD 18d10+108; hp 220; Init +6; Spd 50 ft., fly 50 ft. (average); AC 21 (-2 size, +2 Dex, +11 natural), touch 10, flat-footed 19; BAB/Gpl +18/+36; Atk +26 melee (3d6+15 plus 1d6 cold, bite); Full Atk +26 melee (3d6+15 plus 1d6 cold, bite) and +24 melee (1d8+8, 2 claws); Space/Reach 15 ft./ 10 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +18 damage), spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 28, vulnerability to fire; AL NE; SV Fort +17, Ref +13, Will +9; Str 30, Dex 15, Con 22, Int 13, Wis 14, Cha 14.

Skills and Feats: Bluff +23, Hide +21*, Listen +26, Move Silently +24, Spot +26, Survival +23*, Tumble +23; Alertness, Improved Initiative, Improved Natural Armor x2, Improved Natural Attack (bite), Multiattack, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 25 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+28 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-Like Abilities: 3/day—darkness, poison (DC 21); 1/day—blasphemy (DC 19), contagion (DC 16), desecrate, horrid wilting (DC 20), summon monster IX (fiends only), unholy blight (DC 16). Caster level 18th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Advanced Half-Fiend Winter Wolf: CR 11; Huge Outsider (Augmented Magical Beast, Cold); HD 12d10+72; hp 148; Init +6; Spd 50 ft., fly 50 ft. (average); AC 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; BAB/Gpl +12/+30; Atk +20 melee (3d6+15 plus 1d6 cold, bite); Full Atk +20 melee (3d6+15 plus 1d6 cold, bite) and +18 melee (1d8+8, 2 claws); Space/Reach 15 ft./ 10 ft.; SA Breath weapon, freezing bite, trip, smite good (1/day, +12 damage), spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to cold, immunity to poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, scent, spell resistance 22, vulnerability to fire; AL NE; SV Fort +14, Ref +10, Will +5; Str 30, Dex 15, Con 22, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +16, Hide +15*, Listen +20, Move Silently +18, Spot +20, Survival +17*, Tumble

+17; Alertness, Improved Initiative, Improved Natural Attack (bite), Multiattack, Track.

A half-fiend winter wolf's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 22 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+22 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-Like Abilities: 3/day—*darkness*, *poison* (DC 17); 1/day—*blasphemy* (DC 18), *contagion* (DC 15), *desecrate*, *unholy blight* (DC 15). Caster level 12th. The save DCs are Charisma-based.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent

Appendix Five – Lord Brickings and Crisster

Lord Tristan Brickings: Medium humanoid (human) Ari7; HD 7d8+13; hp 48; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +1 Defl, +1 Natural), touch 12, flat-footed 12; BAB/Gpl +5/+6; Atk +7 melee (1d6+2, +1 shortsword) or +7 ranged (1d6+1, +1 shortbow); Full Atk +7 melee (1d6+2, +1 shortsword) or +7 ranged (1d6+1, +1 shortbow); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +3, Ref +3, Will +4; Str 12, Dex 12, Con 12, Int 12, Wis 8, Cha 14.

Skills and Feats: Appraise +11, Knowledge (Local – NMR Metaregion) +11, Knowledge (Nature) +11, Knowledge (Nobility & Royalty) +14, Profession (Merchant) +7, Ride +11; Skill Focus (Knowledge(Nobility & Royalty)), Skill Focus (Profession (Merchant)), Toughness (2).

Equipment: +1 Shortsword, +1 Shortbow, +1 Ring of Protection, +1 Amulet of Natural Armor, and lots of other stuff stored on his wagon.

Alistair Crisster: Medium humanoid (human) Exp3; HD 3d8+12; hp 29; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Gpl +2/+1; Atk +1 melee (1d4-1, dagger); Full Atk +1 melee (1d4-1, dagger); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +3, Ref +3, Will +4; Str 8, Dex 12, Con 12, Int 11, Wis 10, Cha 10.

Skills and Feats: Diplomacy +6, Knowledge (Nobility & Royalty) +6, Profession (Butler) +6, Ride +6, Toughness (3).

Equipment: Dagger.

Appendix Six – New Rules

From COMPLETE WARRIOR:

Improved Toughness [General]

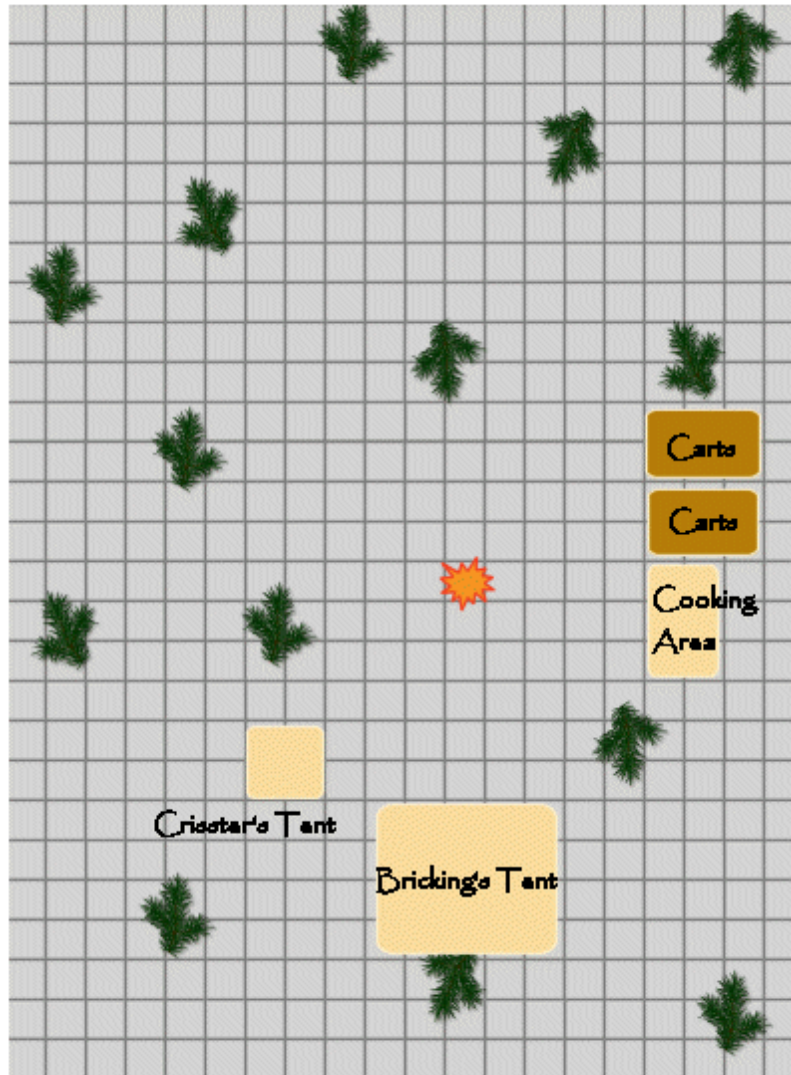
You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Map #1 – Base Camp



Map #2 – Giant's Cave

