

A Lament in Entrell

Sofeman zel Entrell

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Regional Mini-Adventure set in Nyron

Version 1.0

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The land of my forefathers, my land. Grandfather's stories of running through the meadow, sunning on the blossomed hills. Lost are the days of walking unguarded without fear of attack. Encroached my lands have become, restless are the nights. A one-round regional mini-adventure set in the Entrell Estates for characters level 1-10 (APLs 2-8).

Resources Living Greyhawk Gazetteer [Erik Mona, et al], The Marklands 1983 TSR [Carl Sargent], and Nyron.org [various contributors].

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a one-round regional mini-mission, set in the Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Generations before the Veriesti Vernyn Fisama Sheaira (Walk in the Light of Truth); ages before the Twin Cataclysms; when the multiverse was young to planar travelers, Firana (Dark Crafters) walked the Reninirumsha (Ocean Meadows of the West); with his affections, like Mai (Death), cold, deliberate; laid a keystone, calling it Yakash e Nu (The Bridge to Fate is Hope) raised Firenin Aerathadar (Ritual is Law Above All Else). – Translation from a portion of Solist ili Narath (The Scrolls of History of High Arcane)

Millennia ago a keystone was laid down in the region of what was to become Old Aerdy West. The resulting structure's location, purpose, and civilization that built it were lost. Coming out of these ancient times tread the footsteps of the first elven settlers, building homes and farms outside the hills and in the meadows of the South-Central Lands.

In 590 CY the restructuring of the provinces of Nyrond turned the South-Central Lands into the Duchy of Korenflass. The Duchy is geographically split into two regions: the Coast and the Northern Hills. The King added the Northern region during the Provincial reorganization, giving Korenflass both the Anodan Hills and arable farmland beyond the hills.

The Northern Hills are farm country like much of Nyrond. The people are generally down to earth, friendly and easy to approach. There is a community of Halflings that sometimes takes up residence in the Anodan Hills. While they have permanent structures they tend to change residences and move around frequently.

The Entrell Estates are located in the Northern Hills region. These Estates are unique because Lord Gelleflair Entrell, the only Elven noble in the Nyrond courts, rules here. Lord Entrell is a High-Elf who maintains a respected militia of rangers,

light fighters and mages, many of whom are High-Elf and Half-Elven.

In the Anodan Hills, smugglers in 595 CY discovered a once hidden entrance to ancient tunnels. The location was ideal for operations between Oldred and Rel Mord. However, a steady supply of merchandise has dried up in the course of the King regaining the throne. Seeking new sources of goods, the most brazen operatives have begun to raid local villages. Others have left to establish new locales.

The smugglers that stayed have begun to delve deeper into the tunnels, thereby uncovering a civilization long forgotten. Their leaders are unique and believe the civilization is a part of their history. However, the descendants of the original creators have returned through another entrance. Discovering the intrusion has interrupted a required ritual conducted every 1,000 years.

ADVENTURE SUMMARY

Introduction: The PCs are in the Duchy of Korenfluss. They are traveling together from the Celadon Forest to the Entrell Estates. On the road they come across a destroyed refugee caravan. A jackal is sniffing around the remains.

Encounter 1: They meet an Entrell Militia patrol that will lead them to the Entrell Estates. If a character is a member of the Entrell Militia s/he is informed Sharra Lylas is awaiting their arrival to report for duty.

Encounter 2: The PCs meet Amalisyann and possibly Sharra Lylas if the character is a member of the Entrell Militia. The PCs learn of the raids and are asked to patrol an area of the Anodan Hills. Elves and half-elves are asked to join the Entrell Militia.

Encounter 3: On the second day of patrol they see smoke in the hills from a hamlet being raided. After they confront the raiders they may find evidence of a larger operation and motive. The party may be able to follow the tracks left by the raiders to their lair or return to the Entrell Estates with the information found.

Encounter 4: The party finds an ancient entrance in the Anodan Hills by tracking the raiding party or questioning prisoners. In the hills the PCs find tracks of more jackals and other humanoid footprints. While exploring the entryway tunnel they find it is guarded.

Encounter 5: The party explores the secondary tunnels and finds evidence of an old civilization. The corridors have inscriptions detailing the civilization.

Encounter 6: The PCs find some of the stolen goods from the raided towns. The raider leaders may be prepared for the party with an ambush. They find more evidence of a civilization the raiders have taken as their religion.

Encounter 7: The PCs speak with Amalisyann about what was found. At the Entrell Estates the party has the opportunity to show The Keeper of Lore the marks found on the raiders in Firasel. The party has the opportunity to assist the Keeper of the Lore with research in the library.

Conclusion: The party hears a reading of a Lament found in the *Solist ili Narath (Scrolls of History of High Arcane)*. In the lament the party learns of a weapon to defeat an ancient enemy.

PREPARATION FOR PLAY

If the PCs participated in any of the following adventures or are members of a listed meta-org s/he will receive a version of Player Handout #1.

- NMR5-01 Under the Boughs
- NMR5-02 Natural Enemies
- NMR5-07 Corruption of the Heart
- Sagacious Society – any rank
- Entrell Militia – any rank
- Thieves' Guild – Oldred members only (any rank)

META-PLAY BENEFITS:

- If the character is a member of the Entrell Militia they will gain free standard upkeep. Additionally, they will gain a +1 circumstance bonus to Diplomacy, Gather Information, and Intimidate vs. residents of the Entrell Estates.
- Gelleflair Entrell keeps good relations with the Sagacious Society. Members of the meta-org will gain free standard upkeep.
- Players who successfully completed the above mentioned scenarios receive a +1 circumstance bonus to Diplomacy and Gather Information checks only if they mention these accomplishments in-game to the NPCs while they are speaking with them.
- Thieves Guild members from Oldred do not get any circumstance modifiers or other benefits. Citizens of the Entrell Estates do not

take too kindly to having a member of the Thieves' Guild near their homes. If the player announces s/he is part of the Guild the elves will ask him/her to wait at the boundary of the Estates. Additionally, word may get back to the guild of this breach of the code. Please report any such incident directly to the triad (triad@nyrond.org).

If all the players at the table have not played the listed scenarios and also do not belong to any of the meta-orgs they do not get the player handouts or circumstance modifiers.

INTRODUCTION

This encounter is to set the mood of the problems in the area. The PCs are in the Duchy of Korenfluss. They are traveling together to the Entrell Estates having met on the road after departing the Celadon. They are coming over the last of the higher passes in the Anodan Hills when they come across a ruined refugee caravan. A jackal is sniffing around the remains of victims.

The jackal is the unfortunate casualty of a Jackal Lord's *Curse of the Jackal* ability. This once human was part of a party of refugees that moved from their raided village hoping to find food and shelter at the Entrell Estates. The rest of the refugees were put to the sword. Any remaining treasures they possessed were taken.

The road to the Entrell Estates is nearing its end, as is the path of Pelor's Glory. The shadows have become long yet there are still a few more hills to pass until you are clear of the trees and the Anodans. Your companions have traveled with you for the past three days from the Celadon Forest .

Allow the PCs to introduce their characters. They have the discretion to discuss any handouts received to explain why they are traveling this road.

On the road ahead you catch sight of a small dog sniffing around smashed carts. It appears to have taken an interest in something on the side of the road.

The PCs are 90 feet away. Allow a Knowledge (nature) check (DC 11) to know it is a jackal and that these creatures are not native to these lands.

Amongst the scattered personal belongings are broken, crude peasant weapons, three destroyed

carts, and seven bodies (two males, three females, and two children, all human). A Heal check (DC 15) will tell these have been here for two days. Allow the PCs time to investigate the site and bury the bodies if desired. Search checks and tracking will not find or reveal anything more.

The jackal was only sniffing at the remains. It will leave the site if the PCs approach. It will remain at a distance as long as the PCs are not hostile. If they move to attack the jackal will flee. If they manage to subdue it the PCs do not find any distinguishing marks of his former identity. Killing it does not gain the PCs any experience. If they take it with them the jackal will flee at its first opportunity unless Wild Empathy is successful.

ENCOUNTER 1: ENTRELL MILITIA

The party meets a patrol of the Entrell Militia who will lead them to the Entrell Estates. The PCs can ask about the ruined refugee party and the problems in the area.

At the conclusion of the party's investigation of the destroyed site read the following text.

Behind you on the road you hear hoof beats approaching. Coming over the rise are five soldiers riding light warhorses. They are wearing elven chain, carrying elven thinblades and have elvencraft longbows strapped across their backs. Each has a heavy steel shield stowed on his mount's rear flank. Each rider's shield bears an insignia of a green circle, a colored border, a tree, and a glyph. The lead rider raises one hand bringing his troops to a halt. "Are you a friend to the Entrell Estates, the Northern Hills, and her citizens or the cause of this evil act?" he calls out to you.

The elves will greet the PCs and answer any questions once they are satisfied the party did not cause this destruction. While they can provide brief information about what has been happening recently, any other questions would need to be answered by Amalisyann. They know the following:

The hamlets Ilari, Raeremar, and Willthrope have been raided in the last five months. The attacks were limited to stolen livestock and meager possessions. Recently, however, the attacks have

turned more deadly with entire hamlets being destroyed leaving no survivors.

The Entrell Militia has increased patrols in the area. They are returning from a five day patrol of outlying areas. They did not come across any raids or raiders.

The names of the patrolman are listed next to their rank in the Entrell Militia.

Ariavain and Ruevayrn, have the insignia belonging to the rank of Vol'tae, a green circle bordered in steel, tree centered under a silver Elven glyph.

Gaellas has an insignia belonging to the rank of T'alminyae, a green circle, bordered in red; tree centered under a silver Elven glyph.

Pylth has an insignia belonging to the rank of Sil'zaeth, a green circle, bordered in white; tree centered under a silver Elven glyph.

Aelise – and ranking leader - has an insignia belonging to the rank of Olv'nachani, green circle, bordered in bronze; tree centered under a silver Elven glyph.

The patrol will ask the party questions to learn of their intent in the Northern Hills.

(Basics) who are you and what road brought you here?

What is your final destination?

What did you find here?

The patrol will volunteer to escort the party to the Entrell Estates. It is not safe to stay in the hills anymore. They can take them to Amalisyann if they want to ask questions or help, or at the least to spend the night in the safety of the Estates.

ENCOUNTER 2: THE ENTRELL ESTATES

The PCs meet Amalisyann and/or Sharra Lylas, Malferra (Captain Sharra Lylas). The PCs will learn of the raids and the militia's need for assistance. The PCs can assist the militia by taking a patrol to prevent more raids. If a PC in the party is a member of the Sagacious Society s/he may request to speak with Gelleflair Entrell. Amalisyann politely declines the request because Lord Entrell is on state business in Rel Mord.

Leaving the Anodan, the path to the Entrell Estates is evidently maintained and well manicured. The season's flowers of varying colors and variety line the roadside. The roadway turns from the hard rubble of the hills to a dark, rich earth. The grasses grow green and lush throughout this vale.

The Militia leads you past elven homes and gardens before stopping at the stables. They dismount, handing the reins to young elven stable boys. "This way", Aelise motions toward a large tree with stairs attractively winding up the trunk to the strong boughs. The other Entrell Militia members take their leave with a polite nod.

Aelise leads you up the stairs to a home constructed of living tree branches. The walls, floor, and ceiling seem molded to impossible angles. The home is furnished with plush sofas in stunning colors, paintings, ceramics, soft rugs, and six inviting crystal goblets filled with wine.

A high elf enters from an adjoining room. He is dressed in silk robes designed in bright shades of green and colors of sunlight. His sandals are tied with matching silk straps. A platinum necklace and matching bracelets styled in a complex vine pattern complete his attire. "Amalisyann", Aelise speaks, "may I present <insert the names of each party member>".

"I welcome you to the Entrell Estates. Thank you Aelise."

If a party member received one of the handouts signed by Amalisyann he will acknowledge them with thanks for answering his letter.

"Please rest. I have prepared some refreshment." Amalisyann directs your attention to the wine goblets.

After the party members each take a goblet and a seat he will address any others who were not personally invited. He will be polite when asking them how they came to the Anodan Hills.

At this point the PCs will most likely have many questions as to why they are here and how they can help. Amalisyann and Aelise will answer the questions to the best of their ability. After the

questions Amalisyann will tell the party how they can assist.

Answers to questions are separated into assumed subject groupings. These answers should not be read verbatim. Some answers have more information than what was asked and/or it could bridge into another question and answer grouping for further detail.

What is going on?

Raids in the Anodan Hills have destroyed entire hamlets. These raids were simple at first, lost livestock, possessions left unattended, all mostly stolen in the night. But recently, with Ilari, Raeremar, and Willthrope, these raids have become murderous incursions. The hamlets were burned, the people killed to every soul, and everything of value taken.

The population in the hills is mostly human. There are some Halfling settlements; they have not been attacked, either because they haven't been targeted, or have been vacated by the semi-nomadic folk. I believe they traveled to the outskirts of Oldred. I do not suspect they have anything to do with the attacks.

Who is doing this?

