

GEO6-06

A Gathering of Storms

A One-Round D&D® LIVING GREYHAWK™

Geoff Regional Adventure

Version 1.1

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The northwestern cantrevi of Geoff are still wild from their years under the domination of the giants. Bandits, lost steadings, and feral tribes all vie with one another and the returning refugees for the last morsels the land can give. With hunger quickly becoming famine, can someone find a way check the chaos and uncover the mysteries that hold the region in thrall? A Geoff Regional Adventure for APLs 2-8 and Part One of the *Path of Purity* series.

Note: This adventure will be of particular interest to members of the Brenin's Fist, Midnight Ravens, Gwyrth Bryn, and Old Faith.

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

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

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

ADVENTURE BACKGROUND

Caswallon the Green was a Druid long before the Giants came. He is older than Gwenllian and could have been Arch Druid. He was well-known for his affinity with dragons, especially Green Dragons, as well as his opinions that Geoff needed to remain pure, especially in terms of religion. He did not like Owen's ascension to the position of Brenin, as he was far too influenced by outside forces. Caswallon was suspicious of any connections with the Fey as well, and he and his group of followers began distancing themselves from other members of the Old Faith.

When the war came, everyone believed Caswallon and his followers had succumbed to the Giants. Instead, they walled themselves inside a series of Steadings in Gwyrth Bryn, near the Barrier Peaks. There, for fifteen years, Caswallon and his people fought Giants and studied the old ways, looking for a way to save Geoff. In the end they had little impact, but Caswallon and his followers collected lore from all over Geoff and the Sheldomar. He also began following a path he called the Road of Purity, or Ffordd Purdeb (phonetically: Forth POOR-deb). It hinged on a quote of Llewellyn the Druid King, where he mentions that the Gyri "...must remain pure and unblemished by the dark world around them..." Slowly Caswallon took this to mean everything non-Flan and non-Human. It was not and is not an attitude of hate; Caswallon believes that Suel and Oeridians and elves are not bad or worthy of contempt, but that the land calls the Flan and calls for them to be pure. Only his inner circle knows the full extent the Ffordd Purdeb. Most believe that Caswallon just wants to transform the country. He does, but in a much larger way. He takes it as a sign when the Physician's Cauldron is found in The Ways that this is the time to begin Geoff's transformation.

Ilan ap Dyvad has been suspecting that some of the Druids in his cantrev are following a new or perhaps very old idea of the Old Faith. He is also interested in the reports of feral Gyric tribes clashing with Gareth the Darkheart and Melwyn's Irregulars out in the Heath. He wishes to find out the validity of these rumors and has decided to send some young heroes into the wilds. Ilan himself is having a slight crisis of faith but he does not reveal this to the PCs.

ADVENTURE SUMMARY

Introduction: The PCs find their way to the home of Llwyrlan ap Dyvad through various hooks presented. Ilan would like the PCs to go out into his lands and wage war on the brigands who have been stealing food from the people.

Encounter One: After some marching and skirmishing with brigands, the PCs come upon a steading under attack by a large force of the villains. As they move to help they are ambushed.

Encounter Two: After they have gotten rid of the bandits, the PCs meet the inhabitants of the steading, which is more a hill fort than small homestead.

Encounter Three: Once the initial welcomes are accomplished, the PCs are allowed to wander the grounds. Here they can meet and even shop or barter with the ffolk of the hill fort. They can also see the devastating effects of the sickness.

Encounter Four: As evening approaches, the PCs finally meet their gracious host. Caswallon tells him of his needs and will answer a few questions for the PCs. Once they agree to go into the Ways for him, he will let them rest and then take them there.

Encounter Five: The PCs find themselves in the Ways, looking for the Physician's Cauldron. Instead, they find that a trap set by a group of Ice Goblins which has taken it for their own use.

Encounter Six: The heroes meet King Snyegblat the Finder, and must convince him of their worth before being granted the opportunity to earn the Physician's Cauldron.

Encounter Seven: The PCs must navigate the hazardous maze of truth and defeat the creatures that reside therein.

PREPARATION FOR PLAY

Ask the PCs the following information

- Meta Orgs
- Religious Preference
- Home Region
- If Human, racial stock they hail from

This will affect the opinions of many of the people they meet later in the adventure. If the PC is a member of the Brenin's Fist, they will be allowed to consider this 'military duty' for purposes of TU expenditure.

INTRODUCTION

The introductory text will be different in some places depending on the Meta Orgs of the players involved. Specifically, Members of Gwyrth Bryn, Brenin's Fist and Old Faith Druids.

Read the following to all players:

Winter is fast approaching the whole of Geoff and storms have been wracking the lands for over a month now. Some have been just heavy rain and some have been actual snow, although most areas

yet remain free of significant snowfall. It is cold however, far colder than usual for so early in the season, and the warmth of Pelor never seems to take the chill from the air.

Starvation is threatening again. Efforts to heal the worst blights on the land have concentrated on the sacred sites and all but ignored the needs of farmers. Nearer the cities and the re-claimed lands the situation is better, but on the far-flung Steadings of the north and west, lives have been lost due to lack of food.

Hunting in these distant regions has been sufficient, if not plentiful. With much of the grain being used up in the alehouses of the cities, game is more abundant than barley the further one travels from the reestablished "center" of Geoff.

The Prydythi (ph: pruh-DEE-thee) have begun to spread rumors of unrest in Gwyrth Bryn (ph: GOO-erth Brin), among some of the savage Flan. These are the ffolk who still hide out in their hill forts or wander the Heath, slaying giant and orc alike. Rumors are that they are feral and their allegiance to the Brenin may be in question.

Now begin the various hooks. Read the following to members of the Midnight Ravens:

Your orders are clear: the brigands of the Heath who follow Gareth Darkhart are moving in our territory and leaving the cupboard bare. There may also be a connection to Melwyn and his Irregulars. If there is, we need to find it. Ilan ap Dyvad will be calling heroes for Wolf Packs, make sure you are among them.

Read the following text to members of the Brenin's Fist.

At the signpost in the camp, you see a new note has been tacked up over the others:

"Volunteers to join with the brave souls of Gwyrth Bryn are needed. Report to your superior officer for assignment if you wish to volunteer."

For those interested, they are told Wolf Packs are forming to help rid Gwyrth Bryn of some of its troubles. Report to the Brenin's Fist post in Dersyth for more information.

To Old Faith Druids (only), read the following, read the text out of earshot of the other PCs:

The call has come down that the warrior-druid Ilan ap Dyvad would like to speak to the adventuring druids of the Old Faith. He is summoning them to his home in Dersyth.

Once gathered, he speaks to those assembled.

"It is true that I am summoning Wolf Packs to help me rid my lands of brigands and make contact with some of the lost Steadings. However, I fear there is

more here than meets the eye. I have noticed some of the Druids in my own circle have begun acting strangely. They are more formal and more distant though not unfriendly.

"I wish to find out why this is. I wish to know if this be a poison among us or perhaps revelation. I would like you to join the Wolf Packs now assembling and observe anything and everything. Do not reveal this to anyone. When done, report back to me what you have found."

To members of the Gwyrth Bryn Meta Org. As with the Old Faith, read this out of earshot of other PCs:

Your lord has summoned you to his home and prepared a feast for you.

"My friend, our land is in trouble. We cannot rely on the wisdom of some of our leaders, and we can no longer tolerate the brigands on our lands. What is more, I am not sure if the camps we have not counted are helping these brigands or being hurt by them. I need you to make contact with them and find out where their allegiances lie. If they work with our enemies, then we need to know their strengths and weaknesses. I trust you will not fail me in this?"

To everyone:

Wolf Packs have gathered in the Halls of Ilan ap Dyvad (ph: EE-lan ap DUH-ved), llwyr of the cantrev of Gwyrth Bryn. Unlike more modern structures, this is no castle or keep but a fortified house. The house itself is almost a hundred feet long and is dominated by the meeting hall. The hall in turn is dominated by a long table that easily extends most of the hall's length. Smaller tables line the sides of the room and there is plenty of space for everyone. An enormous bear sleeps near the main fire and several other smaller animals make occasional entrances or exits. Those who serve Ilan ap Dyvad personally sit closest to him, but the other chairs were filled with first come, first served.

Through circumstance or design, the PCs find themselves sitting around the table with their new wolfpack; allow them time to make introductions if they have not already done so.

After a hearty meal and a good round or two of seidr, Ilan ap Dyvad stands and waits for everyone to be quiet.

Make sure to play up the fact that Ilan is a man of good humor and kindness, but he does demand the respect of one his station. If players interrupt box text, simply stare at them until they get the hint and then go back reading.

"Friends and companions. I welcome you once again to my home. Gwyrth Bryn has not seen such a feast of heroes since my father's time and this old hall is alive again. I am glad of it. It has warmed me more

then the good seidr provided us as a gift from Llwyrr Padrig ap Bedwyn of noble Araul Anterth (ph: AH-rawl AN-terth). Long may his steel strike true!" Ilan raises his cup and drinks from it.

Give the PCs the opportunity to do the same. Any members of the Araul Anterth Meta Org are slapped on the back by their comrades.

Ilan continues. "These are dark days. Winter has come early and the storms seem incessant. I am told it is not the season for campaigns but I say, war has no season! I wish to wage war on the dangers of this land, and I wish you to be the instruments of that war."

PCs can make a Knowledge: Local-Sheldomar DC 20 to know that Ilan is usually much more reserved. A Sense Motive of 20+APL reveals that he seems to be digging deep into his reserves for this speech.

"The land cannot support both my people and the brigands. I need these troublemakers exterminated and thrown as food for the wolves. There are also fortified Steadings along the Olve Water and near the Barrier Peaks. Of these I need to know where their allegiances lie." Ilan pours himself another seidr and pours for those near him. Other servants and men of Gwyrth Bryn ensure every cup is full.

"I ask you, stand with Gwyrth Bryn and stand with Ilan ap Dyvad and victory will be ours! What say you?"

Repeat that phrase to each person at the table. If someone says no, Ilan ap Dyvad will say the following:

"Are you afraid? Speak the truth to us. What keeps you from your share of gold and glory!"

If for some reason the PC does not wish to go on the adventure Ilan toasts their good health and servants lead them to sit with the children. Here they spend a somewhat boring evening and are sent packing the next day. Fill out their ARs and send them on their way.

Once everyone has answered and at least one PC has said yes, read the following:

"I am grateful and my heart is warmed by your convictions. Let us finish our feast and tomorrow start this adventure!"

The next morning dawns drearily. A wet snow is falling, though it does not cover the ground in most places. Nevertheless, everything is wet and damp.

Ilan gathers everyone around him and his companions hand out reddish fur tunics with the symbol of a golden boar upon it: the crest of Gwyrth Bryn.

"I name you all the heliwr i Gwyrth Bryn (ph: HEL-ee-oor ee GOOrth Brin). Go forth, my hunters, and make this land safe for the people of Gwyrth Bryn!"