We don't know who or what is the cause. Our militia has not found any signs of approach or departure, nor clues among the dead. We have found no lingering auras of magic or magical effects, no sign of corporeal tracks, nor other evidence of the attackers. The victims were all killed by common weapons and other unspectacular methods. The theft of their possessions brings us to the conclusion material wealth is its motive.

When does it occur?

Usually in the night, with the victims found in their beds or in the fields possibly on lookout to protect their crops. We learn of the attack by either smoke rising above the hills in the morning or by a patrol passing by days after the attack.

Where are the hamlets? (See DM Aid #2)

Spread throughout the hills. We cannot post permanent soldiers at the remaining settlements. We are not guardians of the Anodan. In light of the attacks we keep many of our defenders in the Entrell Estates for a possible attack. Yet, we cannot sit idly knowing death awaits the settlements. We send what we can out on patrol.

Why do you think this is happening?

Without finding a trace of the attackers we are lost to this knowledge.

How could this be stopped?

By augmenting our forces we hope to either run the attackers out of the Anodan or at least discover who they are. I have authority granted by Gelleflair Entrell to enlist the aid of able-bodied, good-natured, souls to assist us. There are many areas in the Anodan our patrols cannot reach without weakening our strength. We would like for you to patrol the southwestern area near the village of Firasel and the destroyed hamlet of Ilari. The duration of your patrol will depend on your ability to spend the nights in the hills. A minimum of three days will complete the patrol in your assigned area. It would be better if you prepare yourselves for a longer duration to perhaps five days.

What do we get for helping?

You will gain the friendship and gratitude of the surviving population in the Anodan, thanks from the souls you avenged, and the appreciation of the Entrell Estates. We can offer the elves and half-elves a place in the Entrell Militia, and a place for all of you to call home when traveling through the Duchy.

Yeah, but what about money?

If friendship does not suit you we can recompense you for your services during your employ with me. I will provide a standard wage and a reward when you have completed the task.

DM note: if the party member is only interested in money Amalisyann will oblige. However, they will no longer be regarded as friends but as mercenaries under her employ. The party member is treated as such in future interactions.

Do we get supplies?

Yes. During times of unrest we offer prayers to The Protector (Knowledge-Religion (DC 15 or 10 for elves) to know he speaks of Corellon Larethian). In addition to our prayers, we are crafting items that will aid us if we cannot prevent open battle. You will all be loaned a light riding horse or pony and appropriate equipment to both ride the mount and camp in the hills. Also, you can choose one item from our storehouses (see listing below).

The remaining items we must retain for our protection and the defense of the Entrell Estates. (DM note: The player is limited to a quantity of one (1) item they can use or in the case of arrows they

can take ten (10). The item is either used up if it is a consumable or returned to the Entrell Estates at the end of the adventure. The gold total is not a factor since it cannot be kept or sold.)

Each PC may choose one of the following:

- Simple weapons in PHB Table 7-5.
- Adventuring Gear in PHB Table 7-8 (up to 100 gp in cost).
- (10) Swiftwing arrows in Races of the Wild Table 7-1 (Dmg 1d6 or 1d8 by size, X3 crit, 100 ft. range, reduces range increment penalty to -1)
- Honey Leather Cloak in Races of the Wild Table 7-3 (water protection for camp equipment, +1 circumstance on Survival checks when worn while moving or +2 when stationary).

The party is given a comfortable place to rest under the trees in an area near the gardens. They are given a meal and invited to the temple at first light for those who need to pray to Corellon or another elven deity.

Entrell Militia members

For characters that are part of the militia Sharra Lylas, Malferra (Captain of the Watch Sharra Lylas), will call for them after they have spoken to Amalisyann. She will meet them in the training fields. She has dark braided hair, green eyes, and stands 5' tall. She is dressed in elven chain and a fine cloak (*cloak of charisma* +2).

She will instruct him/her to take command of the adventurer patrol since these patrols are under the authority of the militia. If there is more than one, she will put the highest ranking in command (or the longest tenured if ranks are the same). She will provide these characters with the following in addition to what was offered above to the rest of the party. Under no circumstances can non-militia members gain access to these items. If the member gives a non-member this equipment s/he will be reprimanded (one (1) additional TU to convince the Entrell Militia not to remove them from the ranks).

As above, this equipment is loaned to the character. The character may choose one (1) item for the duration of the adventure.

- One (1) suit of leafweave studded leather. See *Appendix 6*.
- One (1) suit of Elven Chain
- One (1) potion of 50 gp value

- One (1) Light Warhorse with tack and saddle.

If the PCs accept continue to Encounter 2.

ENCOUNTER 3: THE RAIDING OF FIRASEL

The party leaves for patrol in the southwest region of the Anodan. On the second day of patrol the party comes across a town being raided. They find evidence of a larger operation and motive.

The morning is greeted by elves throughout the vale in varying forms of adoration to life: in the temple praying to Corellon, in the gardens tending magnificent blooms of color, on a sloped clearing painting the landscape, and in the fields blending swordsmanship with an exquisite dance.

Amalisyann greets you and offers light cakes and other refreshments. "Good morning, your mounts are prepared. Is there anything else before you leave?"

The PCs are expected to leave as soon as possible. If they spend time walking through the Entrell Estates Sharra Lylas will approach them and question the delay.

Returning into the Anodan Hills you find the trail as pointed out by Amalisyann. Heading in a general southwestern direction is not difficult but slow. The close hills rise above you in all directions. They give little ground for error when navigating the trail. Low brush and stout trees are common.

The PCs need to make a Survival check (DC 15) or a Knowledge (geography) check (DC 15) to keep from getting lost. If the party stays on the trail and keeps to the map they gain a +2 circumstance to the check.

Traveling through the hills is at one-half movement. The first day comes and goes without incident. The party is free to set up camp anywhere in the hills. The location is not important to the beginning of the second day. There are no encounters on the first night.

The total distance to reach Firasel from the Entrell Estates is 20 miles. Normal travel in the hills with a base movement of a light riding horse is 16 miles per day. On the second day it is possible to reach the village by mid-morning, if the PCs decide upon this action. Taking a patrol pattern through in their assigned area is also

permissible. Allow the players to take any precautions with the exception of spells with durations of less than three hours. At 10:00 A.M. of the second day the party will see smoke rising above the hills. Firasel is under attack.

The attack will still take place even if the party reaches the village before this attack. Change the text and set up as appropriate. Under no circumstance will the raiders approach the village unprepared upon sighting the adventurers or their mounts.

Smoke rises above the hills to the south. The location is consistent with the location of Firasel.

For simplicity the party enters the village opposite the direction of the raiders escape path. Four raiders have stayed behind to remove all evidence and spread *dust of tracelessness* on the ground. The escaping raiders spread more of the dust after traveling 250 ft into the hills. If the party is not able to reach the village within the hour go to Troubleshooting the Encounter, below.

Firasel is a small village fully engulfed in flames. There are no signs of life amongst the villagers. Every soul has been put to the sword. The only sounds are the crackling of flames as the houses offer themselves to the fire. Ahead on the path leading out of the opposite side of the village are four humans cleaning weapons. There is no mistake they are the cause of this treachery.

Creatures:

The raiders strike villages quickly leaving nothing to identify them. There are 10 raiders in total but four stay behind to cover their trail. When the party arrives, six will have already left to take the loot and escape. The other four will stay behind to cover their escape.

Note that the mounts for these four are not warhorses. If they start combat mounted, each will require a Ride check DC 20 to control the mount in combat, else spend the round controlling mount. Therefore, they are likely to dismount rather quickly if they start mounted.

Troubleshooting the Encounter:

If the party does not reach Firasel by 11:00 AM the raiders will have left. One possibility for this situation is a party decision to investigate Ilari. Picking up the raiders escape path can be found on a Track check (DC 38) (base 15; -2 for six creatures, +5 for hiding the trail, and +20 for using

dust of tracelessness). Picking up the trail outside the boundaries of the *dust* is impractical.

The party does not know the direction the raiders took and the size of the area in the hills makes it near impossible. The PCs must find the clues on the raiders to have enough information to continue with the adventure, along with a captive or successfully track the departing raiders. To keep the adventure going in the event that the party misses the raiders at the village, have the characters and the four raiders run into each other in the hills (a fortune of luck perhaps). The precise details are left to the DM.

If the PCs get there early, before 10 AM, they will have the chance to save the village, as the raiders will have to deal with the PCs before destroying the village. Have the raiders buff as best they can then attack the PCs. The other raiders will flee back to the caves where they will inform the leaders and be sent off with goods as planned.

If the PCs manage to get there between 10 AM and 11 AM, have them witness the last of the villagers being slain and simply roll initiatives. The *dust of tracelessness* will not have been used yet in this case.

APL 2 (EL 5)

Raider Fighter 1: hp 9; see Appendix 2.

Raider Barbarian 1: hp 11; see Appendix 2.

Raider Rogue 2: hp 11; see Appendix 2.

Raider Wizard 2: hp 8; see Appendix 2.

APL 4 (EL 7)

Raider Fighter 3: hp 28; see Appendix 3.

Raider Barbarian 3: hp 33; see Appendix 3.

Raider Rogue 3: hp 16; see Appendix 3.

Raider Wizard 3: hp 12; see Appendix 3.

APL 6 (EL9)

Raider Fighter 5: hp 47; see Appendix 4.

Raider Barbarian 5: hp 55; see Appendix 4.

Raider Rogue 5: hp 27; see Appendix 4.

Raider Wizard 5: hp 20; see Appendix 4.

APL 8 (EL11)

Raider Fighter 7: hp 73; see Appendix 5.

Raider Barbarian 7: hp 77; see Appendix 5.

Raider Rogue 7: hp 38; see Appendix 5.

Raider Wizard 7: hp 28; see Appendix 5.

Searching the raiders: On a successful Search check (DC 10) the PCs will find a tattoo on the left, inside wrist of each raider (Player Handout #2).

If the party takes one or more of the raiders captives, the captive will guide the party to the caves in exchange for a promise of his freedom.

The village of Firasel is in ruins. The PCs can bury the dead and put out the flames but there is little else to accomplish here now.

The party can attempt to track down the raiding party or bring the evidence back to the Entrell Estates.

If the characters arrived at Firasel before 11:00 AM they can find the escape trail on a successful Track check (DC 17) (base 15; -2 for six creatures, -1 for large size, +5 for hiding the trail).

If the party decides to go back to the Entrell Estates, go to Encounter 6. If the party picked up the trail of the raiders continue to Encounter 3. Otherwise, the party can continue with their patrol without further incident.

ENCOUNTER 4: THE ENTRANCE IN THE ANODAN

The party can find the raider entrance in the Anodan Hills by tracking the raiding party with the Track feat or questioning a captive. A total of ten (10) checks are required to keep following the trail, one check for each mile on the road. The first five (5) Survival checks are DC 17, and then the next five (5) are at DC 12. Take 10 is permitted. In the last five miles the raiders stopped covering their tracks. Any check may be re-attempted once, an hour later, but a second successive failure will mean the trail has been lost and the module will be aborted. Tracking the 10 miles through the trackless hills at half speed while tracking will take 10 hours. (light horse=32 m/day, ½ speed in trackless hills, ½ speed tracking=8 m/day).

The escaping raiders will out pace a tracking party. Keep in mind the half-movement for tracking and hustle movement of the raiders after they covered their tracks in the first five miles. Any animals or familiars following the raiders by flying or traveling overland will become a target. The raiders have spellcasters among them and know the abilities of such creatures.

It is possible in the last mile to pick up sets of additional tracks (DC 13). A Knowledge (nature) check (DC 11) identifies these tracks as coming from small canines. Succeeding at (DC 16) reveals they are from jackals.

Flying familiars or animal companions finding the fleeing raiders is possible with a Spot check (DC 30).

Note: if the PCs do not have anyone with them with the Track feat, or if they lose the tracks, they

can return to the Estates and report in instead. If this happens, ad-lib the role-play and send them back out with an expert tracker (Survival 12). This will cost the PCs two more days of travel (add +2 to the DC of each Survival check), assuming they are hurrying, but it will not derail the module otherwise. To provide some sense of risk, you may want to make it seem like they are racing against the clock.

The trail left by the raiding party ends at the southwest slope of a hillock. The hillside is unmarked and unspectacular. Stout, broad-leaved trees of varying ages populate the area. Without the advantage of following tracks the hill would appear as one of the hundreds of similar knolls.

The entrance is concealed and found on a successful Search check (DC 20). The party gets a +2 circumstance modifier for following the tracks to the area.

Strategically placed trees conceal the entrance, a 5' x 5' hole dropping into a 60-degree slope. The burrow plunges 15 feet to a darkened tunnel further leading into the hill. Rising out of the hideaway is a fetid odor overpowering the cool air of the Anodan.

Tactics: The animated guardian(s) attack under the instructions "attack anyone who enters this room not showing the tattoo". They attack when a target is within reach, or about to enter the deeper tunnels allowing it to attack with surprise.

Development: The six raiders who left Firasel are not in the tunnels. The raider leadership handed them loot upon their return to sell in Oldred. They will not return during this adventure.

Area #1 (see DM Aid #4)

APL 2-4

The five foot wide tunnel leads into the hillside for 15 feet then turns to the left disappearing out from view. (Continue when the party enters with a light source) The tunnel opens into a wider area. Against the far wall are two stone statues, each are of a human body with the head of a jackal. (When the statue attacks, assumed by surprise) Unexpectedly the statue takes life raising stone fists and attacks.

APL 6-8:

The five foot wide tunnel leads into the hillside for 15 feet then turns to the left disappearing out from view. (Continue when the party enters with a light source) The tunnel opens into a wider area. Against the far wall are two simple stone pillars. (When the column attacks, assumed by surprise) Unexpectedly the stone pillar(s) becomes a silk draped, beautiful female figure brandishing a bastard sword. The figure attacks.

Creatures:

APL 2 (EL 2)

Animated Guard: Animated (soft) Stone Object, medium; hp 31; Hardness (5); *Monster Manual* 13.

APL 4 (EL 4)

Animated Guard (2): Animated Stone Object, medium; hp 31, 31; Hardness (8); *Monster Manual* 13.

APL 6 (EL 6)

Animated Guard: Caryatid Column; hp 60; see Appendix 4.

APL 8 (EL 8)

Animated Guard (2): Caryatid Column; hp 60, 60; see Appendix 5.

Treasure:

APL 2-4: Loot – 0 gp, Coin – 0 gp, Magic – 0 gp.

APL 6-8: Loot – 50 gp, Coin – 0 gp, Magic – 0 gp.

ENCOUNTER 5: THE ANCIENT KEYSTONE

The party explores the tunnels and finds evidence of an old civilization. Some areas were trapped but the traps have been disabled. The corridors have inscriptions detailing the civilization.

The entrance (location “a” on the map) is guarded with an *Alarm* spell left by one of the six raiders before he left for Oldred two hours prior to the party’s arrival. The spell is set to produce an audible alarm, as a hand bell, at the triggering location for 1 round. The leaders and animals may hear it during their ritual from 90 feet away, with a Listen check (DC 14) (DC0 for bell, +9 for 90-foot distance, +15 through stone wall, +5 distracted, -15 for strategic placement in the echoing corridor). The animals alert the leaders if they succeed in the Listen check.

The tunnels have rooms, each with a rune on the left and right wall referencing a part of a ritual. The character is able to read the meaning of the runes with a successful Decipher Script check (DC 30) or *Comprehend Languages*. If the Decipher Script check fails the character will misinterpret the rune. The misinterpreted meaning is in parenthesis following the correct interpretation. It is recommended for the DM to make the Decipher Script check per the PHB rules. Read only one interpretation to the character based on the success or failure of the check. If the party returned to the Entrell Estates immediately after the attack on Firasel **and** spoke with the Keeper of the Lore about the tattoo then it is the DM’s discretion to add +2 to the Decipher Script check.

The tunnels and rooms have certain traits in common. The following is read aloud text is a general description. Further room details are found in their appropriate **Area** descriptions.

The stone construction of the walls, ceiling, and floor appears ancient. Running the length of the walls is scrollwork, employing craftsmanship from an era long ago forgotten. A persistent odor of baked earth and sulfur permeates every inch of space. While the initial entrance into the hillock retained the cooler air of the countryside, deeper in, the air has become stifling. Moving further into the tunnels an aberrant heat drapes over you.

Area #2

This 5’x10’ room contains the same scrollwork as the tunnels. A clutter of boxes and trash hides much of the walls.

If the party moves the stack of empty boxes against the right and left walls read or paraphrase the following.

A peculiar symbol is engraved into the left and right wall from the entrance. The symbols do not appear to be any of the common languages of the Flanaess.

Rune #1 - On the left wall, from the room entrance, this rune governs protection (the rune is seen as obstacles).

Rune #2 - This rune, on the right wall, governs survival and primal strength (the rune is seen as representing animals).

This area seems to only have been used to collect the garbage accumulated by the current tenants. Nothing else is found here.

Area #3:

This oval-shaped 20'x30' room shows signs of recently being emptied. Shelves lining the far wall hold empty coffers and torn bags. Packing straw lies strewn across the floor. To the left and right are the similar runes as the previous room (area #2).

Rune #3 - On the left wall this rune governs spiritual communication (thought as spreading gossip).

Rune #4 - This rune, on the right wall, represents a cycle (the rune represents action or change).

This area held the items looted by the raiders. The shelves are empty since the other raiders have left for Oldred to sell the stolen goods. A successful Search (DC 10) will find a silver earring. With an Appraise check (DC 10) it appears to be the workmanship of an amateur. Perhaps it was created by a former village craftsman or a prized treasure stolen from its former owner.

Area #4:

Straw and filth covers the floor in this alcove with animal hair scattered in knotted clumps. Amid the rubbish are animal bones.

Rune #5 - On the left wall, the rune signifies enlightenment and absolution (the rune represents confusion).

Rune #6 - The rune, on the right wall, implies rewards for past efforts (the rune represents condemnation).

This area is the lair of the jackals and dire jackals. The human raiders camped in the hills finding the heat of the tunnels too much to handle over a long period of time. The animals are in Area #5 with their masters. A Heal check (DC 11) notes the animal bones are common farm animals.

Area #5:

This area is detailed in Encounter #6.

ENCOUNTER 6: THE JACKAL

Ambush (Read or paraphrase the following text if the raider leadership made a Listen check):

This 20 x 30 foot area appears to be someone's living quarters. Lavish and ancient looking tapestries decorate the walls from ceiling to floor. Handsome silk bedding and plush pillows are evident even from the doorway

No Ambush (Read or paraphrase the following if the raider leadership did not make a Listen check)

APL 2 – 4:

Two brutish-looking creatures resembling slender and wiry humanoids with the black head of a jackal kneel near yet another rune. Their fine clothing, armor, and jewelry style them as regal in bearing. Also in the room are jackals of various sizes. As they recognize your presence, snarls emit from each of their snouts as they stand and advance to attack.

APL 6 – 8:

An attractive yet sinister-looking creature resembling a slender and wiry humanoid with the black head of a jackal kneels near yet another rune. His fine clothing, armor, and jewelry style him as regal in bearing. Nearby, two similar, but more brutish, creatures also kneel. Also in the room are jackals of various sizes. As they recognize your presence snarls emit from each of their snouts as they stand and advance to attack.

Area #5 rune – (see Encounter 5 for details for reading the rune): This represents battle and victory. The literal meaning is to conquer all foes. (This represents heroism and sacrifice oneself for the benefit of all.)

Tactics: If the jackalwere and/or jackal lord made their Listen checks from the *Alarm* in Area #1 they will have set up for an ambush. They do this by casting buff spells for three rounds and then hiding in alcoves behind the tapestries, where they can spy on the room and attack when they desire. The tapestries are set to drop as a free action by the creature behind them. If they did not make the check or the party used tactics to prevent any Listen check while exploring the tunnels then they are worshipping in front of the rune.

In the area are four additional non-combatant jackals. They are the pets of the jackalweres and the jackal lord. These animals do not fight. If the party alerts the leaders to their presence, the jackals will initially be hidden in the larger alcove. If not, they can simply be randomly placed about the room. They exit the tunnels when commanded by their masters.

APL 2 (EL 5)

Jackalwere (2): male magical beast [shapechanger]; hp 32; Appendix 2.

Dire Jackal: Large Animal; hp 26; Appendix 2.

APL 4 (EL 7)

Advanced Jackalwere (2): male magical beast [shapechanger] rogue 2; hp 48, 48; Appendix 3.

Dire Jackal (2): Large Animal; hp 26; Appendix 3.

APL 6 (EL9)

Advanced Jackalwere (2): male magical beast [shapechanger] rogue 2; hp 48, 48; Appendix 4.

Jackal Lord: male monstrous humanoid; hp 52; Appendix 4.

Jackal: Small Animal; hp 6; Appendix 4.

APL 8 (EL11)

Advanced Jackalwere (2): male Magical beast [shapechanger] rogue 3/assassin 1; hp 64, 64; Appendix 5.

Jackal Lord: male monstrous humanoid; hp 52; Appendix 5.

Dire Jackal (2): Large Animal; hp 26; Appendix 5.

Development: If a PC succumbs to the curse of the jackal, Lord Entrell will make arrangements for a wizard to visit the Entrell Estates and cast a Limited Wish to remove it after the adventure. This will cost the PC two (2) extra TUs while he or she waits for the wizard to arrive and cast the spell.

ENCOUNTER 7: THE SIGN OF THE JACKAL

This encounter will give the players the opportunity to speak with the Keeper of the Lore and research the tattoo and other findings in the library.

The Entrell Estates have magic available to the PCs for spellcasting to repair weapons or

healing. The character must pay normal cost. The Entrell Estates are considered a Large Town for purposes of spellcasting services available. Other than requesting the services of a higher level wizard to restore a PC under the *Curse of the Jackal*, the maximum spell caster level available is 9.

There are two possibilities for running this encounter. It can take place immediately after Encounter 2, if the party returns to research the tattoo, or after Encounter 5, after the party tracked the raiders to their hideout. Do not run this encounter twice.

To research the library the players need approval from The Keeper of the Lore This is accomplished in one of two ways. First, and most likely, would be by showing the tattoo or runes in the tunnels. Second, would be with a Diplomacy check (DC 20) if the party is struggling during the scenario. The Keeper of the Lore will find passages about the Sign of the Jackal in three days time in the Family Journals of House Sha'avelanis.

Upon their arrival Amalisyann welcomes them back in his home.

Amalisyann greets you, "I am glad to see you return safely. What have you found?"

If the party wants information about the tattoo or the runes in the tunnel, Amalisyann will request Eliequeavain Alelis (Keeper of the Lore) to meet with the party.

Read or paraphrase the following if the party speaks with Eliequeavain Alelis.

A High elf with blonde hair and green eyes enters. He is dressed in a robe of blue hues sewn in silver threads. "Good day, Amalisyann. Do you seek assistance?"

Here are possible questions the PCs may ask during the course of discussion with Amalisyann or Eliequeavain Alelis. It is not expected that these questions are asked as written. Be open to the intent and general idea of the questions. The answers are only possible after three days of research in the library. This is included in the TU cost for this adventure. There is no extra game play to get these answers. The Keeper of the Lore does not personally know the answers to the questions, and must search for relevant passages in the library.

Q: What is this jackal tattoo?

A: This is the Sign of the Jackal. References to it were found in the Family Journals of House Sha'avelanis.

Q: What is this Sign of the Jackal all about?

A: While humans with jackal tattoos raiding in this manner is not mentioned, it does speak about Children of the Dark Crafters and the following of the Jackal. There is reference to the Solist ili Narath.

Q: How does House Sha'avelanis know of the Sign of the Jackal to write about them in their Journals?

A: It says members of the House fought the Sign of the Jackal 4,000 years ago. It was believed they were defeated.

Q: How did the elves of the Entrell Estates not know this Jackal cult was the cause?

A: There was never any evidence found in the hamlets during the raids that the Sign of the Jackal has returned.

Q: How were the tunnels never discovered by any of the elves and others who lived here?

A: There are many wild lands and each stone has not been turned.

Q: The Solist ili Narath speaks of an ancient civilization. How did the author not know where it was?

A: The exact location is never revealed in the scrolls. The scrolls were written by members of House Sha'avelanis. Also, we have only a portion of the scrolls. If the entire piece were to be found we may learn more of these Dark Crafters and the Sign of the Jackal.

Q: In terms of the ancient civilization and the raiding, was this always done by jackals? Were the raiders were not always human?

A: We cannot be certain of that. Only portions of the Solist ili Narath still exist. Much was lost during the time of the great human migrations. Many elven Houses, whose lands were encroached upon, moved deeper into the forests or to other locations. Much lore is spread across the Flanaess.

Q: Is this over? What can be done now?

A: I need to further consult the scrolls. You are welcome to research them with me. Perhaps we can find answers together.

CONCLUSION

The party hears a reading of a Lament found in the existing portion of *Solist ili Narath (Scrolls of History of High Arcane)*. The scrolls are written in Elven. Elven words are retained for effect.

Alelis reads from the portion of the Solist ili Narath in Common however retains the Elven language to not lose the meaning in the translation. The translation is provided in parenthesis. As DM you are free to read the box text leaving out the translated text in parenthesis or you can read the entire section as Common only, excluding the Elven phrases altogether. It is not recommended to read both the Elven and its Common translation in one narration. After the first reading you may go back and translate the Elven if necessary.

Generations before the Veriesti Vernyn Fisama Sheaira (Walk in the Light of Truth); ages before the Twin Cataclysms; when the multiverse was young to planar travelers, Firana (Dark Crafters) walked the Reninirumsha (Ocean Meadows of the West); with his affections, like Mai (Death), cold, deliberate; laid a keystone, calling it Yakash e Nu (The Bridge to Fate is Hope) raised Firenin Aerathadar (Ritual is Law Above All Else). Fisanuhesti (The Light of the Elves) with Tahlis (Sword of Redawn) held high defeated Firanalyth (The Children of the Dark Crafters).

Below are hints and other detail about the reading provided by Alelis if the party asks.

Walk in the Light of Truth: This is when the first elves came to this area of the Flanaess.

Dark Crafters: Unknown. Nothing else is said of them.