ENCOUNTER ONE: THE WINTER MARCH

In this encounter, the PCs will first come across the caer of Caswallon the Green. Their first introduction to it however, is to see it under attack by brigands in the employ of Gareth Darkhart.

Read the following:

The storm does not let up as you travel. You brush with the occasional orc or small groups of brigands, but you are able to kill or drive them off as you go. At first the Wolf Packs are close enough to each other to support one another, but after a few days, you are on your own.

Snow falls but does not stick, and one storm after another blocks any warmth from Pelor. The march is dismal, muddy, and damp.

At this point ask the PCs for Knowledge Nature checks, DC 15+APL. Those that succeed can tell the land has been cleaned bare and very little food or fodder remains.

Also have them go through two days of setting up camp, asking them what they do during the day, and having them make Listen and Spot checks. Tell folks with relatively high rolls they feel they are being watched. Any investigation, magical or mundane reveals nothing.

After building some of the paranoia, read the following:

On your fifth day of travel, you begin a climb up a steep mountain path. The Olve Water is to your back and you are heading north into the Barrier Peaks. A storm thunders overhead, but no snow or rain is falling.

As you move, some arrows strike the ground near you. Looking up you see four archers running over the crest of the hill and out of sight.

Ask the PCs if they pursue. They may make preparations if they wish, but once someone says they are pursuing, read the following:

You crest the hill, and down below you see a terrible sight. A fortified steading is being attacked by a veritable army of brigands, perhaps a hundred strong. Their standards show a black Stag on a green background, the symbol of Gareth Darkhart.

Knowledge Local-Sheldomar DC 15: Gareth Darkhart is a well-known brigand and rebel who opposes not only the Old Faith but the Brenin as well.

As you watch your foes gallop away toward the battle, around a bend and out of sight at the moment. Ahead of you is a narrow part of the path, barely fifteen feet wide. After this narrow portion the path turns to the right, offering a better view of the battle.

At this point draw the map for the PCs (see DM Aid #1). Any PC who immediately pursued the archers is at the lip of the narrow area (A) on the map. Those who took a round to prepare are 40' (standard actions) or 60' (full round actions) behind those who pursued immediately.

APL 2 (EL5)

✦ Aldryth & Cerys: Male & Female Ranger 2, hp: 17; See Appendix 1

✦ Glyn: Male Warmage 1, hp: 8; See Appendix 1

✦ Iachawr: Female Healer 1, hp: 8; See Appendix 1

APL 4 (EL7)

✦ Aldryth & Cerys: Male & Female Ranger 4, hp: 29; See Appendix 1

✦ Glyn: Male Warmage 3, hp: 20; See Appendix 1

✦ Iachawr: Female Healer 3, hp: 18; See Appendix 1

APL 6 (EL9)

✦ Aldryth & Cerys: Male & Female Ranger 6, hp: 41; See Appendix 1

✦ Glyn: Male Warmage 5, hp: 32; See Appendix 1

✦ Iachawr: Female Healer 5, hp: 28; See Appendix 1

APL 8 (EL11)

✦ Aldryth & Cerys: Male & Female Ranger 8, hp: 53; See Appendix 1

✦ Glyn: Male Warmage 7, hp: 32; See Appendix 1

✦ Iachawr: Female Healer 7, hp: 38; See Appendix 1

Tactics:

Brigands: Aldryth and Cerys keep up a hail of arrows as Glyn uses his spells to wound to good effect. They do not wish to be killed, however; if they begin to take casualties, the four of them will begin to retreat. Iachawr does her best to heal her companions, even taking risks to do so. Aldryth hates Humans and Elves, while Cerys hates Dwarves and Gnomes so they will use their favored enemies as potential targets when possible.

Gareth does not want the PCs killed; he simply wants it to appear that his attempt to take the fortified fort is authentic.

The PCs will be surprised by the ambush unless they make a spot check, DC 15+APL. Those who make the check are not surprised.

Development:

Soon after the PCs tangle with the brigands, the enemy will retreat, leaving behind a few slaughtered civilians and a dead druid. Gareth has played his part as he understands it and will not risk any more of his men on this.

Captured Brigands Information – If any brigands are captured this is what they know:

- Gareth wanted to strike this hold one more time before heading south to winter
- This steading has food and supplies they need
- They have never broken into the steading but they have ambushed some of their foraging parties

Read the following:

The brigands fall back almost at the sight of you. Their retreat is disorderly and many of the dead are left on the ground.

As you examine the battlefield more closely, you notice a small group of folk who were apparently slaughtered by the brigands. Among them are women and children and a man who was half-formed into a bear when he died. In one clenched hand is a sprig of mistletoe. Around him are five dead brigands.

Go To Encounter 2.

ENCOUNTER 2: A MUTED WELCOME

This encounter falls directly on the heels of the previous one. The PCs see the hill fort in the distance and the battlefield before them littered with dead.

Read the following:

The battle is done and there do not seem to be any survivors to heal or enemies to capture. You are very close now to the steading, which you now see is more like a hill fort. Fortified with a motley array of wooden palisades and earth mounds, it seems almost organic in design.

Occasionally you see one of the defenders poke their head up to look in your direction.

Ask the PCs what they wish to do.

If they examine the slaughtered innocents, they find that all of them are of mixed Flan and Oeridian descent and have symbols of the Old Faith on their person.

The defenders of the steading make no move to come out or attack the PCs and are waiting for them to come closer. Once one of the PCs does this, read the following:

As you approach, a man in an old-looking metal helm peers over the side of the fort. He begins to speak in Flan.

“Hold! Do not tread upon this place of heroes lest thee be a hero as well! Stand forth and tell us of your name!”

Anyone who does not speak Flan cannot understand what he says. A Knowledge: History or Bardic Knowledge of DC 15 reveals this to be an old greeting between strangers. A successful skill check also reveals that the man is asking for the PCs’ exploits as well as their lineage.

The man will await an answer. If no one speaks Flan the man will look puzzled and warn his companions to be wary of the outsiders.

If a PC gives only his or her name, the man replies (in Flan):

“That is all that you are? A name? Tell us more, for to be welcomed here you must show your worth!”

The man’s name is Morkan ap Elig. Morkan knows Caswallon wants these heroes to be allowed in but he does not trust outsiders and is going to make them prove their worth to enter.

Once the PCs have announced themselves properly and to Morkan’s satisfaction, read the following:

The man looks down at you and nods. “I see you have some merit. Do you wish to be allowed to enter this place, which is the home of Caswallon the Green, Caswallon Orc Crusher, Caswallon the Pure?”

Assuming they say yes...

The man nods and calls down to someone. A gate opens to your left and six guards come out. Each is dressed in nothing but a simple kilt. The men are covered with blue-green tattoos of vines weaving their way around their bodies from head to foot. The guards’ eyes are calm and measured, their expressions unreadable.

Moving towards you, they surround you and wait patiently for you to enter the fort.

The Earthguard will not speak or make any move unless the PCs decide to enter the fort or they are attacked.

If the PCs do attack they are subdued after a struggle and left in the mountain path at 1 hit point. The adventure would be over at this point.

Once the PCs enter the hill fort, read the following:

You move inside the fort and can see a few bodies of slain defenders being cared for. Most of the men and women defending the fort are dressed in old style armors, the artwork on their shields many years out of date. Many are painted in woad; occasionally you glimpse more tattooed warriors like the six who are escorting you.

After a short march, a woman stands before you. She blocks your entrance into the inner gate. She is tall and dressed in a dark green dress that is spattered with mud and blood. Her skin is a pale coppery hue, her black hair unmistakably Flan in origin. Her leopard-skin armor shifts around her

body, and you would almost swear it to still be alive. Beside her stands an enormous black stag.

"I welcome you, heroes of this day and perhaps the next. I am Maelan merch Caswallon (ph: MEYE-len merch CAS-wall-on), the daughter of the Green and the Pure. My father has tasked me with welcoming you to his fortress." She speaks in Flan, and then repeats her words in Common for the benefit of those who do not speak her tongue.

"Before I bid you enter, have you needs that our hospitality can cater to?"

Maelan waits for the PCs to make requests and any reasonable request will be honored. Unreasonable ones will be laughed off or subjected to Maelan's wit. Once the PCs have given their responses she nods.

"All will be taken care of inside. Before you enter, I should give you this fair warning: Our children and some of our people are sick. The wasting disease has baffled myself and my father, and we have no small skill as healers. What you see may shock your senses but I assure you, you are in no danger of catching this disease. It seems to have run its course and is now only affecting those who initially succumbed to it a few weeks ago. Do you have any questions?"

Q: Is the disease deadly, has anyone died?

A: Yes some have died and the rest are dying.

Q: How many people have the disease?

A: Over thirty, most of them children.

Q: Where did it come from? What is the cause?

A: We believe an outsider brought it to us but we cannot be sure.

Q: Can we help?

A: That is the question, isn't it? My father will speak of this to you later tonight.

Q: Who was the druid and or the people who were slaughtered?

A: They were members of this place who were going on a journey, a pilgrimage as it were. They were lead by one of our Druids, Tor. Their death has diminished us but they will not be discarded.

Once the PCs are ready, Maelan dismisses the Earthguard and opens the gate, leading the PCs in.

Go to **Encounter Three**

ENCOUNTER THREE: THE TROUBLED FFOLK

Maelan will allow the PCs to mingle among the ffolk of her father's caer. Caswallon also insisted on this, allay any suspicions the heroes might have.

If any of the descriptions of suffering children may be too adult for your table, be sure to "soften" such descriptions as you think necessary.

Read the following:

Maelan leads you inside the inner defenses and before you is a very large community. You realize now that much of what you see from the outside is an illusion.

To one side is an enormous long house, with more of the strange guards around it. Other buildings and houses are built into the solid rock of the mountain. More humble shacks and teepees line the paths through the village.

Opposite these are stables for animals, workshops, an enormous grove, and a small tent farm that appears to be for the sick.

Maelan turns to you. "I must go and prepare your place of rest for you. Mingle among the ffolk; already your names are spreading among them, as are the tales of your bravery. Come to me at the house of red stone when you are ready to prepare for dinner and be refreshed."

Maelan will leave. If there are any unconscious PCs, she sees to their care before leaving. Otherwise the PCs are allowed to mingle among the ffolk.

The Market

This is the area where the various workshops are located as well as the stables. PCs may buy any item from the PHB here that costs 50gp or less.

Blacksmith

A woman stands over an anvil, dressed only in a leather apron and a short kilt. Sweat pours from her face and lean body as she works diligently on an axe blade.

Information: this is Meinwen. She has little modesty and very few scruples regarding attractive PCs. She will flirt with the most charismatic PC regardless of gender. Meinwen knows only that the wasting disease has been around for three seasons and that her opinion is that it was brought by a Suel trader. She admires Caswallon and Maelan but she herself is not yet on the Pure path. If asked about that she shrugs and mentions that the PCs should talk to the Druids.

Clothier

A burly man dressed in a modest tunic and breaches works on a fine woman's dress. Around him three black haired boys run and play, occasionally fetching an item for the man.