Ocean Meadows of the West: This speaks of Old Aerdy West. The flat lands west of Relmor Bay.

The Bridge to Fate is Hope: This is the name of the first stone to build the tunnel structure found in the Anodan Hills. Why it is called as such is unknown. No more information exists.

Ritual is Law Above All Else: This is the tunnel structure itself perhaps but uncertain about the name. No more information exists.

The Light of the Elves: This is a hero perhaps.

Sword of Redawn: The weapon used to defeat the ancestors of the Dark Crafters.

The Children of the Dark Crafters: The Dark Crafters' offspring perhaps. The Journals speak of their defeat by Tahnin.

Members of the Thieves' Guild: Thieves' Guild members are expected to report the results of the adventure to their guild superiors. If this does not occur, please note this in the adventure results online.

Members of the Sagacious Society: Sagacious Society members should consider themselves rewarded by their time with the Keeper. The results of the adventure will make their way to the society one way or another.

The End. (The series continues in NYR6-09)

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 3

Defeat the Raiders

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP

Encounter 4

Defeat the Animated Guardians

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 6

Defeat the Jackal Lord

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP

Story Award

The PCs found the lair of the raiders and lived to report about it:

APL 2	25 XP
APL 4	37 XP
APL 6	50 XP
APL 8	62 XP

Discretionary roleplaying award

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

Total possible experience:

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 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.

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

Encounter 3:

APL 2: Loot: 180 gp; Coin: 8 gp; Magic: 168 gp – *dust of tracelessness* (21 gp each), *elixir of sneaking* (21 gp each), *Quaal's feather token: whip* (42 gp each), four *scrolls of magic missile (CL1)* (2 gp each), *spellbook* (76 gp each).

APL 4: Loot: 171 gp; Coin: 8 gp; Magic: 456 gp – *chain shirt +1* (104 gp each), *chainmail +1* (108 gp each), *dust of tracelessness* (21 gp each), *elixir of sneaking* (21 gp each), *Quaal's feather*

token: whip (42 gp each), four scrolls of magic missile (CL3) (6 gp each), spellbook (135 gp each).

APL 6: Loot: 194 gp; Coin: 8 gp; Magic: 1355 gp – amulet of natural armor +1 (167 gp each), bracers of armor +2 (333 gp each), chain shirt +1 (104 gp each), chainmail +1 (108 gp each), dust of tracelessness (21 gp each), elixir of sneaking (21 gp each), heavy steel shield +1 (98 gp each), Quaal's feather token: whip (42 gp each), four scrolls of magic missile (CL5) (10 gp each), short sword +1 (193 gp each), spellbook (225 gp each)

APL 8: Loot: 110 gp; Coin: 8 gp; Magic: 2791 gp – amulet of natural armor +1 (167 gp each), battleaxe +1 (193 gp each), bracers of armor +2 (333 gp each), chain shirt +1 (104 gp each), chainmail +1 (108 gp each), dire flail +1 (391 gp each) (dust of tracelessness (21 gp each), elixir of sneaking (21 gp each), elvencraft shortbow +1 (194 gp each), headband of intellect +2 (333 gp each), heavy steel shield +1 (98 gp each), Quaal's feather token: whip (42 gp each), ring of protection +1 (167 gp), four scrolls of magic missile (CL7) (15 gp each), short sword +1 (193 gp each), spellbook (368 gp each)

Encounter 6:

APL 2: Loot: 3 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 53 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 21 gp; Coin: 0 gp; Magic: 579 gp – scimitar +1 (193 gp each)

APL 8: Loot: 42 gp; Coin: 0 gp; Magic: 1105 gp – ring of protection +1 (167gp each), scimitar +1 (193 gp each)

Conclusion:

ALL APL: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 183 gp; Coin: 8 gp; Magic: 168 gp; Total: 359 gp

APL 4: Loot: 224 gp; Coin: 8 gp; Magic: 456 gp; Total: 688 gp

APL 6: Loot: 215 gp; Coin: 8 gp; Magic: 1934 gp; Total: 2157 gp

APL 8: Loot: 152 gp; Coin: 8 gp; Magic: 3896 gp; Total: 4056 gp

APPENDIX 2: APL 2

Encounter 3: The Raiding of Firasel

Raider Fighter: male human (Oeridian/Suel) fighter 1; CR 1; Medium Humanoid; HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 armor, +2 shield), touch 11, flat-footed 17; Base Atk +1; Grp +3;

Atk +4 melee [1d8+2/x3, battleaxe] or +2 ranged [1d6+2, throwing axe] or +2 ranged [1d8/19-20, crossbow];

Full Atk +4 melee [1d8+2/x3, battleaxe] or +2 ranged [1d6+2, throwing axe] or +2 ranged [1d8/19-20, crossbow];

AL CN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Handle Animal +1, Intimidate +1, Jump -3, Ride +5; Combat Reflexes (human), Power Attack (1st), Weapon Focus (battleaxe) (Ftr1).

Languages: Common

Possessions: 26 gp, chainmail, heavy wooden shield, battleaxe, throwing axe (2), light crossbow w/10 bolts, traveler's outfit, riding horse/saddle, *dust of tracelessness*.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Barbarian: male human (Oeridian/Flan) barbarian 1; CR 1; Medium Humanoid; HD 1d12+2; hp 11; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +1; Grp +2;

Atk +3 melee [1d8+1, masterwork dire flail];

Full Atk +1/+1 melee [1d8+1/1d8+1, masterwork dire flail];

SQ Fast movement, illiteracy, rage (1/day);

AL CN; SV Fort +4, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Intimidate +3, Listen +5, Survival +5; Exotic Weapon (dire flail) (human), Two-Weapon Fighting (1st).

Languages: Common.

Possessions: Masterwork chain shirt, masterwork dire flail, backpack (with looted silverware, jewelry, 23 gp, and 34 sp), riding horse/saddle, traveler's outfit.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Power-Up Suite: (Rage); hp 13; AC 14 (+2 Dex, +4 armor, -2 rage), touch 10, flat-footed 12; Grp +4;

Atk +5 melee [1d8+4, masterwork dire flail];

Full Atk +3/+3 melee [1d8+3/1d8+1, masterwork dire flail];

SV Fort +6, Ref +2, Will +3; Str 17, Dex 15, Con 18, Int 10, Wis 12, Cha 8.

Rage lasts for 7 rounds, and then the barbarian is fatigued.

Raider Rogue: male human (Oeridian/Flan) rogue 2; CR 2; Medium Humanoid; HD 2d6+2; hp 11; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +1; Grp +1;

Atk +3 melee [1d6/19-20, short sword] or +3 ranged [1d6+1/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow] or +1 melee [1d6, elvencraft shortbow as club];

Full Atk +3 melee [1d6/19-20, short sword] or +3 ranged [1d6+1/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow] or +1 melee [1d6, elvencraft shortbow as club];

SA Sneak attack (+1d6); SQ Evasion, trapfinding;

AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Decipher Script +7, Disable Device +7, Hide +6, Intimidate +6, Knowledge (local) +4, Listen +4, Move Silently +6, Open Locks +7, Search +7, Spot +6, Tumble +6, Combat Expertise (human), Weapon Finesse (1st).

Languages: Common, Elven, Old Oeridian.

Possessions: Masterwork chain shirt, elvencraft shortbow, dragonsbreath arrows (20), short sword, riding horse/saddle, traveler's outfit, *elixir of sneaking*.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Wizard: male human (Oeridian/Baklunish) wizard 2; CR 2; Medium Humanoid; HD 2d4+2; hp 8; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp +0;

Atk +0 melee [1d4-1/19-20, dagger];

Full Atk +0 melee [1d4-1/19-20, dagger];

SA Spells;

SQ Familiar (weasel), specialized school (enchantment);

AL CN; SV Fort +1, Ref +4, Will +4; Str 8, Dex 14, Con 12, Int 15, Wis 13, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +6, Knowledge (arcane) +6,

Knowledge (planes) +5, Knowledge (religion) +6, Listen +3, Spellcraft +7, Spot +3; Alertness (Wiz1, Familiar), Greater Spell Focus (Enchantment) (1st), Scribe Scroll (Wiz1), Spell Focus (Enchantment) (human).

Languages: Common, Draconic, Baklunish.

Spells Prepared (5/4; base DC = 12 + spell level, *Enchantment base DC = 14 + spell level: 0—[acid splash, *daze (2), detect magic, resistance]; 1st—[alarm, *hypnotism, shocking grasp, *sleep].

Spellbook: 0—[acid splash, daze, detect magic, resistance]; 1st—[alarm, hypnotism, magic missile, sleep, shocking grasp].

Possessions: Dagger, spell pouch (2), spellbook, traveler's outfit, riding horse w/saddle, Quaal's feather token (whip), scroll of magic missile (CL 1) (4).

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Weasel Familiar (not statted)

Encounter 6: The Jackal

Jackalwere: CR 2; Medium Magical Beast [Shapechanger]; HD 4d8+8; hp 32; Init +2; Spd 40 ft. as jackal; 30 ft. as humanoid or hybrid; AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; 16 (+3 Dex, +3 natural) as hybrid, touch 13, flat-footed 13; 15 (+3 Dex, +2 natural) as humanoid, touch 13, flat-footed 12; Base Atk +4; Grp +1 Small or +5 Medium-size;

Atk +5 melee [1d4+1, Bite] as jackal or +5 melee [1d6+1, Bite] as hybrid or +5 melee [1d6+1/18-20, scimitar] as humanoid;

Atk +5 melee [1d4+1, Bite] as jackal or +5 melee [1d6+1, Bite] and +0 melee [1d6/18-20, scimitar] as hybrid or +5 melee [1d6+1/18-20, scimitar] as humanoid;

SA Sleep gaze; SQ Alternate form, damage reduction 5/iron, darkvision 60 ft., low-light vision;

AL CE; SV Fort +6, Ref +7, Will +3; Str 13, Dex 16, Con 15, Int 11, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Disguise +3*, Listen +5, Sense Motive +3, Spot +5; Alertness, Dodge.

Possessions: Scimitar

Sleep Gaze (Su): Anyone within 30 feet of a jackalwere (in any of its forms) that meets the creature's gaze must succeed on a Will saving throw (DC 13) or fall asleep for 5 minutes. Jackalweres are immune to their own gaze attacks and to those of others of their kind.

Creatures engaged in combat receive a +4 bonus on their saving throws.

Alternate Form (Su): A jackalwere can shift form as a standard action as though using the *polymorph* spell. Equipment a jackalwere in human or hybrid form is wearing or carrying transforms to become part of its jackal form, and magic items cease functioning while it remains in this form. In hybrid form, a jackalwere can wear light or medium armor without modification but wearing heavy armor is impossible. Equipment a jackalwere in human form is wearing or carrying does not transform when it assumes hybrid form. When a jackalwere in the animal form assumes hybrid form its equipment returns to normal form and magic items resume functioning.

Skills: *In jackal form, a jackalwere is effectively disguised as an animal, gaining a +10 bonus on Disguise checks while in this form.

Dire Jackal: CR 2; Large Animal; HD 4d8+8; hp 26; Init +2; Spd 60 ft.; AC 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11; Base Atk +3; Grp +12;

Atk Bite +7 melee [1d6+5];

Full Atk Bite +7 melee [1d6+5];

Space/Reach 10ft./5ft.; SA Trip; SQ Low-light vision, scent;

AL Always Neutral; SV Fort +6, Ref +6, Will +5; Str 20, Dex 14, Con 15, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +5, Spot +5, Survival +3*. Alertness, Track.

Trip (Ex): A dire jackal that hits with a bite attack can attempt to trip its opponent (+9 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the dire jackal.

Skills: Dire jackals have a +4 racial bonus on Jump checks. *Jackals have a +4 racial bonus on Survival checks when tracking by scent.

APPENDIX 3: APL 4

Encounter 3: The Raiding of Firasel

Raider Fighter: male human (Oeridian/Suel) fighter 3; CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 19 (+1 Dex, +6 armor, +2 shield), touch 11, flat-footed 18; Base Atk +3; Grp +5;

Atk +6 melee [1d8+2/x3, battleaxe] or +4 ranged [1d6+2, throwing axe] or +4 ranged [1d8/19-20, crossbow];

Full Atk +6 melee [1d8+2/x3, battleaxe] or +4 ranged [1d6+2, throwing axe] or +4 ranged [1d8/19-20, crossbow];

AL CN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Handle Animal +3, Intimidate +2, Jump -2, Ride +6; Blind-Fight (3rd), Cleave (Ftr2), Combat Reflexes (human), Power Attack (1st), Weapon Focus (battleaxe) (Ftr1).

Languages: Common

Possessions: 26 gp, heavy wooden shield, battleaxe, throwing axe (2), light crossbow w/10 bolts, traveler's outfit, riding horse/saddle, chainmail +1, dust of tracelessness.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Barbarian: male human (Oeridian/Flan) barbarian 3; CR 3; Medium Humanoid; HD 3d12+6; hp 33; Init +2; Spd 40 ft.; AC 17 (+2 Dex, +5 armor), touch 12, flat-footed 15; Base Atk +3; Grp +4;

Atk +5 melee [1d8+1, masterwork dire flail];

Full Atk +3/+3 melee [1d8+1/1d8+1, masterwork dire flail];

SQ Fast movement, illiteracy, rage (1/day), trap sense (+1), uncanny dodge;

AL CN; SV Fort +5, Ref +3, Will +2; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +5, Intimidate +5, Listen +7, Ride +4, Survival +7; Endurance (3rd), Exotic Weapon (dire flail) (human), Two-Weapon Fighting (1st).

Languages: Common.

Possessions: Masterwork dire flail, backpack (with looted silverware, jewelry, 23 gp, and 34 sp), riding horse/saddle, traveler's outfit, chain shirt +1.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Power-Up Suite: (Rage); hp 39; AC 15 (+2 Dex, +5 armor, -2 rage), touch 10, flat-footed 13; Grp +6;

Atk +7 melee [1d8+4, masterwork dire flail];
Full Atk +5/+5 melee [1d8+3/1d8+1, masterwork dire flail];

SV Fort +7, Ref +3, Will +4; Str 17, Dex 15, Con 18, Int 10, Wis 12, Cha 8.

Rage lasts for 7 rounds, and then the barbarian is fatigued.

Raider Rogue: male human (Oeridian/Flan) rogue 3; CR 3; Medium Humanoid; HD 3d6+3; hp 16; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +2; Grp +2;

Atk +5 melee [1d6/19-20, short sword] or +4 ranged [1d6+1/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow] or +2 melee [1d6, elvencraft shortbow as club];

Full Atk +5 melee [1d6/19-20, short sword] or +4 ranged [1d6+1/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow] or +2 melee [1d6, elvencraft shortbow as club];

SA Sneak attack (+2d6); SQ Evasion, trap sense (+1), trapfinding;

AL CN; SV Fort +2, Ref +5, Will +2; Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Decipher Script +9, Disable Device +9, Hide +8, Intimidate +8, Knowledge (local) +5, Listen +5, Move Silently +8, Open Locks +9, Search +9, Spot +8, Tumble +8, Combat Expertise (human), Improved Feint (3rd), Weapon Finesse (1st).

Languages: Common, Elven, Old Oeridian.

Possessions: Masterwork chain shirt, elvencraft shortbow, dragonsbreath arrows (20), masterwork short sword, riding horse/saddle, traveler's outfit, elixir of sneaking.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Wizard: male human (Oeridian/Baklunish) wizard 3; CR 3; Medium Humanoid; HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp +0;

Atk +0 melee [1d4-1/19-20, dagger];

Full Atk +0 melee [1d4-1/19-20, dagger];

SA Spells;

SQ Familiar (weasel), specialized school (enchantment);

AL CN; SV Fort +2, Ref +5, Will +4; Str 8, Dex 14, Con 12, Int 15, Wis 13, Cha 10.

Skills and Feats: Concentration +7, Decipher Script +6, Knowledge (arcane) +7, Knowledge (planes) +7, Knowledge (religion) +6, Listen +3, Spellcraft +10, Spot +3; Alertness (Wiz1, Familiar), Eschew Materials (3rd), Greater Spell Focus (Enchantment) (1st), Scribe Scroll (Wiz1), Spell Focus (Enchantment) (human).

Languages: Common, Draconic, Baklunish.

Spells Prepared (5/4/3; base DC = 12 + spell level, *Enchantment base DC = 14 + spell level: 0—[acid splash, *daze (2), detect magic, resistance]; 1st—[alarm, *hypnotism, shocking grasp, *sleep]; 2nd—[Melf's acid arrow, scorching ray, *Tasha's hideous laughter].

Spellbook: 0—[acid splash, daze, detect magic, resistance]; 1st—[alarm, hypnotism, magic missile, shield, sleep, shocking grasp]; 2nd—[Melf's acid arrow, scorching ray, Tasha's hideous laughter].

Possessions: Dagger, spell pouch (2), spellbook, traveler's outfit, riding horse w/saddle, Quaal's feather token (whip), scroll of magic missile (CL 3) (4).

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Weasel Familiar (not statted)

Encounter 6: The Jackal

Advanced Jackalwere: CR 4; Medium Magical Beast [Shapechanger] rogue 2; HD 6d8+12; hp 48; Init +6; Spd 40 ft. as jackal; 30 ft. as humanoid or hybrid; AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; 16 (+3 Dex, +3 natural) as hybrid, touch 13, flat-footed 13; 15 (+3 Dex, +2 natural) as humanoid, touch 13, flat-footed 12; Base Atk +5; Grp +3 Small or +7 Medium-size;

Atk +7 melee [1d4+3, Bite] as jackal or +7 melee [1d6+3, Bite] as hybrid or +8 melee [1d6+3/18-20, masterwork scimitar] as humanoid;

Atk +7 melee [1d4+3, Bite] as jackal or +7 melee [1d6+3, Bite] and +3 melee [1d6+1/18-20, masterwork scimitar] as hybrid or +8 melee [1d6+3/18-20, masterwork scimitar] as humanoid;

SA Sleep gaze, sneak attack (+1d6); SQ Alternate form, damage reduction 5/iron, darkvision 60 ft., evasion, low-light vision, trapfinding;

AL CE; SV Fort +6, Ref +10, Will +3; Str 14, Dex 16, Con 15, Int 11, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Disguise +5*, Hide +8, Listen +5, Move Silently +8, Sense

Motive +3, Spot +5, Tumble +7; Alertness, Dodge, Improved Initiative (6 HD).

Possessions: Masterwork scimitar

Sleep Gaze (Su): Anyone within 30 feet of a jackalwere (in any of its forms) that meets the creature's gaze must succeed on a Will saving throw (DC 13) or fall asleep for 5 minutes. Jackalweres are immune to their own gaze attacks and to those of others of their kind. Creatures engaged in combat receive a +4 bonus on their saving throws.

Alternate Form (Su): A jackalwere can shift form as a standard action as though using the *polymorph* spell. Equipment a jackalwere in human or hybrid form is wearing or carrying transforms to become part of its jackal form, and magic items cease functioning while it remains in this form. In hybrid form, a jackalwere can wear light or medium armor without modification but wearing heavy armor is impossible. Equipment a jackalwere in human form is wearing or carrying does not transform when it assumes hybrid form. When a jackalwere in the animal form assumes hybrid form its equipment returns to normal form and magic items resume functioning.

Skills: *In jackal form, a jackalwere is effectively disguised as an animal, gaining a +10 bonus on Disguise checks while in this form.

Dire Jackal: CR 2; Large Animal; HD 4d8+8; hp 26; Init +2; Spd 60 ft.; AC 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11; Base Atk +3; Grp +12;

Atk Bite +7 melee [1d6+5];

Full Atk Bite +7 melee [1d6+5];

Space/Reach 10ft./5ft.; SA Trip; SQ Low-light vision, scent;

AL Always Neutral; SV Fort +6, Ref +6, Will +5; Str 20, Dex 14, Con 15, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +5, Spot +5, Survival +3*. Alertness, Track.

Trip (Ex): A dire jackal that hits with a bite attack can attempt to trip its opponent (+9 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the dire jackal.

Skills: Dire jackals have a +4 racial bonus on Jump checks. *Jackals have a +4 racial bonus on Survival checks when tracking by scent.

APPENDIX 4: APL 6

Encounter 3: The Raiding of Firasel

Raider Fighter: male human (Oeridian/Suel) fighter 5; CR 5; Medium Humanoid; HD 5d10+10; hp 47; Init +1; Spd 20 ft.; AC 20 (+1 Dex, +6 armor, +3 shield), touch 11, flat-footed 19; Base Atk +5; Grp +8;

Full Atk +10 melee [1d8+5/x3, masterwork battleaxe] or +6 ranged [1d6+3, throwing axe] or +6 ranged [1d8/19-20, crossbow];

AL CN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +4, Intimidate +4, Jump +2, Ride +6; Blind-Fight (3rd), Cleave (Ftr2), Combat Reflexes (human), Power Attack (1st), Weapon Focus (battleaxe) (Ftr1), Weapon Specialization (battleaxe) (Ftr4).

Languages: Common

Possessions: 26 gp, masterwork battleaxe, throwing axe (2), light crossbow w/10 bolts, traveler's outfit, riding horse/saddle, *chainmail* +1, *dust of tracelessness*, *heavy steel shield* +1.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Barbarian: male human (Oeridian/Flan) barbarian 5; CR 5; Medium Humanoid; HD 5d12+10; hp 55; Init +2; Spd 40 ft.; AC 18 (+2 Dex, +1 natural, +5 armor), touch 12, flat-footed 16; Base Atk +5; Grp +7;

Atk +8 melee [1d8+3, masterwork dire flail];

Full Atk +6/+6 melee [1d8+2/1d8+1, masterwork dire flail];

SQ Fast movement, illiteracy, improved uncanny dodge, rage (2/day), trap sense (+1), uncanny dodge;

AL CN; SV Fort +6, Ref +3, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +7, Intimidate +7, Listen +9, Ride +4, Survival +9; Endurance (3rd), Exotic Weapon (dire flail) (human), Two-Weapon Fighting (1st).

Languages: Common.

Possessions: Masterwork dire flail, backpack (with looted silverware, jewelry, 23 gp, and 34 sp), riding horse/saddle, traveler's outfit, *amulet of natural armor* +1 (in the shape of a jackal's head), *chain shirt* +1.

Physical Description: Tattoo on left inside wrist (see Player Handout #2), wearing an amulet in the shape of a jackal's head (see possessions).

Power-Up Suite: (Rage); hp 65; AC 16 (+2 Dex, +1 natural, +5 armor, -2 rage), touch 10, flat-footed 14; Grp +9;

Atk +10 melee [1d8+6, masterwork dire flail];

Full Atk +8/+8 melee [1d8+4/1d8+2, masterwork dire flail];

SV Fort +8, Ref +3, Will +4; Str 18, Dex 15, Con 18, Int 10, Wis 12, Cha 8.

Rage lasts for 7 rounds, and then the barbarian is fatigued.

Raider Rogue: male human (Oeridian/Flan) rogue 5; CR 5; Medium Humanoid; HD 5d6+5; hp 27; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 armor), touch 13, flat-footed 14; Base Atk +3; Grp +3;

Atk +7 melee [1d6+1/19-20, *short sword* +1] or +6 ranged [1d6+1/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow] or +3 melee [1d6, elvencraft shortbow as club];

Full Atk +7 melee [1d6+1/19-20, *short sword* +1] or +6 ranged [1d6+1/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow] or +3 melee [1d6, elvencraft shortbow as club];

SA Sneak attack (+3d6); SQ Evasion, trap sense (+1), trapfinding, uncanny dodge;

AL CN; SV Fort +2, Ref +7, Will +2; Str 10, Dex 16, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +8, Decipher Script +11, Disable Device +11, Hide +10, Intimidate +10, Knowledge (local) +6, Listen +6, Move Silently +11, Open Locks +11, Search +11, Spot +10, Tumble +11. Combat Expertise (human), Improved Feint (3rd), Weapon Finesse (1st).

Languages: Common, Elven, Old Oeridian.

Possessions: Masterwork chain shirt, elvencraft shortbow, dragonsbreath arrows (20), *short sword* +1, riding horse/saddle, traveler's outfit, *elixir of sneaking*.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Wizard: male human (Oeridian/Baklunish) wizard 5; CR 5; Medium Humanoid; HD 5d4+5; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +2; Grp +1;

Atk +2 melee [1d4-1/19-20, masterwork dagger];

Full Atk +2 melee [1d4-1/19-20, masterwork dagger];

SA Spells;

SQ Familiar (weasel), specialized school (enchantment);

AL CN; SV Fort +2, Ref +5, Will +5; Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10.

Skills and Feats: Concentration +9, Decipher Script +8, Knowledge (arcane) +10, Knowledge (planes) +10, Knowledge (religion) +10, Listen +3, Spellcraft +13, Spot +3; Alertness (Wiz1, Familiar), Eschew Materials (3rd), Greater Spell Focus (Enchantment) (1st), Scribe Scroll (Wiz1), Spell Focus (Enchantment) (human), Still Spell (Wiz5).

Languages: Common, Draconic, Baklunish.

Spells Prepared (5/5/4/3; base DC = 13 + spell level, *Enchantment base DC = 15 + spell level: 0—[*acid splash*, **daze* (2), *detect magic*, *resistance*]; 1st—[*alarm*, **hypnotism*, *magic missile* (2), *shield*]; 2nd—[**daze monster*, *scorching ray*, *shocking grasp* (stilled), **Tasha's hideous laughter*]; 3rd—[**deep slumber*, *fireball*, **hold person*].

Spellbook: 0—[*acid splash*, *daze*, *detect magic*, *resistance*]; 1st—[*alarm*, *hypnotism*, *magic missile*, *shield*, *shocking grasp*, *sleep*]; 2nd—[*daze monster*, *Melf's acid arrow*, *scorching ray*, *Tasha's hideous laughter*]; 3rd—[*deep slumber*, *fireball*, *hold person*].

Possessions: Masterwork dagger, spell pouch (2), spellbook, traveler's outfit, riding horse w/saddle, *bracers of armor* +2, *Quaal's feather token (whip)*, *scroll of magic missile* (CL 5) (4).