Information: This is Kalder. Kalder also believes that disease was brought to the village by a Suel, but the wife of the trader and not the trader himself (see Blacksmith entry above). Kalder proudly displays his purist Old Faith

symbol and if asked about Purity he mentions how he now walks the same path as his ancestors and is much happier now.

The Scop

Watching you is a woman of slight build and impish smile. She wears a maroon dress, a floppy straw hat, and a whip at her belt. As you shop you notice her taking watching you.

Information: This is Brialla, the local Prydyth. She is not from the village originally, but came here to escape the Giants over a year ago. Since then she has “abandoned” her Oeridian mother’s ways and embraced those of her Flan father. She is proud to be the local Scop and hints that she is closer to Caswallon than some others.

She knows little of the disease nor its origins. Of the notion of Purity, she says she is only now seeing the truth of it and that the Druids would serve the PCs as better tutors.

Brialla’s Prydyth Information

- Caswallon the Green is a Druid of the Old Faith as is his daughter. They gathered survivors around them when the giants invaded.
- The disease started after a number of visitors came to the caer. About three seasons ago.
- Everyone here at the caer did bleed about three weeks ago but no one went blind.
- Caswallon is planning on making the ffolk more mobile now that the Ways are opened. He awaits only the making of the Heath safe.
- The Path of Purity or Ffordd Purdeb: It is a utilizes the Three First Tenets of Llewellyn: Purity of Body, Purity of Tradition, and Purity of Vision. Caswallon discovered these about ten years ago but Brialla does not know where.

The Grove

As you enter the grove, three figures stand and walk over to you. All are barefoot and wear simple robes. None have bathed in some time. They are two men and a woman, and all are unmistakable Flan.

These three are the most senior surviving druids of the Greenskin Grove. All are firm members of the Purity ideal.

Halgar: Halgar is tall and broad shouldered. He speaks very little and defers to Olan in most things. Halgar is friendly however, and mentions (if asked) that he and the dead druid Tor were friends.

Olan: Olan is the spokesman and second only to Caswallon in spiritual affairs. He is a strict member of the Old Faith and of the Purity movement in particular. He tends to be abrupt and distrusts outsiders.

Betha: Betha is even more quiet than Halgar but she tends to answer most questions with a sign or symbol that gets her meaning across.

Druid FAQ

Q: What can you tell us of the wasting disease?

A: (Olan) What is there to say? It is killing our children and our magics seem powerless. Clearly our path has not been pure enough else we would have found a cure by now.

Q: What can you tell us of Purity?

A: (Betha). Betha moves over to a leaf on the ground and picks it up. One by one she removes the dirt and other litter until only the leaf itself remains.

(Olan) Caswallon saw signs and his eyes searched the hills for many years. We strip away all that is not pure to the Land and that which remains will continue in the cycle.

(Halgar) The discarded does not continue.

Q: Who is Caswallon?

A: (Olan) He was once a servant of the new ways until the Greenman opened his eyes. He now seeks a different path for himself and the people of Gyruff.

Q: How long have you been here?

A: (Halgar) Since the giants invaded our lands.

Q: Did you know the druid who was killed outside?

A: (Halgar) That is Tor, my friend.

(Betha) Betha sheds a tear and transforms into a ferocious bear, rearing for a second and then peacefully laying on the ground as if asleep. She returns to her normal form and picks up an acorn, smiling. “Tor was not discarded.” Is all that she says.

(Olan) He bravely tried to save those folk but the Land spoke harshly about his foolhardy attempt. I will miss him, though.

The Hospital

As you near the tents, your ears pick up the sound of crying children and a great deal of moaning. Catching a glimpse into one of the tents you see a young girl of mixed Flan and Suel heritage being held by her mother. The girl is pretty, but frail, her golden hair lank and soaked with sweat, her complexion gray, her dark eyes glassy and crusted with weeping sores.

Nearby a mother wails as she cradles her child. The boy lies listless, his skin drawn and scabby. Others are in similar conditions, and there is an air of death around the tents.

Information: Very little can be discovered here, except for talking to the Cleric of Pelor, Jostun. A Heal Check

DC 20 reveals the disease wastes the body of the victim and turns their blood to thick syrup. Death is slow and painful. Knowledge Nature Checks or a Spellcraft Check DC 20 reveal that the sickness does not appear to be magical in nature or natural. It is almost as if the body is rebelling against itself.

Jostun: Jostun is a tall man but he appears haggard and worn. It is obvious he has slept little and his bones creek whenever he sits or stands.

He can tell the PCs very little. Jostun himself has been here only six months, after being released by the Cloud Giants from one of their floating castles. He knows very little about the Purity ideals but what he does know sounds vaguely like an old form of worship. He will mention that the people prefer the look and feel of earlier times without the flashiness of the modern world.

Of the sickness he knows even less, but admits that one more death may break him. His eyes get misty when talking about the people dying and his inability to help them.

Jostun Info

- These people follow an 'older' path that he has never heard of but they respect him and often refer to him as 'Stepfather Pelor'. This is a form of respect for his station and not meant as disrespect to Pelor.
- The disease was here before he arrived. He managed to send a message to the Church of Pelor but never received a response via magic or mundane means. He suspects there was some confusion.
- Five people have died so far of them three were children. The disease itself is not spreading beyond the initial victims.

Go to Encounter 4

ENCOUNTER FOUR: DINNER WITH DESTINY

Here the PCs will finally meet Caswallon the Green. He will offer them the chance to help save the young children of his caer. Caswallon believes in signs and symbols, and that is why he seeks outside heroes to regain the Physician's Cauldron.

Caswallon, of course, knows why the people are sick but he is not going to disclose that to the PCs under any circumstances. That does not mean he is going to lie, however, as he is aware that lies are too easily caught.

When the PCs have prepared for dinner, read the following:

The time has come to meet Caswallon, and Maelan guides you to the long house that is her father's sanctuary. The building is made from a reddish

stone, with vines crawling up every side and around every window.

Inside, the air is heavy with the smell of incense and roasted meats. You see more of the tattooed guards covered in vines. They carry dishes and pitchers of drink. All seem to be waiting for you.

Maelan bows to you and leaves the building, closing the doors behind her. Through the haze of the incense, you now see a man seated at the head of the table opposite where you have entered. He is tall and broad and very handsome. His dark hair is mixed with white, as is his beard. Age lines crease his face but do not diminish the warmth found there. As the doors close, the man stands.

"I welcome you, in the names of the fathers and mothers of this place. What the Land has seen, so I have seen, and I humbly lay my gratitude before you. I am Caswallon ap Caswal, father of Maelan and Brehyr of the Greenskin Grove. Welcome."

Knowledge Local Sheldomar, Bardic Knowledge, or Knowledge History DC 20 would reveal this man to be a druid once known as Caswallon the Green or 'the Green Grump'. Caswallon will wait for his guests to announce themselves. It is very important that they do so and Caswallon will give them hints to get through the brief ritual if needed. Once all have given their names, Caswallon will continue.

"Very good. Please be seated. What shall you have to drink?" Caswallon himself pours your drinks for you and directs his servants to get you food as needed. Once you are satisfied with your meal, he sits and begins eating his own.

"We shall eat first, and then discuss what brought you here. Please enjoy my gift of hospitality for helping us drive off the brigands. They have been such a nuisance. While we eat, will you gift me with news of the outside world? We have heard little since the Pelorite arrived six months ago."

Caswallon is indeed interested in any news he can get from anywhere. He will inquire about specifics and do his best to get a feel for the PCs attitudes.

Once the news has played out, continue on.

After the meal is finished another round of drinks is poured and the servants retire from the house.

"We are alone now and may speak more freely. I know sometimes guests can feel uncomfortable with so many ffolk around.

"Your coming was known to me, and expected. I have seen your passage across the Land and was heartened by it. My concern is my people, and for us to walk on the path of Ffordd Purdeb (ph: Forth POOR-deb). For those who do not speak Flan, that means the Road of Purity."

“For my people, and indeed all of Gyruff, to walk the Ffordd Purdeb, they must be healed. It is our first step on the road. Outsiders brought the wasting disease and thus, to complete the circle, outsiders must be the ones to bring the cure.”

“Recently, when the Ways were opened, a description of a cauldron came to my ears and I knew from this that it was the Physician’s Cauldron. Long ago, the Kings and Brenins would have their Archdruid brew healing draughts from the cauldron; It is said it can heal any disease or sickness. It was lost to us over a millennia ago. That it has come back is a sure sign of favor.”

“Grant us this boon and I will grant you one in return. So was the way of our ancestors and so shall be our way.”

No doubt the PCs will have questions. Use the following Q&A to help answer them.

Q: What is the wasting disease?

A: It is a disease that forces the body to rebel against itself.

Q: Why can you not go and retrieve the cauldron?

A: As I said, I believe in signs and symbols. Were we to try I am sure we would fail, because the Land does not favor us in this. It favors you working on our behalf and closing the cycle begun when this disease came to the people.

Q: Who brought the disease here? And when?

A: The people began to fall ill a few weeks ago, but the oracles have been unclear as to who brought it among us. If it were possible to send those who brought it here after the Caldron, I would. I do not think they brought it in malice however.

Q: What is the Ffordd Purdeb?

A: It is a road upon which all Gyruff may soon walk. The body of Gyruff is sick just as the children here are sick. It suffers from the influence of so many outsiders. It is one thing to accept a helping hand; it is quite another to be forced to dance to an ally’s tune. The Giants found us weak and divided too obsessed with chaotic change and far from our natural roots.

So we must purify ourselves. We must clean from our branches those notions that are not pure, not of the Old Ways. We have long forgotten lessons learned and we must re-learn them.

I know this makes me sound as if I despise all that is not of Gyruff, but this is not true. I admire other cultures and peoples, but I have no wish to be like them. What is good for the Suel or Bakluni is not necessarily good for the Flan. We have compromised too much. We have lost our way.

It is based upon the Three First Tenets of Llewellyn: Purity of Body, Purity of Tradition, and Purity of Vision. I found these hidden in a cave up in the Barrier Peaks while hiding from the giants.

Q: What sorts of things should Gyruff change? What changes would need to be made?

A: Such things as ridding ourselves of Invader Gods. The notions of clerics is also alien to us, except perhaps those of Pelor. Our reliance on so many arcane magics. It is one thing have bards among us, quite another to have world wrecking magicians throwing their magics around. Why are there giants here? Why are these invaders welcome here now that we have defeated them?

Q: What is the Physician’s Cauldron?

A: Many millennia ago the cauldrons were powerful magical artifacts. Who originally created them and why is unknown to me. All disappeared over the seasons and I think some have been destroyed.

Q: What can you tell us of the Ways? What dangers should we expect to encounter?

A: The Ways are a series of paths between the mortal world and the realm of the Greenman, a means of rapid travel long employed by the druids in service of the Land. I know little of the specific path through the Ways that should lead to the Cauldron, but I know this: as winter has tightened its grip here in the mortal world, it has done so with even greater fervor in the Ways. You will need to dress warmly...