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Weasel Familiar (not statted)

Encounter 4: The Entrance in the Anodan

Caryatid Column Animated Guard: CR 6; Medium Construct; HD 6d10+20; hp 60; Init +3; Spd 30 ft.; AC 22 (+3 Dex, +9 natural), touch 13, flat-footed 19; Base Atk +4; Grp +9;

Atk +12 melee (two-handed) [1d10+9/19-20, +2 *bastard sword*], or +9 melee [1d4+7, *slam*];

Full Atk +12 melee (two-handed) [1d10+9/19-20, +2 *bastard sword*], +12 melee (one-handed) [1d10+7/19-20, +2 *bastard sword*] and +9 melee [1d4+2, *slam*], or +9 melee [1d4+7, 2 *slams*];

SQ Break weapon, column form, construct traits, hardness 8, magic weapon;

AL Neutral; SV Fort +2, Ref +5, Will -3; Str 20, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Improved Sunder, Power Attack, Weapon Focus (bastard sword)^B.

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, which is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecutting receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing form is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless is also works

on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and become a nonmagical sculpture. Should the caryatid column then pick up weapon, it regains its normal form and magical qualities.

If the caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 6: The Jackal

Advanced Jackalwere: CR 4; Medium Magical Beast [Shapechanger] rogue 2; HD 6d8+12; hp 48; Init +6; Spd 40 ft. as jackal; 30 ft. as humanoid or hybrid; AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; 16 (+3 Dex, +3 natural) as hybrid, touch 13, flat-footed 13; 15 (+3 Dex, +2 natural) as humanoid, touch 13, flat-footed 12; Base Atk +5; Grp +3 Small or +7 Medium-size;

Atk +7 melee [1d4+3, Bite] as jackal or +7 melee [1d6+3, Bite] as hybrid or +8 melee [1d6+4/18-20, *Scimitar* +1] as humanoid;

Atk +7 melee [1d4+3, Bite] as jackal or +7 melee [1d6+3, Bite] and +3 melee [1d6+2/18-20, *Scimitar* +1] as hybrid or +8 melee [1d6+4/18-20, *Scimitar* +1] as humanoid;

SA Sleep gaze, sneak attack (+1d6); SQ Alternate form, damage reduction 5/iron, darkvision 60 ft., evasion, low-light vision, trapfinding;

AL CE; SV Fort +6, Ref +10, Will +3; Str 14, Dex 16, Con 15, Int 11, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Disguise +5*, Hide +8, Listen +5, Move Silently +8, Sense Motive +3, Spot +5, Tumble +7; Alertness, Dodge, Improved Initiative (6 HD).

Possessions: *Scimitar* +1

Sleep Gaze (Su): Anyone within 30 feet of a jackalwere (in any of its forms) that meets the creature's gaze must succeed on a Will saving throw (DC 13) or fall asleep for 5 minutes. Jackalweres are immune to their own gaze attacks and to those of others of their kind. Creatures engaged in combat receive a +4 bonus on their saving throws.

Alternate Form (Su): A jackalwere can shift form as a standard action as though using the *polymorph* spell. Equipment a jackalwere in human or hybrid form is wearing or carrying transforms to become part of its jackal form, and magic items cease functioning while it remains in this form. In hybrid form, a jackalwere can wear light or medium armor without modification but wearing heavy armor is impossible. Equipment a jackalwere in human form is wearing or carrying does not transform when it assumes hybrid form. When a jackalwere in the animal form assumes hybrid form its equipment returns to normal form and magic items resume functioning.

Skills: *In jackal form, a jackalwere is effectively disguised as an animal, gaining a +10 bonus on Disguise checks while in this form.

Jackal Lord: CR 8; Medium-size Monstrous Beast; HD 8d8+16; hp 52; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +4 masterwork chain shirt, +4 natural), touch 12, flat-footed 18; Base Atk +8; Grp +9;

Atk Bite +9 melee [1d10+1], or +1 *scimitar* +10 melee [1d6+2];

Full Atk Bite +9 melee [1d10+1] and 2 claws +4 [1d4+1], or +1 *scimitar* +10/+5 [1d6+2];

SA Alternate form, curse of the jackal, dominate animal, spell-like abilities, spells, *summon jackals*; SQ Damage reduction 10/magic, darkvision 60 ft.;

AL Always lawful evil; SV Fort +4, Ref +8, Will +12; Str 13, Dex 15, Con 14, Int 12, Wis 18, Cha 17.

Skills and Feats Bluff +9, Diplomacy +7, Disguise +3 (+5 acting), Intimidate +5, Knowledge (religion) +7, Listen +9, Move Silently +7, Sense Motive +9, Spot +10; Combat Casting, Dodge Iron Will.

Spell-like Abilities: At will – *cat's grace*, *alter self*, *detect magic*, *detect good*, *suggestion*; 3/day – *shadow walk*. Caster level 15th; save DC 13+spell level.

Spells: A jackal lord can cast divine spells as an 8th-level cleric (6/6/5/5/4, save DC

14+spell level), from the cleric list and from the Animal and Evil Domains. A typical spell list: 0 – [cure minor wounds (3), guidance, resistance, virtue]; 1st – [bless, comprehend languages, calm animals*, cure light wounds, obscuring mist, shield of faith]; 2nd – [bull's strength, hold animal*, hold person, resist energy, spiritual weapon]; 3rd – [blindness/deafness, invisibility purge, magic vestment, magic circle against good*, searing light]; 4th – [cure critical wounds, spell immunity, summon monster IV, unholy blight*].

*Domain spell. Domains: Animal (animal friendship 1/day), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork chain shirt, scimitar +1

Alternate Form (Su): As a standard action, a jackal lord can assume the form of a large jackal (see the statistics for the wolf in the *Monster Manual*) as if by a *polymorph* spell.

Curse of the Jackal (Su): Once per day, a jackal lord can make a gaze attack against a single opponent within 30 feet. If the target fails a Will save (DC 20), it is transformed into a jackal (use the statistics for the dog in the *Monster Manual*). The effect is as the *baleful polymorph* spell, but without the secondary effect. A jackal lord can reverse this effect by gazing upon an individual that was cursed by itself or by some other jackal lord, but doing so counts as its use of the ability for that day. Otherwise, only a *limited wish*, *miracle*, or *wish* can restore the victim.

Dominate Animal (Su): Jackal lords can use dominate animal (canines only) at will as if they were 16th-level clerics.

Jackal: CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3; Spd460 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -3;

Atk +2 melee [1d4+1, bite];

Full Atk +2 melee [1d4+1, bite];

SQ Low-light vision, scent;

AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1*. Alertness, Track^B.

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

APPENDIX 5: APL 8

Encounter 3: The Raiding of Firasel

Raider Fighter: male human (Oeridian/Suel) fighter 7; CR 7; Medium Humanoid; HD 7d10+21; hp 73; Init +1; Spd 20 ft.; AC 21 (+1 Dex, +1 deflection, +6 armor, +3 shield), touch 12, flat-footed 20; Base Atk +7; Grp +10;

Atk +12 melee [1d8+6/x3 (+4 to confirm), +1 battleaxe] or +8 ranged [1d6+3/x3, throwing axe] or +8 ranged [1d8/19-20, crossbow];

Full Atk +12/+7 melee [1d8+6/x3 (+4 to confirm), +1 battleaxe] or +8 ranged [1d6+3/x3, throwing axe] or +8 ranged [1d8/19-20, crossbow];

AL CN; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +5, Intimidate +5, Jump +5, Ride +8; Blind-Fight (3rd), Cleave (Ftr2), Combat Reflexes (human), Improved Toughness (6th), Power Attack (1st), Power Critical (battleaxe) (Ftr6), Weapon Focus (battleaxe) (Ftr1), Weapon Specialization (battleaxe) (Ftr4).

Languages: Common

Possessions: 26 gp, throwing axe (2), light crossbow w/10 bolts, traveler's outfit, riding horse/saddle, +1 battleaxe, chainmail +1, dust of tracelessness, heavy steel shield +1, ring of protection +1.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Barbarian: male human (Oeridian/Flan) barbarian 7; CR 7; Medium Humanoid; HD 7d12+14; hp 77 (plus Diehard); Init +2; Spd 40 ft.; AC 18 (+2 Dex, +1 natural, +5 armor), touch 12, flat-footed 16; Base Atk +7; Grp +9;

Atk +10 melee [1d8+4, +1 dire flail];

Full Atk +8/+8/+3 melee [1d8+3/1d8+3/1d8+2, +1 dire flail];

SQ Damage reduction 1/–, fast movement, illiteracy, improved uncanny dodge, rage (2/day), trap sense (+2), uncanny dodge;

AL CN; SV Fort +7, Ref +4, Will +3; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Handle Animal +9, Intimidate +9, Listen +11, Ride +4, Survival +11; Die Hard (6th), Endurance (3rd), Exotic Weapon (dire flail) (human), Two-Weapon Fighting (1st).

Languages: Common.

Possessions: Backpack (with looted silverware, jewelry, 23 gp, and 34 sp), riding horse/saddle, traveler's outfit, +1 dire flail,

amulet of natural armor +1 (in the shape of a jackal's head), chain shirt +1.

Physical Description: Tattoo on left inside wrist (see Player Handout #2), wearing an amulet in the shape of a jackal's head (see possessions).

Power-Up Suite: (Rage); hp 91 (plus Diehard); AC 16 (+2 Dex, +1 natural, +5 armor, -2 rage), touch 10, flat-footed 14; Grp +11;

Atk +12 melee [1d8+7, +1 dire flail];

Full Atk +10/+10/+5 melee [1d8+5/1d8+5/1d8+3, +1 dire flail];

SV Fort +9, Ref +4, Will +5; Str 18, Dex 15, Con 18, Int 10, Wis 12, Cha 8.

Rage lasts for 7 rounds, and then the barbarian is fatigued.

Raider Rogue: male human (Oeridian/Flan) rogue 7; CR 7; Medium Humanoid; HD 7d6+7; hp 38; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 armor), touch 13, flat-footed 14; Base Atk +5; Grp +5;

Atk +9 melee [1d6+1/19-20, short sword +1] or +9 ranged [1d6+2/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow +1] or +5 melee [1d6, elvencraft shortbow as club];

Full Atk +9 melee [1d6+1/19-20, short sword +1] or +9 ranged [1d6+2/x3 extra point is fire and Reflex DC 15 or catch on fire, elvencraft shortbow +1] or +5 melee [1d6, elvencraft shortbow as club];

SA Sneak attack (+4d6); SQ Evasion, trap sense (+2), trapfinding, uncanny dodge;

AL CN; SV Fort +3, Ref +8, Will +3; Str 10, Dex 16, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +10, Decipher Script +13, Disable Device +13, Hide +12, Intimidate +12, Knowledge (local) +7, Listen +7, Move Silently +13, Open Locks +13, Search +13, Spot +12, Tumble +13. Combat Expertise (human), Improved Feint (3rd), Point Blank Shot (6th), Weapon Finesse (1st).

Languages: Common, Elven, Old Oeridian.

Possessions: Masterwork chain shirt, elvencraft shortbow +1, dragonsbreath arrows (20), short sword +1, riding horse/saddle, traveler's outfit, elixir of sneaking.

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Raider Wizard: male human (Oeridian/Baklunish) wizard 7; CR 7; Medium Humanoid; HD 7d4+7; hp 28; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +3; Grp +2;

Atk +3 melee [1d4-1/19-20, masterwork dagger];

Full Atk +3 melee [1d4-1/19-20, masterwork dagger];

SA Spells;

SQ Familiar (weasel), specialized school (enchantment);

AL CN; SV Fort +3, Ref +6, Will +6; Str 8, Dex 14, Con 12, Int 18, Wis 13, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +11, Knowledge (arcane) +13, Knowledge (planes) +13, Knowledge (religion) +13, Listen +3, Spellcraft +16, Spot +3; Alertness (Wiz1, Familiar), Empower Spell (6th), Eschew Materials (3rd), Greater Spell Focus (Enchantment) (1st), Scribe Scroll (Wiz1), Spell Focus (Enchantment) (human), Still Spell (Wiz5).

Languages: Common, Draconic, Baklunish.

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level, *Enchantment base DC = 16 + spell level: 0—[*acid splash*, **daze* (2), *detect magic*, *resistance*]; 1st—[*alarm*, **hypnotism*, *magic missile* (2), *shield*]; 2nd—[**daze monster*, *glitterdust*, *scorching ray*, *shocking grasp* (stilled), **Tasha's hideous laughter*]; 3rd—[*fireball*, *haste*, **hold person*, *magic missile* (empowered)]; 4th—[**confusion*, *Evard's black tentacles*, *Otiluke's resilient sphere*].

Spellbook: 0—[*acid splash*, *daze*, *detect magic*, *resistance*]; 1st—[*alarm*, *hypnotism*, *magic missile*, *shield*, *shocking grasp*, *sleep*]; 2nd—[*daze monster*, *glitterdust*, *Melf's acid arrow*, *scorching ray*, *Tasha's hideous laughter*]; 3rd—[*deep slumber*, *fireball*, *haste*, *hold person*]; 4th—[*confusion*, *Evard's black tentacles*, *Otiluke's resilient sphere*].

Possessions: Masterwork dagger, spell pouch (2), spellbook, traveler's outfit, riding horse w/saddle, *bracers of armor* +2, *headband of intellect* +2, *Quaal's feather token* (whip), *scroll of magic missile* (CL 7) (4).

Physical Description: Tattoo on left inside wrist (see Player Handout #2).

Weasel Familiar (not statted)

Encounter 4: The Entrance in the Anodan

Caryatid Column Animated Guard: CR 6; Medium Construct; HD 6d10+20; hp 60; Init +3; Spd 30 ft.; AC 22 (+3 Dex, +9 natural), touch 13, flat-footed 19; Base Atk +4; Grp +9;

Atk +12 melee (two-handed) [1d10+9/19-20, +2 *bastard sword*], or +9 melee [1d4+7, slam];

Full Atk +12 melee (two-handed) [1d10+9/19-20, +2 *bastard sword*], +12 melee (one-handed) [1d10+7/19-20, +2 *bastard sword*] and +9 melee [1d4+2, slam], or +9 melee [1d4+7, 2 slams];

SQ Break weapon, column form, construct traits, hardness 8, magic weapon;

AL Neutral; SV Fort +2, Ref +5, Will -3; Str 20, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Improved Sunder, Power Attack, Weapon Focus (bastard sword)^B.

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, which is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined

to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing form is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If the caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 6: The Jackal

Advanced Jackalwere: CR 6; Medium Magical Beast [Shapechanger] rogue 3/assassin 1; HD 8d8+16; hp 64; Init +6; Spd 40 ft. as jackal; 30 ft. as humanoid or hybrid; AC 18 (+1 size, +3 Dex, +3 natural, +1 deflection), touch 15, flat-footed 15; 17 (+3 Dex, +3 natural, +1 deflection) as hybrid, touch 14, flat-footed 14; 16 (+3 Dex, +2 natural, +1 deflection) as humanoid, touch 14, flat-footed 13; Base Atk +6; Grp +4 Small or +8 Medium-size;

Atk +8 melee [1d4+3, Bite] as jackal or +8 melee [1d6+3, Bite] as hybrid or +9 melee [1d6+4/18-20, *Scimitar* +1] as humanoid;

Atk +8 melee [1d4+3, Bite] as jackal or +8 melee [1d6+3, Bite] and +4 melee [1d6+2/18-20,

Scimitar +1] as hybrid or +9/+4 melee [1d6+4/18-20, *Scimitar* +1] as humanoid;

SA Death attack, sleep gaze, sneak attack (+3d6), spells; SQ Alternate form, damage reduction 5/iron, darkvision 60 ft., evasion, low-light vision, poison use, trap sense (+1), trapfinding;

AL CE; SV Fort +7, Ref +12, Will +4; Str 14, Dex 17, Con 15, Int 11, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Disguise +7*, Hide +10, Intimidate +5, Listen +5, Move Silently +10, Sense Motive +3, Spot +5, Tumble +9; Alertness, Dodge, Improved Initiative (6 HD).

Spells Known (1; base DC = 10 + spell level): 1st—[*obscuring mist*, *true strike*].

Possessions: *Scimitar* +1, ring of protection +1.

Sleep Gaze (Su): Anyone within 30 feet of a jackalwere (in any of its forms) that meets the creature's gaze must succeed on a Will saving throw (DC 13) or fall asleep for 5 minutes. Jackalweres are immune to their own gaze attacks and to those of others of their kind. Creatures engaged in combat receive a +4 bonus on their saving throws.

Alternate Form (Su): A jackalwere can shift form as a standard action as though using the *polymorph* spell. Equipment a jackalwere in human or hybrid form is wearing or carrying transforms to become part of its jackal form, and magic items cease functioning while it remains in this form. In hybrid form, a jackalwere can wear light or medium armor without modification but wearing heavy armor is impossible. Equipment a jackalwere in human form is wearing or carrying does not transform when it assumes hybrid form. When a jackalwere in the animal form assumes hybrid form its equipment returns to normal form and magic items resume functioning.

Skills: *In jackal form, a jackalwere is effectively disguised as an animal, gaining a +10 bonus on Disguise checks while in this form.

Jackal Lord: CR 8; Medium-size Monstrous Beast; HD 8d8+16; hp 52; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +4 masterwork chain shirt, +4 natural), touch 12, flat-footed 18; Base Atk +8; Grp +9;

Atk Bite +9 melee [1d10+1], or +1 *scimitar* +10 melee [1d6+2];

Full Atk Bite +9 melee [1d10+1] and 2 claws +4 [1d4+1], or +1 *scimitar* +10/+5 [1d6+2];

SA Alternate form, curse of the jackal, dominate animal, spell-like abilities, spells, *summon jackals*; SQ Damage reduction 10/magic, darkvision 60 ft.;

AL Always lawful evil; SV Fort +4, Ref +8, Will +12; Str 13, Dex 15, Con 14, Int 12, Wis 18, Cha 17.

Skills and Feats Bluff +9, Diplomacy +7, Disguise +3 (+5 acting), Intimidate +5, Knowledge (religion) +7, Listen +9, Move Silently +7, Sense Motive +9, Spot +10; Combat Casting, Dodge Iron Will.

Spell-like Abilities: At will – *cat's grace*, *alter self*, *detect magic*, *detect good*, *suggestion*; 3/day – *shadow walk*. Caster level 15th; save DC 13+spell level.

Spells: A jackal lord can cast divine spells as an 8th-level cleric (6/6/5/5/4, save DC 14+spell level), from the cleric list and from the Animal and Evil Domains. A typical spell list: 0 – [*cure minor wounds* (3), *guidance*, *resistance*, *virtue*]; 1st – [*bless*, *comprehend languages*, *calm animals**, *cure light wounds*, *obscuring mist*, *shield of faith*]; 2nd – [*bull's strength*, *hold animal**, *hold person*, *resist energy*, *spiritual weapon*]; 3rd – [*blindness/deafness*, *invisibility*, *purge*, *magic vestment*, *magic circle against good**, *searing light*]; 4th – [*cure critical wounds*, *spell immunity*, *summon monster IV*, *unholy blight**].

*Domain spell. Domains: Animal (animal friendship 1/day), Evil (cast evil spells at +1 caster level).

Possessions: *Masterwork chain shirt*, *scimitar* +1

Curse of the Jackal (Su): Once per day, a jackal lord can make a gaze attack against a single opponent within 30 feet. If the target fails a Will save (DC 20), it is transformed into a jackal (use the statistics for the dog in the *Monster Manual*). The effect is as the *baleful polymorph* spell, but without the secondary effect. A jackal lord can reverse this effect by gazing upon an individual that was cursed by itself or by some other jackal lord, but doing so counts as its use of the ability for that day. Otherwise, only a *limited wish*, *miracle*, or *wish* can restore the victim.

Dominate Animal (Su): Jackal lords can use dominate animal (canines only) at will as if they were 16th-level clerics.

Summon Jackals (Sp): Three times per day, a jackal lord can summon up to 8 HD of jackals

(use the statistics for the dog in the *Monster Manual*).

Dire Jackal; CR 2; Large Animal; HD 4d8+8; hp 26; Init +2; Spd 60 ft.; AC 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11; Base Atk +3; Grp +12;

Atk Bite +7 melee [1d6+5];

Full Atk Bite +7 melee [1d6+5];

Space/Reach 10ft./5ft.; SA Trip; SQ Low-light vision, scent;

AL Always Neutral; SV Fort +6, Ref +6, Will +5; Str 20, Dex 14, Con 15, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +5, Spot +5, Survival +3*. Alertness, Track.

Trip (Ex): A dire jackal that hits with a bite attack can attempt to trip its opponent (+9 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the dire jackal.

Skills: Dire jackals have a +4 racial bonus on Jump checks. *Jackals have a +4 racial bonus on Survival checks when tracking by scent.

NEW MONSTERS

Caryatid Column (Fiend Folio)

Medium-Size Construct

Hit Dice: 6d10+20 (53 hp)

Initiative: +3

Speed: 30 ft.

AC: 22 (+3 Dex, +9 Natural), touch 13, flat-footed 19

Base Attack/Grapple: +4/+9

Attack: +2 *bastard sword* +12 melee (two-handed), or slam +9 melee

Full Attack: +2 *bastard sword* +12 melee (two-handed), or +2 *bastard sword* and slam +4 melee, or 2 slams +9

Damage: +2 *bastard sword* 1d10+9 (two-handed), or +2 *bastard sword* 1d10+7 and slam 1d4+2, or slam 1d4+7.

Face/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Break weapon, column form, construct traits, hardness 8, magic weapon.

Saves: Fort +2, Ref +5, Will -3

Abilities: Str 20, Dex 16, Con -, Int 6, Wis 1, Cha 1

Skills: Diplomacy -3, Sense Motive +4

Feats: Improved Sunder, Power Attack, Weapon Focus (*bastard sword*)(B)

Climate/Terrain: Any

Organization: Solitary, corbel (2), or colonnade (4-24)

Challenge Rating: 6

Treasure: -

Alignment: Always Neutral

Advancement: 7-10 HD (Medium-size); 11-21 HD (Large)

A caryatid column looks like a simple stone pillar until an unwary creature violates the strictures given to the construct by its creator. In the blink of an eye, the caryatid column becomes a silk draped, beautiful female figure that wields a deadly magic weapon.

Caryatid columns are relentless opponents, and they are surprisingly agile despite their stone composition. They dance fearlessly into combat and expect feeble weapons to shatter against their marble skin. With martial skill uncommon in constructs, they attack and break their foes' weapons.

Caryatid columns are incapable of speech.

Combat

APPENDIX 6: NEW RULES

Caryatid columns are typically assigned to guard a particular doorway or room against intrusion. Sometimes these intrusions are as simple as "Kill anyone but me who enters this room," but a caryatid column can understand more complicated instructions, such as an order to a "Eject anyone who does not perform the proper ritual observances upon entering this room."

Caryatid columns are often placed so that they take fighting form when a target is within reach, allowing the caryatid column to attack with surprise. Upon taking its normal fighting form, a caryatid column fights tirelessly to fulfill the wording of its command to the letter.

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, which is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as

though actively looking when they pass within 10 feet of a caryatid column.

Changing form is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and become a nonmagical sculpture. Should the caryatid column then pick up weapon, it regains its normal form and magical qualities.

If the caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Dire Jackal (Sandstorm)

Large Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 60 ft.

Armor Class: 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11

Base Attack/Grapple: +3/+12

Attack: Bite +7 melee (1d6+5)

Full Attack: Bite +7 melee (1d6+5)

Space/Reach: 10ft./5ft.

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 20, Dex 14, Con 15, Int 2, Wis 13, Cha 8

Skills: Jump +10, Listen +5, Spot +5, Survival +3*

Feats: Alertness, Track

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 2

Alignment: Always neutral

Advancement: 5-9 DH (Large), 10-12 HD (Huge)

Level Adjustment: -

This hulking canine is as big as a pony, is covered in shaggy tan fur, and sports large, sharp teeth. Its ears fan back as it bares its fangs in a hungry smile.

Dire jackals, unlike ordinary jackals, hunt fearlessly day or night, in any area, and are even so bold as to enter city dwellings in search of unguarded livestock – or even unprotected children. Their hunting cry fills their prey with dread, and civilized folk who hear it outside their tents know that death is nearby.

Combat

Dire jackals hunt alone or in mated pairs. Like ordinary jackals, they chase prey until it is exhausted, or work together to flank their opponents.

Trip (Ex): A dire jackal that hits with a bite attack can attempt to trip its opponent (+9 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the dire jackal.

Skills: Dire jackals have a +4 racial bonus on Jump checks. *Jackals have a +4 racial bonus on Survival checks when tracking by scent.

Jackalwere (Fiend Folio)

Small/Medium-size Magical Beast (Shapechanger)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 40 ft. as jackal; 30 ft. as humanoid or hybrid

Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; 16 (+3 Dex, +3 natural) as hybrid, touch 13, flat-footed 13; 15 (+3 Dex, +2 natural) as humanoid, touch 13, flat-footed 12

Base Attack/Grapple: +4/+1 Small or +5 Medium-size

Attack: Bite +5 melee as jackal or hybrid; scimitar +5 melee as humanoid.

Full Attack: Bite +5 melee as jackal; bite +5 melee and scimitar +0 melee as hybrid; scimitar +5 melee as humanoid.

Damage: **Bite** 1d4+1 as jackal; bite 1d6+1, scimitar 1d6 as hybrid; scimitar 1d6+1 as humanoid.

Space/Reach: 5ft./5ft.