Q: What boon do you offer us?

A: I offer you knowledge and health. I cannot be more specific than that.

Q: How did you all survive the war? Why are you all here?

A: When the Giants came they overran the village and Grove here. Without any help from the armies of Gwyrth Bryn, we recaptured it and built this fortress. Each year they attacked and we rebuild stronger and stronger. Hundreds of refugees came here. Now we are a tribe, a people. There are other tribes as well. Many have gone nomadic and returned to earlier ways.

If the PCs do not agree, Caswallon wishes them well. The next day they are escorted out of the fortress, with food and water to keep them going. The adventure is over.

If the PCs agree, read on:

Caswallon smiles to you. “Very good. I knew you were the ones I needed. So be it... we shall seal our pact in blood.” Caswallon summons his servants and has a boar brought before you. In a brief ritual, he slaughters the animal and pours its blood into a large earthenware cup.

“If you find this unpalatable, at least touch the cup to your lips. I encourage you to drink deeply,

however, and let fortune favor you." Caswallon drinks from the cup, and passes it to you...

No one is required to drink the boar's blood, but anyone who does is under a special form of *Guidance* that will last until used or until the adventure is over. It acts normally in all other ways.

Allow the PCs to make preparations and then read on:

The next day, you find yourselves near a set of stones in the Grove itself. Caswallon and Maelan are with you.

"I can send you into the Ways via these stones. With the Ways now open, it could be difficult but it should be possible." Caswallon nods to Maelan, who begins singing in a clear, rich alto. He has you all stand in the center of the ring of standing stones, facing the largest of them.

"There will be no guardian. Simply come back to the same place and call out the Brenin's name three times. You will be brought back here."

With that, he joins his daughter in singing. It is a few moments before anything happens, but eventually a white light appears before you and slowly engulfs you in its brightness.

For those wishing to know, a DC 20 Knowledge Religion or Bardic Knowledge reveals this to be an ancient rite not practiced in over a millennia. It is a way to get into the Ways of the World without calling a Guardian of the Ways.

Go to **Encounter 5**.

ENCOUNTER FIVE: INTO THE WAYS

In this encounter, the PCs venture into the mysterious Ways in search of the lost Cauldron. They find a trapped, illusionary Cauldron that leads them into an encounter with the Ice Goblins who now inhabit this strange realm.

With the ritual complete, you step forward into the white light. A cold, damp mist swirls around you, completely obscuring your vision for a moment. After a few steps, the mist recedes slightly, and you find yourself standing upon an expanse of worked stone coated in ice. It appears to be a covered stone bridge of some sort, about twenty feet wide with a raised walkway on either side. Snow has piled into tall drifts, shoulder-high on an average Human, all along the right-hand side of the structure. It stretches off into the fog before you for as far as you can see; behind you is the pale silvery glow of the dolmen, the mirror image of the standing stone that brought you here. There are no other landmarks, no terrain visible beyond the covered bridge – or was it once an aqueduct? There is nothing but the endless grey mists, swirling snow, and deathly cold.

If the PCs thought it was cold before they got here, it is **freezing** in the Ways (below 0). Hopefully, the PCs have come prepared, with cold weather gear and *Endure Elements* spells; if not, unprotected characters must make a Fortitude save (DC 15, +1 per previous check) every 10 minutes while they are in the Ways, taking 1d6 points of nonlethal damage with each failed save. Characters with cold weather gear need only make this check once per hour.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat as Fatigued, see DMG p. 301).

By sticking to the left-hand side of the aqueduct, the PCs can keep clear of the snowdrifts, although the ice still makes the stone difficult terrain, requiring a DC 15 Balance check to proceed at normal movement rates. The mist and snow reduces visibility by half, resulting in a -4 penalty to Spot and Search checks.

After trudging along for what seems to be a short eternity, there is finally a change in scenery. Snow-shrouded hills begin to emerge from the gloom on either side. Ahead, the stone expanse simply stops, broken as if by a massive blade. As you cautiously approach the edge of the ruined structure, you can make out the snowy outlines of jagged, tumbled stonework on the hillside below.

It is easy enough to see what has broken the aqueduct. The mountainside below has been torn asunder by a huge block of ice that has erupted from the earth, very close to the base of the structure on which you stand. Trapped within the clear blue ice, you can see green grass, summer wildflowers, a smooth stone obelisk turned on its side... all perfectly preserved.

It looks for all the world like a burial mound, turned on its side and ripped in half...

The ground is only about 30' down at this point, and the broken masonry provides a relatively easy climb even if the PCs have not brought any rope or climbing equipment with them. The Climb check is DC 15.

Once they're on the ground, the snow is on average about 3-6 inches deep; there are drifts up to 6 feet deep, but they are easily avoided. Small creatures can only move at half-speed through the normal snow (each square costs 2 squares of movement), but Medium or larger creatures are unimpeded. The party can easily get around to the far side of the frozen burial mound. Feel free to drop some Spot and Listen checks, to ratchet up the tension, but all is deathly still and silent.

All is quiet and peaceful as you make your way around the blue-green mound of ice. It's almost a serene, pastoral view... until you begin to see the bodies. A handful of wilted pixies, slumped in a frozen toadstool ring as if in slumber. A man in studded leather armor, a black longbow still

clutched in his hand. An enormous blue-tinted hand, connected to an enormous, fur-wrapped, muscular blue arm... a frost giant warrior, frozen forever in the act of crumpling to the ground with scores of arrows bristling from his corpse.

Near the frost giant's knee, there is a breach in the frozen green hill, a place where the earth is ripped apart. Gold gleams behind the wall of ice, a frozen cascade of coins pooled at the base of the torn opening. A gleaming sword lies in the pile of frozen treasure, and the haft of what looks like a massive battleaxe; sparkling gems are scattered amongst the coins like brilliant wildflowers springing up between the cracks in a sidewalk. A huge, cast iron cauldron, easily six feet across, lies on its side behind a pile of heavy, round darkwood shields.

Still more corpses lie before the wall of ice, but these, though dusted with a layer of snow, are not entombed. If they are not yet buried, they cannot have been here long...

The ice wall and cauldron are illusionary (DC 20+APL Will save), although the frozen bodies on the ground are real enough. Anyone approaching the bodies or the wall, whether they are conducting Search or Heal checks, sets off the magical trap.

✧ **APL 2** – EL 2 – Trap Proximity Trigger (Alarm), Color Spray – 360 Degrees, DC 15 Will Save

✧ **APL 4** – EL 4 – Trap Proximity Trigger (Alarm), Dispel Magic, Area Dispel and then Color Spray – 360 Degrees, DC 17 Will Save

✧ **APL 6** – EL 6 – Trap Proximity Trigger (Alarm), Dispel Magic, Area Dispel, Darkness*, Confusion* DC 19 Will Save – *Lasts for 10 Rounds

✧ **APL 8** – EL 8 – Trap Proximity Trigger (Alarm), Dispel Magic, Area Dispel, Darkness*, Feeblemind DC 21 Will Save – Special effect: Feeblemind only lasts for 12 Hours; *Lasts for 10 Rounds

When the trap goes off, a party of ice goblins appear from the far side of the mound within 10 rounds in order to investigate. They are armed with morningstars and nets instead of javelins. They will try to spread out in order to cover the entire party, approaching warily.

A number of short, bandy-legged humanoids approach cautiously from the northern side of the mound. They look somewhat like goblins, but their skin has a bluish cast, and they are covered in a shaggy white pelt. They have a large, loose sac in their throats, giving them a distinctly frog-like appearance. They are wearing shabby leather armor, moving barefoot through the snow with no apparent discomfort. Most wield large, spiked clubs, but the foremost rank holds weighted nets instead.

As the strange little goblins spread out to encircle you, a slightly taller male with a ragged white wolf pelt for a headdress lets out a loud, booming croak and challenges you in Common.

“Too-Talls! What you want here? This new kingdom of Ice Goblins! You speak quick!”

The goblins are Unfriendly, but not immediately Hostile. They will not attack unless attacked first..

If the PCs attempt to negotiate, a DC 15 Diplomacy check will raise their attitude to Indifferent; DC 25 or higher gets them to Friendly. They will answer one or two questions at Indifferent, two or three at Friendly, before insisting that the PCs accompany them to their Great Hall, to explain themselves to the Ice Goblin King.

“Who are you?”

“Tyugreb Wolfhat. Mighty hunter!”

“What are you doing here?”

“Keeping lookout for thieveses, dat what!”

“New kingdom? Where was the old kingdom of the Ice Goblins?”

“Far away from here... big glacier, lots of snow. Big nasty white lizard, no fun... we like here better!”

“Kingdom? Who is your king?”

“Snyegblat the Finder. He lead us here from far-off place. Find new home, much food. Very wise, very powerful – bad idea to make Mighty Snyegblat angry!”

“Where is the real Cauldron?”

“Uhhh... cauldron? What cauldron? What dat?” (whistle innocently and look shifty. DC 5 Sense Motive to pick up on the fact that he's hiding something)

Eventually, Tyugreb decides he's done answering questions, and insists that the PCs go with him to speak to the king. The goblins will keep the heroes under careful guard, but not bound, if they agree to go along peacefully.

If the party attacks the goblins, they immediately attempt to disengage. The net-throwers will try to slow down the closest PCs before running away. The goblins can move across the snow without penalty, and know exactly where they're going. They will scramble into the underground passage to their realm and set off the deadfall they've prepared, sealing the tunnel behind them. The PCs may search for an alternate entrance to the strange glacier; a successful Survival check at DC 15+APL will eventually enable them to find one. The PCs will NOT receive the favor of King Snyegblat or any of the associated benefits. Proceed directly to Encounter Seven.

Hopefully, the PCs go along peacefully sooner or later: proceed to Encounter Six.

ENCOUNTER SIX: THE HALLS OF THE ICE GOBLIN KING

In this encounter, the PCs are brought before King Snyegblat the Finder, ruler of the Ice Goblins. They are told that if they wish to take the cauldron, they must first prove their worth...

The tunnels descending through the blue-green ice are no warmer than the surface of this strange place. Torches are spaced at uneven intervals throughout the gleaming, winding passages, but they burn with a pale, ghostly flame that gives off no heat. The glassy surface of the ice tunnels throw back horribly distorted, dark reflections of your forms as you pass by. The effect is both disturbing and disorienting... without your diminutive guards, it would be difficult to find your way.

After several minutes of walking, the tunnel opens up into a soaring, vaulted chamber in the heart of the glacier. It seems more melted than carved, the walls frozen in bulbous cascades as if they've been shaped from dripping wax. Dozens of ice goblins fill this chamber, gathered around long trestle tables fashioned from elk antlers and scavenged shields hammered flat. A surprisingly large number of them, male and female alike, wear bits of fine jewelry with their scruffy leathers. An honor guard of stocky goblin warriors in matching armor crafted from some sort of hairy grayish hide stand at attention on either side of a raised dais of ice, wielding sturdy dwarven waraxes. A throne built of interlocking bones and scales, those of a young white dragon, sits atop a dais sculpted out of the ice.

The goblin seated upon the throne wears a robe far too large for him, quilted from patches of emerald green suede and a snowy surcoat bearing the embroidered image of a silver owl, with flowing sleeves that may once have been red and blue silk banners. Beneath his robe, golden armor gleams... yes, those look like actual gold pieces, punched with holes and fashioned into a sort of mail shirt. A tall, elaborate crown perches atop his white-furred head, a circlet of interwoven antlers and something that may have been a set of golden candlesticks in a previous life.

"Who Too-Talls invading kingdom of Mighty Snyegblat?" the ice goblin king booms, his throat sac swelling until it strains the seams of his patchwork rainments.

Snyegblat is pompous and lazy, but quite shrewd for a goblin. He speaks in a deep, croaking voice. So long as he is shown the respect he thinks he is due, he is

relatively easy to deal with. The more the PCs shovel on the flattery, the better he likes it.

Gifts definitely help; the goblins have lots of shiny pretties that they found in the ice above, but more is always better!

Threats, displays of indignation at his choice of garb (say, from an offended Knight of the Watch), and boasts of prowess will not get the PCs very far. Snyegblat will be very vocal in his displeasure, harrumphing about arrogant outlanders, thieves, too-tall know-it-alls, and so forth, and dropping hints about appropriate tribute.

If the adventure is running long, a simple Diplomacy check will do to improve Snyegblat's attitude to Friendly (DC 25); if not, this is a good opportunity to encourage some roleplaying.

Once the PCs have done enough groveling, and start asking about the Cauldron (they'll have to describe it in some detail), read the following:

"Ohhhh, you mean Jumbo Soup-Pot! Dat awful nice soup-pot. I dunno... Mighty Snyegblat generous to guests, but dat pushing it!" King Snyegblat the Finder thinks hard for a moment, scratching his nose with his sceptre – which looks suspiciously like a broken morningstar with shiny copper pieces impaled upon the spikes – then grins broadly. "All right, here plan. Only best of Ice Goblin warriors get to eat out of Jumbo Soup-Pot... so you must be like mighty Ice Goblin warriors! You take test. You must enter..." he pauses, raising his sceptre grandly, as if waiting for something.

When nothing happens, he looks down at the goblin herald seated on the top stair of the dais... who is busy "tuning" the golden harp sitting upside-down in his lap. Scowling, the Ice Goblin king jabs his herald in the backside with the business end of his sceptre. The herald sits bolt upright with a startled croak, then nods hastily and clears his throat.

King Snyegblat the Finder raises his sceptre again. "You must enter..."

The herald cups his hands around his mouth and sings. "Dunh dunh DUNNNNNH!!!"

"... Maze of Truth!!!" A gasp of shock and excitement ripples through the goblin court, and King Snyegblat beams magnanimously down at you. "Dis good plan. Tyugreb Wolfhat! You lead Too-Talls to Maze! If dey get to far side, dey get Jumbo Soup-Pot! If not... we get chunky soup to go IN Jumbo Soup-Pot! Mighty Snyegblat has spoken!"

Your previous guide steps out of the throng of Ice Goblins, bows to the king, and gestures for you to follow...

In total silence, Tyugreb leads the PCs across the Hall and into another tunnel that opens on the far side. The

goblin warrior merely shakes his head at any attempts at questions or conversation, and refuses to speak. This tunnel slopes downward much more rapidly than those leading from the surface, winding back and forth in a tight, jagged spiral.

ENCOUNTER SEVEN: THE MAZE OF TRUTH

In this encounter, the PCs venture into the confusing labyrinth of tunnels beneath the Ice Goblin kingdom. Whether they seek to prove their worth to King Snyegblat, or whether they have attacked the goblins and are now seeking an alternate route into the glacier, they must find a way through the tunnels...

The entrance to the Maze of Truth is a small, roughly circular chamber with a tall, natural arch in the center of the far wall. A successful Listen check (DC 12+APL) allows the PCs to catch snippets of excited Ice Goblin croaking from somewhere far above. It would seem that most of the Ice Goblin court is settling in to watch the show. It is much darker here than above, but at least some pale light filters down through narrow fissures in the icy walls. Without darkvision or some sort of external light source, visibility is reduced to 20'.

The "Maze of Truth" is actually an interlocking series of bubbles and fissures deep in the heart of the glacier, a confusing natural labyrinth of tunnels. In most places, the tunnels are between 5' and 10' wide, with rough ice floors that are not quite slick enough to impede movement.

The PCs may take whatever precautions they like, etching symbols in the ice, dropping bread crumbs, etc. A few of their goblin predecessors have obviously tried such methods as well, scratching little arrows and squiggles into the walls at several of the junctions (although there is no actual writing). There is no real map or system. Allow some Survival rolls if the PCs ask for them, just to make them feel better, but provide as little useful information as possible. The PCs are in the Ways, and in a Maze; there is no real "north" and they're in a magical glacier that has somehow broken the veil between worlds – there's not really a firm "ground level" to measure depth against. Depending on time remaining, the DM should roll on the table below (or ask which of the players is feeling lucky and ask him/her to roll, or just pick your favorite!) for one of the environmental challenges before proceeding to the final encounter in the Maze.

- 1) Ice Chute
- 2) Deep Crevasse
- 3) Falling Icicles
- 4) Deadfall
- 1) Ice Chute

A labyrinth is confusing enough in two dimensions; here, the interlocking tunnels not only wind about from left to right, but climb up and down as well. In combination with the peculiar, distorted reflections in the icy walls, the effect is more than a little disorienting.

It should not have been so surprising, then, that the gradual downward slope of the tunnel you are following suddenly proves itself to be considerably less gradual than it appears...

Allow the PC in the lead to make a Spot check at DC 18+APL to notice the sudden downslope; a PC making regular Search checks for traps may use Search instead of Spot, at the same DC. Failure to notice the problem means the PC must make a Reflex save at DC 20+APL, or slip and fall.

This tunnel acts like a gigantic waterslide (only colder!), sending the hapless PC(s) whizzing on a wild, crazy slide through the depths of the glacier. Any Survival checks the PCs might have thought they'd made earlier will be rendered completely useless after they've gone down the slide – all the spinning and whirling about completely disorients them.

The warier or luckier PCs may attempt to climb down the chute if they like, but it is extraordinarily difficult. The walls are sheer, slick ice, the chute is extremely steep, and it runs for several hundred yards. Even if the PCs are packing pitons by the dozens, and 100' of rope apiece, they're not going to be able to get to the bottom of it. Climb checks to make the attempt are at DC 25+APL. Failure of this check by 5 or more results in the PC sliding the rest of the way down. Exceptionally nimble PCs, or PCs with the ability to fly (go ahead, burn that 3rd level spell now!) may be able to reach the bottom without sliding, but the vast majority of characters will be going for a ride, one way or another.

The chute dumps the PCs out on a large, flat sheet of ice, rather like a skating rink. Except this skating rink has icy stalagmites pushing up through its surface... resulting in more of a pinball experience than a figure-skating event. PCs exiting the slide go flying out across the sheet of ice, and bounce into 1d4 pillars for 1d6 points of nonlethal damage apiece. PCs may attempt a DC 12+APL Balance or Tumble check to avoid taking damage from each of the pillars.

Once everyone is down the chute, they may proceed across the smooth sheet of ice at half movement, enter the tunnel on the far side, and proceed on their merry way...

2) Deep Crevasse

The tunnel you are following abruptly ends in a sharp drop-off, as if a gigantic blade sheared through the ice walls. You find yourself peering into a deep crevasse, stretching off to either side as far as you can see. The tunnel continues on the far side of the

chasm, 20' away and about 5' up... but there is nothing but empty space and a loooooong fall between the two passageways.

The crevasse is extremely deep, but it narrows to less than a 5' gap at a point APLx10 feet below where the PCs are currently standing. The crevasse may be climbed up and down with a DC 18 Climb check.

If a character fails the Climb check, or falls while attempting some other method of bridging the gap, he takes normal falling damage (1d6 per 10 ft) and becomes wedged in the narrow gap. He will dangle there with his boots kicking in empty space until dislodged with a DC 20+APL Strength check.

3) Falling Icicles

The passageway climbs a few feet before widening into a long, narrow galley. The ceiling opens up, soaring to more than 20' over your head. You must be getting closer to the surface, or perhaps there are merely fissures somewhere above you that are letting in more light, but it is noticeably warmer and brighter here. A forest of icicles dangle from the ceiling, glimmering like mother-of-pearl in the pale light. The slow, sporadic dripping of water breaks the perfect silence.

As the PCs move forward, the icicles occasionally drip ice water on their heads and down their backs – feel free to pick out a couple at random and ask them for Reflex saves just to spook them.

Unfortunately, unless the entire party is making an effort to Move Silently, a random PC sets off a hail of icicles (if the party IS trying to Move Silently, the PC who gets the lowest out of those who miss a DC 10 triggers the encounter).

✦ **APL 2:** Atk +10 ranged (2d4/x3, icicle), multiple targets (fires 1d4 icicles at each target in two adjacent 5' squares).

✦ **APL 4:** Atk +15 ranged (2d6/x3, icicle), multiple targets (fires 1d4 icicles at each target in two adjacent 5' squares).

✦ **APL 6:** Atk +20 ranged (2d6/x3, icicle), multiple targets (fires 1d4 icicles at each target in 10'x10' area)

✦ **APL 8:** Atk +10 ranged (2d6/x3 plus poison, blood icicles), poison (frozen blood snow, DC 18 Fortitude save resists, 1d2 points of Constitution damage), multiple targets (fires 1d4 icicles at each target in 10'x10' area)

4) Deadfall

The floor of the passageway you are following becomes irregular as it slopes upward. Fallen chunks of ice and drifts of snow force you to choose your footing with care. You can see a larger chamber opening up ahead of you, but before you can get close enough to make out any details, you hear an

ominous groaning, creaking sound from the ceiling overhead...

The creaking noise is overheard (no Listen check required) when the first PC in the marching order is 20' from the entrance to the chamber ahead. The passageway is 10' wide at this point. If the ceiling falls, it falls in the 10'x10' section of the corridor immediately in front of the first PC's starting position.

The PCs have two basic options here: move as quickly as possible, or move as carefully as possible. The unstable footing costs 2 squares of movement for each square, and prevents running or charging. PCs attempting more than a single move in a round (the moving quickly option) must make a Balance check at DC 12+APL to proceed; failure by 4 or less means that character makes no forward progress, failure by 5 or more means the character falls prone. Characters with abilities that enable them to ignore the effects of natural terrain (such as a druid or ranger with the Woodland Stride ability) are not affected by this.

Moving quickly immediately triggers the deadfall, an avalanche of ice and snow that will almost entirely block the passage. As soon as the first character announces they are attempting to run or move hastily, have them roll for Initiative; put the deadfall in the order with a +0 modifier.