Special Attacks: Sleep gaze

Special Qualities: Alternate form, damage reduction 5/iron, darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 13, Dex 16, Con 15, Int 11, Wis 12, Cha 12

Skills: Bluff +3, Disguise +3*, Listen +5, Sense Motive +3, Spot +5

Feats: Alertness, Dodge

Environment: Temperate land

Organization: Solitary or pack (2-4 plus 1-6 jackals)

Challenge Rating: 2

Alignment: Usually chaotic evil

Advancement: By character class

The jackalwere is a savage creature that assumes a pleasing guise, lulls foes into sleep, and feasts on their freshly killed corpses. In its natural form, a jackalwere is indistinguishable from a normal jackal, though it is far bolder. It can also take the form of a Medium-size humanoid of any kind or a hybrid that stands erect but retains the jackal's head and fur. Jackalweres are often found in a pack with ordinary jackals (use the statistics for the dog in the *Monster Manual*).

Jackalweres speak Common and can communicate with jackals in any form.

Combat

In jackal form, a jackalwere uses its bite. In hybrid form, it uses weapons and its bite. In humanoid form, it can attack only with weapons.

Sleep Gaze (Su): Anyone within 30 feet of a jackalwere (in any of its forms) that meets the creature's gaze must succeed on a Will saving throw (DC 13) or fall asleep for 5 minutes. Jackalweres are immune to their own gaze attacks and to those of others of their kind. Creatures engaged in combat receive a +4 bonus on their saving throws.

Alternate Form (Su): A jackalwere can shift form as a standard action as though using the *polymorph* spell. Equipment a jackalwere in human or hybrid form is wearing or carrying transforms to become part of its jackal form, and magic items cease functioning while it remains

in this form. In hybrid form, a jackalwere can wear light or medium armor without modification but wearing heavy armor is impossible. Equipment a jackalwere in human form is wearing or carrying does not transform when it assumes hybrid form. When a jackalwere in the animal form assumes hybrid form its equipment returns to normal form and magic items resume functioning.

Skills: *In jackal form, a jackalwere is effectively disguised as an animal, gaining a +10 bonus on Disguise checks while in this form.

Jackal Lord (Fiend Folio)

Medium-size Monstrous Beast

Hit Dice: 8d+16 (52 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 20 (+2 Dex, +4 masterwork chain shirt, +4 natural), touch 12, flat-footed 18;

Base Attack/Grapple: +8/+9

Attack: Bite +9 melee, or +1 scimitar +10 melee.

Full Attack: Bite +9 melee and 2 claws +4, or +1 scimitar +10/+5.

Damage: Bite 1d10+1, claw 1d4+1, scimitar 1d6+2.

Space/Reach: 5ft./5ft.

Special Attacks: Alternate form, curse of the jackal, dominate animal, spell-like abilities, spells, *summon jackals*

Special Qualities: Damage reduction 10/magic, darkvision 60 ft.

Saves: Fort +4, Ref +8, Will +12

Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 18, Cha 17.

Skills: Bluff +9, Diplomacy +7, Disguise +3 (+5 acting), Intimidate +5, Knowledge (religion) +7, Listen +9, Move Silently +7, Sense Motive +9, Spot +10.

Feats: Combat Casting, Dodge Iron Will

Environment: Any desert and underground

Organization: Solitary

Challenge Rating: 8

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +4

Jackal lords are mysterious creatures that serve dark and sinister gods. They are notorious for undermining legitimate organizations, governments, and religious groups and replacing with their own puppets. They are masters of subterfuge, terrorism, blackmail, and bribery.

Vain and gluttonous, jackal lords surround themselves with rich furnishings, slaves, and the finest foods. They crave to possess what others have and are cruel in the extreme toward those that displease them.

A jackal lord is an attractive if sinister-looking creature, resembling a slender and wiry humanoid with the black head of a jackal. Jackal lords commonly wear fine clothing, armor, and jewelry, styling themselves as regal beings that deserve worship.

Preferring to work in the shadows, jackal lords use intimidation, bribes, and boons to gather followers to worship their gods and do their bidding. Most start out in isolated and backwater communities, where they can flaunt their power and impurity, sponsoring bandits and highwaymen to finance their organizations. Some jackal lords set up bases in large cities, where they either pose as respected elders and businessmen of the community or live underground or pull strings through a maze of fronts.

Jackal lords speak Common and Infernal. They can also converse with any sort of canine, including jackals, dogs, and wolves.

Combat

Most jackal lords are cowards, and prefer to have their minions and jackals do the fighting for them. They will typically summon a large pack of jackals to protect them in case an opponent gets too close.

A jackal lord will use its alternate form ability either to attack or to blend in with a pack of jackals and slip away from danger. Barring that, jackal lords use their scimitars, teeth, and claws to eliminate an opponent.

Jackal lords reserve their curse of the jackal ability for only the most powerful opponents or those they want to make an example of. Because they can dominate jackals, they usually try to dominate an opponent after it has been transformed.

Alternate Form (Su): As a standard action, a jackal lord can assume the form of a large jackal (see the statistics for the wolf in the *Monster Manual*) as if by a *polymorph* spell.

Curse of the Jackal (Su): Once per day, a jackal lord can make a gaze attack against a single opponent within 30 feet. If the target fails a Will save (DC 20), it is transformed into a jackal (use the statistics for the dog in the *Monster Manual*). The effect is as the *baleful polymorph* spell, but without the secondary

effect. A jackal lord can reverse this effect by gazing upon an individual that was cursed by itself or by some other jackal lord, but doing so counts as its use of the ability for that day. Otherwise, only a *limited wish*, *miracle*, or *wish* can restore the victim.

Dominate Animal (Su): Jackal lords can use dominate animal (canines only) at will as if they were 16th-level clerics.

Spell-like Abilities: At will – *cat's grace*, *alter self*, *detect magic*, *detect good*, *suggestion*; 3/day – *shadow walk*. Caster level 15th; save DC 13+spell level.

Spells: A jackal lord can cast divine spells as an 8th-level cleric (6/6/5/5/4, save DC 14+spell level), from the cleric list and from the Animal and Evil Domains. A typical spell list: 0 – *cure minor wounds* (3), *guidance*, *resistance*, *virtue*; 1st – *bless*, *comprehend languages*, *calm animals**, *cure light wounds*, *obscuring mist*, *shield of faith*; 2nd – *bull's strength*, *hold animal**, *hold person*, *resist energy*, *spiritual weapon*; 3rd – *blindness/deafness*, *invisibility purge*, *magic vestment*, *magic circle against good**, *searing light*; 4th – *cure critical wounds*, *spell immunity*, *summon monster IV*, *unholy blight**.

*Domain spell. Domains: Animal (animal friendship 1/day), Evil (cast evil spells at +1 caster level).

Summon Jackals (Sp): Three times per day, a jackal lord can summon up to 8 HD of jackals (use the statistics for the dog in the *Monster Manual*).

New Feats

Improved Toughness [General] (Complete Warrior)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: 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.

Power Critical [General] (Complete Warrior)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with Weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

New Weapons

Arrow, Dragonsbreath (Races of the Wild)

A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab of alchemist's fire. Slots in the head force air into the chamber when the arrow is fired, igniting the alchemist's fire and the shaft as well. The slots in the head emit a low screech as the arrow flies through the air. A dragonsbreath arrow deals an extra 1 point of fire damage when it hits a target, and that target must make a DC 15 Reflex save or catch on fire. A dragonsbreath arrow can't be reused on a miss.

Arrow, Swiftwing (Races of the Wild)

These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range (-1 per range increment rather than the usual -2).

New Armor

Leafweave (Races of the Wild)

As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure chance for leafweave armor is reduced by 5% compared to ordinary armor of the same sort, due to its increased flexibility. The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2. Leafweave versions of padded, leather, studded leather, and hide armor exist; leafweave studded leather typically incorporates darkwood studs to make it druid-friendly.

Creating leafweave armor requires a single successful DC 25 Craft (alchemy) check in

addition to the normal Craft (armorsmithing) checks.

Leafweave armor costs 740 gp more than ordinary armor of the same sort. It has hardness 2 and 5 hit points per inch of thickness.

New Weapon Modification

Bow, Elvencraft (Races of the Wild)

One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Does one stand fast and take the consequences (which can prove painful if not deadly), fall back (not always practical), or drop the bow and draw a melee weapon (inconvenient at best). Elf bowyers have made the choice somewhat less difficult by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. An elvencraft shortbow functions as a club when wielded as a melee weapon. An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.

Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

An elvencraft bow costs 300gp more than a normal bow.

New Gear

Honey Leather (Races of the Wild)

Honey leather is a light canvas used as protection against rain and dampness. It gets its name from its golden color and its texture, which resembles soft, cured leather. Elves, raptorans, and Halflings use honey leather for tents and to protect camping gear. It snags and tears easily, so honey leather isn't much good outside camp. It is, however, waterproof thanks to the alchemical treatment that gives it its color and texture.

A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effects of severe weather. If the character is stationary, the bonus increases to a +2. A tarpaulin ranges in size from 3 feet square (for Small or Medium characters) to 6 feet square (for Medium or Large characters).

A tent made of honey leather provides a +4 bonus on Survival checks for anyone inside. The cost of all such tents includes poles and stakes. A small pup tent (roomy enough for one small character to lie down with his gear) is 2 feet wide by 4 feet long. A medium pup tent (roomy enough for one Medium character and gear) is 3 feet by 7 feet. Pup tents are as tall as they are wide. A square tent 10 feet wide is big enough for a party of four Small or Medium characters. A square tent 20 feet wide is big enough for a party of eight Small or Medium characters or four Large characters. Square tents are half as tall as they are wide.

DM AID #1

Anodan Hills

The Anodan Hills stretch from Shantadern in the south to nearly 100 miles north of Wragby in the north and they fill the region from Callistor in the east to the areas just north of Wragby in the west. Although they are a low range of hills they are quite rugged and cut by a great number of small streams creating hundreds of small valleys and hollows. The soil is reasonably fertile here but the rough terrain makes any large scale farming impossible, though small farms and sheep/goat herds dot the hillsides almost everywhere. There are probably hundreds of tiny villages in the hills but none are of any real size, and only the locals know where half of them are.

Though most of the Anodan Hills are predominantly populated by humans, there are regions in the northeast in the Duchy of Korenfluss that are composed almost entirely of halflings. The people living here tend to be simple self-sufficient rural folk and there is almost no trade outside of the region except for a fairly brisk trade in wool. Mostly the people of the hills keep to themselves and don't get involved in outsiders' problems or politics.

Although the hills are fairly centrally located they are in effect much more isolated. The lack of any major roads, rivers, trade routes, farming areas, or mineral deposits makes it of little interest to outsiders, though it is rumored that the smugglers in Korenfluss make great use of its rugged terrain to hide both themselves and their goods on occasion. The local population is generally not very fond of outsiders so for the smugglers who are known in the region or have relatives there it can be a great place to escape to.

Map of the Anodan Hills



Map of Firasel in the Anodan Hills



Map of the Ancient Tunnels in the Anodan Hills



PLAYER HANDOUT 1-A

(Invitation for PCs participated in any of the following adventures: NMR5-01 Under the Boughs, NMR5-02 Natural Enemies, NMR5-07 Corruption of the Heart. The note is sealed with the official signet of the Entrell Estates and includes a map.)

Friend,

I hope you find yourself well and in good spirits. Word has reached us here in the Entrell Estates of your assistance with the keepers of the Celadon Forest. I afford you the opportunity to provide your expertise to investigate recent raids of our surrounding villages. I regret I cannot provide more detail other than these raids are disturbing in nature.

I look forward to introducing myself in person upon your arrival.

Cordially,
Amalisyann

PLAYER HANDOUT 1-B

(Orders for members of the Entrell Militia to report for duty. Written in Elven.)

Vol'nachani,

Kol'nachim aerili quetre minya; Tye aira aerili mallian; Nielen pustaelya; Umea ili maraith veriess veraith;
Shunti ilem simlath lelya thamus antayth huroyn es rumlian;

Oanti cenle amauana;

Sharra Lylas, Malferra;

(Translated into Common for those players who can't read Elven ☺)

Strength of the Body,

Our Commander sends orders to report for duty immediately. You are to report to me when you have arrived. Do not delay. Raids have plagued the homes surrounding our lands. Others may come to assist. Treat them with kindness when escorting them to our lord's land.

Safety and speed sends you back to us.

Captain Sharra Lylas

PLAYER HANDOUT 1-C

(An invitation for PCs belonging to the Sagacious Society meta-org. The note is sealed with the official signet of the Entrell Estates and includes a map.)

Comrade of Learning,

Lord Gelleflair sends his best to you and your colleagues. I invite you to assist in our efforts to learn more of recent raids in the surrounding Anodan Hills. We have requested assistance from other individuals in your profession. We would welcome any of your associates with a strong sword, true bow, or knowledge in the magical arts. As our thanks Eliqueavain Alelis, the Keeper of Lore, will share his time with you in the library at the Entrell Estates.

It is my sincere hope to introduce myself in person.

Cordially,
Amalisyann

PLAYER HANDOUT 1-D

(Member of Oldred Thieves' Guild. Instruction from your Guild Lieutenant.)

We have come to learn there is a non-guild operation hidden in the Anodan Hills near the Entrell Estates. This operation is out of our jurisdiction however their tactics have brought pressure to established routes used to and from Rel Mord. Find out who they are and, if possible, the name of their leader.

T.

PLAYER HANDOUT 2

Tattoo found on the left-inside wrist of each raider