Moving carefully may not trigger the deadfall at all. If the entire party succeeds at a Move Silently check at DC 12+APL, they manage to get out of the corridor without it collapsing. The first PC to fail this check triggers the deadfall, as above.

✦ **APL 2:** Atk +15 melee (2d6, snow)

✦ **APL 4:** Atk +16 melee (4d6, snow)

✦ **APL 6:** Atk +17 melee (6d6, ice and snow)

✦ **APL 8:** Atk +18 melee (8d6, ice and snow)

Final Challenge – Don't Eat the Yellow Snow...

The tunnel descends into a long, roughly rectangular chamber, about 40' across and 90' long. Mounds of filthy snow, peppered with broken bits of junk, gnawed bones, and discarded fruit rinds, are piled randomly throughout the room. Several small holes, none larger than a cabbage, dot the ceiling and upper walls anywhere from 20 to 30 feet over your heads. Judging by the frozen streaks of brownish-green crud beneath these holes, you have apparently wandered into some sort of trash dump. There is another tunnel on the far side... but you are going to have to wade through this disgusting mess in order to get to it.

At least the cold reduces the stench. Somewhat.

Unless the PCs are making an exceptional effort to be quiet, and traveling without a light source, the yeti

rummaging around in the waste heap for snacks will know they are coming. Like any good predator, the yeti will remain hidden and quiet, waiting to see what these newest wandering snacks do. Grant Spot checks (see Appendix) to notice the hidden beast(s) as the PCs enter the room. (See Tactics section, below).

The PCs can find a path where they only have to slog through knee-deep mounds of snow, ice, and refuse; there are places where the mess rises two or three feet in height. The fun does not end there, however; once the first Medium-sized PC has gotten at least 20' into the room, a DC 10+APL Listen check detects an ominous crackling sound underfoot.

The layer of ice covering the pool of sludgy liquid refuse below is not strong enough to bear the weight of both the piled solid waste AND the PCs. Every time one of the Medium or larger PCs moves after the initial *crack* is heard, there is a 50% chance that the ice breaks beneath that PC. The ice collapses in a circle with a radius 5' larger than the space taken up by the creature who caused it.

The sludge is only about 4' deep, so it's not really a drowning hazard... it's just disgusting, and possibly a hypothermia danger to PCs without magical protection from cold.

Any such PC who is even partially immersed in the sludge must make an immediate Fortitude save at DC 25 to avoid taking 1d6 points of nonlethal damage as mild hypothermia sets in. Until the character and his/her clothing is dry, all such DCs against cold or cold-based spells are increased by 10.

Once a character succumbs to mild hypothermia, he is treated as Fatigued. He must make saves every minute thereafter, against a DC increased by +1 for every previous check, or succumb to moderate and then severe hypothermia. A character beset by moderate hypothermia is treated as exhausted. A character beset by severe hypothermia is disabled. These penalties end when the character regains the nonlethal damage taken from cold and exposure.

A successful DC 15 Heal check can reduce a victim's hypothermia by one level, modified by the following factors: wet clothing +2, cold environment +3, heat from fire -5, body contact -1. Of course, the PCs aren't going to have time to deal with Heal checks until after the encounter is over...

One of the filthy drifts of snow on the far side of the chamber suddenly stirs. A hulking, ape-like beast (with a scaly reptilian face and leathery, batlike wings) shakes the powdery snow from its white fur and lets out a roar of rage, its pale blue eyes cold and hateful...

APL 2 (EL 5)

☛ **Yeti (2)**; hp 29 each; see Appendix 3.

APL 4 (EL 7)

☛ **Half-dragon (white) yetis (2)**; hp 43 each; see Appendix 3.

APL 6 (EL 9)

☛ **Half –dragon (white) Abominable Yeti**; hp 134; see Appendix 3.

APL 8 (EL 11)

☛ **Half –dragon (white) Abominable Yeti**; hp 134; see Appendix 3.

☛ **White Puddings (3)**; hp 94 each; see Appendix 3.

Tactics:

At all APLs, the yeti is too cunning a predator to rush blindly out onto the thin ice. It is a creature born of ice and snow, and knows how to use the terrain to its advantage.

The half-dragon versions of the yeti will try to catch as many PCs as possible with its breath weapon before plunging into melee; the ceiling is high enough to allow the creature to climb aloft, then plunge down on PCs from above. Note: The wings of the half-dragon yetis are little better than vestigial; they provide a bonus to the creature's Jump checks, and enable it to glide for short distances, but not to actually fly. The Climb for the rough ice walls is only DC 20. The yeti is clever enough to leave PCs who are floundering about in the sludge alone, and concentrate its initial attacks on prey that is still mobile and potentially threatening.

At APL 8, any PCs who break the ice have more to deal with than the frozen sludge; a white pudding, happily digesting semi-liquid waste beneath the layer of ice, is drawn by the thrashing of fresher food...

Returning to the Hall of the Ice Goblin King

King Snyegblat the Finder sits bolt upright as you re-enter the Great Hall... from the far side of the Maze of Truth. "You back!" he croaks, surprised. "Big nasties all gone! Dat... dat great!" He stands up, waving his sceptre grandly. "Bring out Jumbo Soup-Pot!"

A squad of Ice Goblin cooks emerges from the side cavern serving as a kitchen, dragging an enormous iron cauldron behind them. It takes half a dozen of them to even move it; it is easily six feet across and four feet deep, made of solid cast iron.

You are going to have a very long, tiring walk back to the Standing Stones...

If the PCs attacked the Ice Goblins:

Once the PCs successfully exit the maze, the goblins will decide they are far too dangerous to tangle with, and scatter into the depths of their warren, leaving the stew-encrusted Physician's Cauldron behind in their kitchen.

The PCs do NOT receive the favor of King Snyegblat or any of the associated benefits.

You finally leave the warren of tunnels behind, finding yourselves in a yawning cavern which obviously serves the strange little goblins as a Great Hall of sorts. It is abandoned, half-filled bowls and cups of a dozen different styles left out on the makeshift tables; the chunky stew is still warm.

Through an archway to your left, you see an array of shelves carved into the ice, stocked with bags and jars of food. A large rat-like creature roasts on a metal spit suspended over a slapdash stone hearth... and in the center of the crude little kitchen sits an enormous iron cauldron, easily six feet across and four feet deep. It is still crusted with the sticky remnants of some sort of stew or gruel...

If this monstrosity is indeed the Physician's Cauldron you seek, you are going to have a very long, tiring walk back to the Standing Stones...

CONCLUSION

Conclusion A: Success – Give cauldron to Caswallon

Your return is heralded among the ffolk at the Greenskin Caer. Several of the ffolk rush to help you with your burden. Immediately, Caswallon and Maelan begin preparations and there is an air of excitement among the people. The sick young blond girl you noticed earlier is brought before Caswallon, her breathing raspy and strained.

Caswallon steps into the steaming cauldron, unhurt by the heat of the boiling water. Jostun, the cleric of Pelor, carries the little girl over and Caswallon takes her in his arms.

"Do you wish the power of the Cauldron to take away that which sickens your body?"

Weakly, the girl nods to him. "Yes."

Caswallon wraps his arms more tightly around the frail girl and kneels, immersing both himself and her in the steaming cauldron. Long moments go by and they are not seen. Around you the ffolk are nervous and Jostun looks downright sick with worry.

Eventually, Caswallon emerges with the girl. She is all smiles, her former sickness washed away by whatever magic the cauldron wields. Caswallon lets the girl down outside of the cauldron and she immediately runs over to you. You notice that her blonde hair is gone, replaced by a deep brown head of hair. Her skin is also much more tan. It seems all traces of her Suel heritage are gone, leaving only her Flan features.

Her dark eyes look up to you and a warm smile is upon her lips. "Thank you," she says, looking to each

of you, "that which sickened me is gone. I am much better now."

Conclusion B: Success but do not return the cauldron to Caswallon

Caswallon and Maelan give you hard looks. "So, your sense of duty would place the curiosity of a Llwyrr above these dying people? Or perhaps it is your own greed? Nevertheless, your names and faces will not be forgotten when the storms that are coming arrive."

PCs do not get the Favor of Caswallon

Conclusion C: Fail mission.

Caswallon comforts you. "I put the eye of prophecy on you and it was an unfair thing that I did. Forgive me. We shall consult the stones and try again. Come now and rest before you return to your homes."

PCs do not get the Favor of Caswallon

The End

EXPERIENCE POINT SUMMARY

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

Encounter One

Fight off the Bandits' Ambush

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

Encounter Five

Overcome the Illusion and Trap set by the Goblins

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

Encounter Six

Defeat the Yeti and his friends

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

Story Award

Accept the mission from Caswallon to enter the Ways and bring back the Physician's Cauldron

APL 2: 60 xp.
APL 4: 105 xp.
APL 6: 150 xp.
APL 8: 195 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.
APL 4: 30 xp.
APL 6: 30 xp.
APL 8: 30 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.

TREASURE SUMMARY

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter One:

APL 2: L: 62 gp, C: 100 gp,

APL 4: L: 187 gp, C: 100 gp, M: 4 Potions of Cure Moderate Wounds (25 gp ea.).

APL 6: L: 181 gp, C: 100 gp, M: 4 Potions of Cure Moderate Wounds (25 gp); Brooch of Shielding (1500gp); 4 Chain Shirts +1 (104gp ea.); Pearl of Power 1st Level (83gp);

APL 8: L: 181 gp, C: 100 gp, M: 4 Potions of Cure Moderate Wounds (25 gp); Brooch of Shielding (1500gp); 4 Chain Shirts +1 (104gp ea.); Pearl of Power 1st Level (83gp);

Encounter Six:

APL 2: C: 400 gp

APL 4: C: 400 gp

APL 6: C: 400 gp

APL 8: C: 400 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 62 gp, C: 500 gp, M: 0 gp – Total: 562 gp (450 gp).

APL 4: L: 187 gp, C: 500 gp, M: 25 gp – Total: 712 gp (650 gp).

APL 6: L: 181 gp, C: 500 gp, M: 725 gp – Total: 1406 gp (900 gp).

APL 8: L: 181 gp, C: 500 gp, M: 725 gp – Total: 1406 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD


SPECIAL


☛ **Favor of Caswallon the Green:** For returning the Physician's Cauldron to Caswallon and helping to cure the

sick of his village, Caswallon offers to let you sit in the *Cauldron* if you are ever sick. Twice the PC may visit the *Cauldron* to be cured of a disease (acts as a *remove disease* spell, CL X). Mark these uses here: ☐ ☐.

Instead, the PC may visit the *Cauldron* a single time to receive a *reincarnate* spell at 75% of the standard NPC spellcasting cost. If the PC uses the *Cauldron* to be cured of a disease, even a single time, this removes the chance to use it for a reincarnate. If the *Cauldron* is used in this manner and the result of the reincarnation roll is human, the PC is always reincarnated as a Flan human of the same gender.

Mark this Favor as USED when it is spent. Favor Level B with those who support or are allied with Caswallon only.

 **Ice Goblin Cohort:** Seeing that you are a real hero, not a fake like King Snyegblat, an ice goblin sneaks out of the Ways and follows you. If you possess (or later take) the Leadership feat and have a Leadership Score of 3 or greater, you may take the ice goblin as a cohort (and must do so to get him to accompany you). The ice goblin is created using the rules in the LGCS and the information for a snow goblin as a character in *Frostburn* (page 136). He starts at least as a 1st level ranger or barbarian, can advance as a ranger or barbarian only, and may enter play already advanced, as long as his Cohort Level/ECL (class levels + 1) is within the limits in the DMG (page 106). The ice goblin must be of Neutral alignment.

 **Favor of Ilan ap Dyvad:** For helping Llwyrr Ilan, you are now a Helir I Gwyrth Bryn - one of the Hunters of Gwyrth Bryn. You are given a tunic made of white silk with a black stag (the symbol of Gwyrth Bryn) on the front. It is masterwork clothing. Ilan ap Dyvad offers to upgrade the tunic to one of the following (one time only; Frequency: Regional; PC pays cost of upgrade): *druid's vestment*, *cloak of resistance* +3. Mark this Favor as USED when it is spent. Favor Level B.

ITEM ACCESS

APL 2:

- *Hand of the Mage* (Adventure; *Dungeon Master's Guide*)
- *Wand of Magic Missile* (CL 1st; Adventure; *Dungeon Master's Guide*)
- *Wand of True Strike* (CL 1st; Adventure; *Dungeon Master's Guide*)

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

- *Eyes of the Eagle* (Adventure; *Dungeon Master's Guide*)
- *Murlynd's Spoon* (Adventure; *Dungeon Master's Guide*)

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

- +1 Bane (Fey) Longbow (Adventure; *Dungeon Master's Guide*)
- *Brooch of Shielding* (Adventure; *Dungeon Master's Guide*)
- *Quaal's Feather Token, Bird* (Adventure; *Dungeon Master's Guide*)

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

- +1 Bane (Human) Longbow (Adventure; *Dungeon Master's Guide*)
- *Ioun Stone, Dusty Rose Prism* (Adventure; *Dungeon Master's Guide*)
- *Periapt of Health* (Adventure; *Dungeon Master's Guide*)

Old Faith Metaorganization Members:

- *Druid's Vestment* (Regional; *Dungeon Master's Guide*)
- *Headband of Conscious Effort* (Regional; *Complete Adventurer*)
- *Tunic of Steady Spellcasting* (Regional; *Complete Adventurer*)
- *Woodwalk armor special ability upgrade* (Regional; *Races of the Wild*)

APPENDIX 1 – ENCOUNTER ONE

(APL 2)

Iachawr Darkhart, female, human (flan), Healer 1: Medium Humanoid; CR 1; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +0/-1; Atk -1 melee (1d8-1/x3, longspear) or -1 melee (1d8-1/x2, heavy mace); Full Atk -1 melee (1d8-1/x3, longspear) or -1 melee (1d8-1/x2, heavy mace); SQ healing hands; SA n/a; AL CG; SV Fort +2, Ref +0, Will +4; Str 8, Dex 10, Con 10, Int 10, Wis 14, Cha 18. Miniatures Handbook, page 8.

Skills & Feats: Concentration +4, Heal +6, Knowledge Religion +4, Sense Motive +6, Spell craft +4; Augment Healing (CD), Combat Casting.

Healing Hands (Ex): Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. For instance, if a 5th-level healer with an 18 Charisma casts *cure light wounds*, she cures 1d8+5 points of damage normally, plus an additional 4 points of damage due to her Charisma bonus. This bonus applies only to spells of the healing sub school that she casts as a healer, not to those she may have by virtue of levels in another class.

Languages: Common, flan.

Spells Prepared (4/4, save DC = 12 + spell level): 0 - Cure Minor Wounds (x3), Deathwatch; 1st - Cure Light Wounds (x3), Sanctuary

Possessions: Invisibility Potion, Mage Armor Potion, Shield of Faith +3 Potion, Potion of Babau Slime (SpC), Cure Moderate Wounds Scroll, Longspear, Heavy Mace, 33gp

Description: A stunning woman of quiet beauty. Iachawr wears a green linen shirt and brown leather britches tucked into high riding boots. Her calm face is accented by her long curly black hair. She is obviously of flan descent. She wears a green tabard bearing the crest of a black stag, a white stripe running down the edges, not seen on the other tabards. Her longspear bears a standard of the same crest, a green field with a black stag.

Aldryth, Male Human, Ranger 2: Medium Human; CR 2; HD 2d8+2; hp 17; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 Chain Shirt); Base Atk/Grp: +2/+4; Atk +4 melee (1d8+2, Longsword) or +5 ranged (1d8, Composite Longbow); Full +4 melee (1d8+2, Longsword) or +5 ranged (1d8, Composite Longbow); SA Rapid Shot; SQ Favored Enemy Human(+2), Ranger Abilities; AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +7, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +6; Precise Shot, Point Blank Shot

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Languages: Common, Flan.

Possessions: Composite Longbow (100gp), Chain Shirt (100gp), Longsword (15gp), Dagger (2gp), 80 Arrows (48p)

Description: Aldryth is a tall Flan man with dark black hair and a goatee. He dresses as a woodsman and normally carries a pipe clenched in his teeth.

Cerys, Female Human, Ranger 2: Medium Human; CR 2; HD 2d8+2; hp 17; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 Chain Shirt); Base Atk/Grp: +2/+4; Atk +4 melee (1d8+2, Longsword) or +5 ranged (1d8, Composite Longbow); Full +4 melee (1d8+2, Longsword) or +5 ranged (1d8, Composite Longbow); SA Rapid Shot; SQ Favored Enemy Dwarf (+2), Ranger Abilities; AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +7, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +6; Precise Shot, Point Blank Shot

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Languages: Common, Flan.

Possessions: Composite Longbow (100gp), Chain Shirt (100gp), Longsword (15gp), Dagger (2gp), 80 Arrows (4gp)

Description: Cerys is a comely flan woman in her early twenties. Her face is always serious and she never seems to smile. She hates dwarves.

Glyn, Male Human Warmage 1: Medium Human; CR 1; HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 Chain Shirt); Base Atk/Grp: +0/+1; Atk +1 melee (1d8+1, Longsword) or +2 ranged (1d8 Long Bow); Full Atk +1 melee (1d8+1, Longsword) or +2 ranged (1d8 Long Bow); SA Warmage Edge; SQ Armored Mage; AL LE; SV Fort +2, Ref +2, Will +2; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 14. (CA pg. 10)

Skills & Feats: Concentration +10, Intimidate +6, Knowledge Arcane +5, Spellcraft +5; Combat Casting, Point Blank Shot

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells

gained from a different spellcasting class. At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class. A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round. Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Languages: Common, Flan, Elf.

Spells Known/Prepared (5/4 save DC = 12 + spell level)

Spellbook: 0 – Acid Splash, Disrupt Undead, Light, Ray of Frost; 1st – Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid-Lesser, Orb of Cold-Lesser, Orb of Electricity – Lesser, Orb of Fire-Lesser, Orb of Sound-Lesser, Shocking Grasp, True Strike

Possessions: Composite Longbow (100gp), Chain Shirt (100gp), Longsword (15gp), Dagger (2gp), 20 Arrows (1gp)

Description: Glyn is a short and rough looking Suel man. His red hair and bushy beard give him a bit of a wild look.

(APL 4)

Iachawr Darkhart, female, human (flan), Healer 3: Medium Humanoid; CR 3; HD 3d8+2; hp 18; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +1/+0; Atk +0 melee (1d8-1/x3, longspear) or +0 melee (1d8-1/x2, heavy mace); Full Atk +0 melee (1d8-1/x3, longspear) or +0 melee (1d8-1/x2, heavy mace); SQ healing hands, cleanse paralysis; SA n/a; AL CG; SV Fort +3, Ref +1, Will +5; Str 8, Dex 10, Con 10, Int 10, Wis 14, Cha 18. Miniatures Handbook, page 8.

Skills & Feats: Concentration +6, Heal +10, Knowledge Religion +5, Sense Motive +7, Spell craft +5, Tumble +2; Augment Healing (CD), Combat Casting, Skill Focus Heal, Silent Spell.

Healing Hands (Ex): Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. For instance, if a 5th-level healer with an 18 Charisma casts *cure light wounds*, she cures 1d8+5 points of damage normally, plus an additional 4 points of damage due to her Charisma bonus. This bonus applies only to spells of the healing sub school that she casts as a healer, not to those she may have by virtue of levels in another class.

Cleanse Paralysis (Su): A healer gains the ability to cleanse paralysis once per day, as if casting the spell *remove paralysis*.

Languages: Common, flau.

Spells Prepared (5/5/4, save DC = 12 + spell level): 0 - Cure Minor Wounds (x4), Deathwatch; 1st - Cure Light Wounds (x2), Sanctuary, Silent Cure Minor Wounds (x2); 2nd - Calm Emotions, Cure Moderate Wounds, Silent Cure Light Wounds (x2)

Possessions: Invisibility Potion, Mage Armor Potion, Eagles Splendor Potion, Fly Potion, Pearl of Power Level 1, Longspear, Heavy Mace, 83gp

Description: A stunning woman of quiet beauty. Iachawr wears a green linen shirt and brown leather britches tucked into high riding boots. Her calm face is accented by her long curly black hair. She is obviously of flau descent. She wears a green tabard bearing the crest of a black stag, a white stripe running down the edges, not seen on the other tabards. Her longspear bears a standard of the same crest, a green field with a black stag.

Aldryth, Male Human, Ranger 4: Medium Human; CR 4; HD 4d8+4; hp 29; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 Chain Shirt); Base Atk/Grp: +4/+6; Atk +6 melee (1d8+2, Longsword) or +7 ranged (1d8+2, Composite Longbow); Full +6 melee (1d8+2, Longsword) or +7 ranged (1d8+2, Composite Longbow); SA Rapid Shot; SQ Favored Enemy Human(+2), Ranger Abilities; AL N; SV Fort +5, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +9, Hide +10, Listen +8, Move Silently +10, Spot +8, Survival +8; Precise Shot, Point Blank Shot, Far Shot

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Note: Aldryth & Cerys have no Animal companions.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Languages: Common, Flan.

Spells Known/Prepared (1 save DC = 11 + spell level) 1st Resist Energy – Fire.

Possessions: Mighty Composite Longbow (+2) (400gp), Masterwork Chain Shirt (250gp), Longsword (15gp), Dagger (2gp), 80 Arrows (4gp)

Description: Aldryth is a tall Flan man with dark black hair and a goatee. He dresses as a woodsman and normally carries a pipe clenched in his teeth.

Cerys, Female Human, Ranger 4: Medium Human; CR 4; HD 4d8+4; hp 29; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 Chain Shirt); Base Atk/Grp: +4/+6; Atk +6 melee (1d8+2, Longsword) or +7 ranged (1d8+2, Composite Longbow); Full +6 melee (1d8+2, Longsword) or +7 ranged (1d8+2, Composite Longbow); SA Rapid Shot; SQ Favored Enemy Dwarf(+2), Ranger Abilities; AL N; SV Fort +5, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +9, Hide +10, Listen +8, Move Silently +10, Spot +8, Survival +8; Precise Shot, Point Blank Shot; Far Shot

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal

prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Note: Aldryth & Cerys have no Animal companions.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Languages: Common, Flan.

Spells Known/Prepared (1 save DC = 11 + spell level) 1st Resist Energy – Fire.

Possessions: Mighty Composite Longbow (+2) (400gp), Masterwork Chain Shirt (250gp), Longsword (15gp), Dagger (2gp), 80 Arrows (4gp)

Description: Cerys is a comely flannish woman in her early twenties. Her face is always serious and she never seems to smile. She hates dwarves.

Glyn, Male Human Warmage 3: Medium Human; CR 3; HD 3d6+6; hp 20; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 Chain Shirt); Base Atk/Grp: +1/+2; Atk +2 melee (1d8+1, Longsword) or +3 ranged (1d8 Long Bow); Full Atk +2 melee (1d8+1, Longsword) or +3 ranged (1d8 Long Bow); SA Warmage Edge; SQ Armored Mage, Advanced Learning; AL LE; SV Fort +2, Ref +2, Will +3; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 14. (CA pg. 10)

Skills & Feats: Concentration +12, Intimidate +8, Knowledge Arcane +7, Spellcraft +7; Combat Casting, Point Blank Shot, Precise Shot

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class. At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class. A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round. Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Languages: Common, Flan, Elf.

Spells Known/Prepared (6/6 save DC = 12 + spell level)

Spellbook: 0 – Acid Splash, Disrupt Undead, Light, Ray of Frost; 1st – Accuracy, Burning Hands, Chill Touch,

Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid-Lesser, Orb of Cold-Lesser, Orb of Electricity – Lesser, Orb of Fire-Lesser, Orb of Sound-Lesser, Shocking Grasp, True Strike

Possessions: Mighty Composite Longbow (+1) (400gp), Masterwork Chain Shirt (250gp), Longsword (15gp), Dagger (2gp), 20 Arrows (1gp)

Description: Glyn is a short and rough looking Suel man. His red hair and bushy beard give him a bit of a wild look.

(APL 6)

Iachawr Darkhart, female, human (flan), Healer 5: Medium Humanoid; CR 5; HD 5d8+4; hp 28; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +2/+1; Atk +1 melee (1d8-1/x3, longspear) or +1 melee (1d8-1/x2, heavy mace); Full Atk +1 melee (1d8-1/x3, longspear) or +1 melee (1d8-1/x2, heavy mace); SQ healing hands, cleanse paralysis, cleanse disease, cleanse fear; SA n/a; AL CG; SV Fort +4, Ref +1, Will +6; Str 8, Dex 10, Con 10, Int 10, Wis 14, Cha 19. Miniatures Handbook, page 8.

Skills & Feats: Concentration +8, Heal +13, Knowledge Religion +7, Sense Motive +8, Spellcraft +5, Tumble +3; Augment Healing (CD), Combat Casting, Skill Focus Heal, Silent Spell.

Healing Hands (Ex): Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. For instance, if a 5th-level healer with an 18 Charisma casts *cure light wounds*, she cures 1d8+5 points of damage normally, plus an additional 4 points of damage due to her Charisma bonus. This bonus applies only to spells of the healing sub school that she casts as a healer, not to those she may have by virtue of levels in another class.

Cleanse Paralysis (Su): A healer gains the ability to cleanse paralysis once per day, as if casting the spell *remove paralysis*.

Cleanse Disease (Su): A healer gains the ability to cleanse disease once per day, as if casting the spell *remove disease*.

Cleanse Fear (Su): A healer gains the ability to cleanse fear once per day, as if casting the spell *remove fear*.

Languages: Common, flannish.

Spells Prepared (5/6/5/4, save DC = 12 + spell level): 0 - Cure Minor Wounds (x4), Deathwatch; 1st - Cure Light Wounds (x2), Sanctuary, Silent Cure Minor Wounds (x3); 2nd - Calm Emotions, Cure Moderate Wounds, Silent Cure Light Wounds (x3); 3rd - Close Wounds (SpC), Status (pre-cast), Silent Cure Moderate Wounds (x2)

Possessions: Invisibility Potion, Mage Armor Potion, Eagles Splendor Potion, Fly Potion, Pearl of Power Level 1, Brooch of Shielding, Longspear, Heavy Mace, 383gp

Description: A stunning woman of quiet beauty. Iachawr wears a green linen shirt and brown leather britches tucked into high riding boots. Her calm face is accented by her long curly black hair. She is obviously of flan descent. She wears a green tabard bearing the crest of a black stag, a white stripe running down the edges, not seen on the other tabards. Her longspear bears a standard of the same crest, a green field with a black stag.

Aldryth, Male Human, Ranger 6: Medium Human; CR 6; HD 6d8+6; hp 41; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 Chain Shirt); Base Atk/Grp: +6/+8; Atk +9 melee (1d8+2, Longsword) or +10 ranged (1d8+2, Composite Longbow); Full +9/+3 melee (1d8+2, Longsword) or +10/+5 ranged (1d8+2, Composite Longbow); SA Rapid Shot, Manyshot; SQ Favored Enemy Human(+4), Elf(+2), Ranger Abilities; AL N; SV Fort +6, Ref +8, Will +3; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +11, Hide +12, Listen +10, Move Silently +12, Spot +10, Survival +10; Precise Shot, Point Blank Shot; Far Shot; Weapon Focus: Composite Longbow

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Note: Aldryth & Cerys have no Animal companions.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Languages: Common, Flan.

Spells Known/Prepared (1 save DC = 11 + spell level) 1st Resist Energy – Fire.

Possessions: Mighty Composite Longbow (+2) (400gp), Chain Shirt +1 (250gp), MW Longsword (315gp), Dagger (2gp), 80 Arrows (4gp)

Description: Aldryth is a tall Flan man with dark black hair and a goatee. He dresses as a woodsman and normally carries a pipe clenched in his teeth.

Cerys, Female Human, Ranger 6: Medium Human; CR 6; HD 6d8+6; hp 41; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 Chain Shirt); Base Atk/Grp: +6/+8; Atk +9 melee (1d8+2, Longsword) or +10 ranged (1d8+2, Composite Longbow); Full +9/+3 melee (1d8+2, Longsword) or +10/+5 ranged (1d8+2, Composite Longbow); SA Rapid Shot, Manyshot; SQ Favored Enemy Dwarf(+4), Gnome(+2), Ranger Abilities; AL N; SV Fort +6, Ref +8, Will +3; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +11, Hide +12, Listen +10, Move Silently +12, Spot +10, Survival +10; Precise Shot, Point Blank Shot; Far Shot; Weapon Focus: Composite Longbow

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor.

He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Note: Aldryth & Cerys have no Animal companions.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-weapon Fighting

feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Languages: Common, Flan.

Spells Known/Prepared (1 save DC = 11 + spell level) 1st Resist Energy – Fire.

Possessions: Mighty Composite Longbow (+2) (400gp), Chain Shirt +1 (250gp), MW Longsword (315gp), Dagger (2gp), 80 Arrows (4gp)

Description: Cerys is a comely flan woman in her early twenties. Her face is always serious and she never seems to smile. She hates dwarves.

Glyn, Male Human Warmage 7: Medium Human; CR 5; HD 5d6+10; hp 32; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 Chain Shirt); Base Atk/Grp: +2/+3; Atk +3 melee (1d8+1, Longsword) or +4 ranged (1d8 Long Bow); Full Atk +5 melee (1d8+1, Longsword) or +4 ranged (1d8 Long Bow); SA Warmage Edge; SQ Armored Mage, Advanced Learning; AL LE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 15. (CA pg. 10)

Skills & Feats: Concentration +14, Intimidate +10, Knowledge Arcane +9, Spellcraft +9; Combat Casting, Point Blank Shot, Precise Shot,

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class. At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class. A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round. Scrolls scribed by a warmage do not gain

any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Languages: Common, Flan, Elf.

Spells Known/Prepared (6/6/5 save DC = 12 + spell level)

Spellbook: 0 – Acid Splash, Disrupt Undead, Light, Ray of Frost; 1st – Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid-Lesser, Orb of Cold-Lesser, Orb of Electricity – Lesser, Orb of Fire-Lesser, Orb of Sound-Lesser, Shocking Grasp, True Strike; 2nd – Blades of Fire, Continual Flame, Firetrap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade;

Possessions: Mighty Composite Longbow (+1) (400gp), Masterwork Chain Shirt (250gp), Longsword (15gp), Dagger (2gp), 20 Arrows (1gp)

Description: Glyn is a short and rough looking Suel man. His red hair and bushy beard give him a bit of a wild look.

(APL 8)

Iachawr Darkhart, female, human (flan), Healer 7: Medium Humanoid; CR 7; HD 7d8+6; hp 38; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +3/+2; Atk +2 melee (1d8-1/x3, longspear) or +2 melee (1d8-1/x2, heavy mace); Full Atk +2 melee (1d8-1/x3, longspear) or +2 melee (1d8-1/x2, heavy mace); SQ healing hands, cleanse paralysis, cleanse disease, cleanse fear, cleanse poison, effortless healing; SA n/a; AL CG; SV Fort +5, Ref +2, Will +7; Str 8, Dex 10, Con 10, Int 10, Wis 14, Cha 19. Miniatures Handbook, page 8.

Skills & Feats: Concentration +10, Heal +15, Knowledge Religion +9, Sense Motive +10, Spellcraft +7, Tumble +3; Augment Healing (CD), Combat Casting, Skill Focus Heal, Silent Spell, Reach Spell (CD)

Healing Hands (Ex): Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. For instance, if a 5th-level healer with an 18 Charisma casts *cure light wounds*, she cures 1d8+5 points of damage normally, plus an additional 4 points of damage due to her Charisma bonus. This bonus applies only to spells of the healing sub school that she casts as a healer, not to those she may have by virtue of levels in another class.

Cleanse Paralysis (Su): A healer gains the ability to cleanse paralysis once per day, as if casting the spell *remove paralysis*.

Cleanse Disease (Su): A healer gains the ability to cleanse disease once per day, as if casting the spell *remove disease*.

Cleanse Fear (Su): A healer gains the ability to cleanse fear once per day, as if casting the spell *remove fear*.

Cleanse Poison (Su): A healer gains the ability to cleanse poison once per day, as if casting the spell *neutralize poison*.

Effortless Healing (Ex): A healer has learned to cast spells of the healing subschool with minimal effort. She may cast such spells without provoking attacks of opportunity. This ability only applies to spells of the healing sub-school that she casts as a healer, and not those that she may have by virtue of levels in another class.

Languages: Common, fln.

Spells Prepared (6/6/6/5/4, save DC = 12 + spell level): 0 - Cure Minor Wounds (x5), Deathwatch; 1st - Cure Light Wounds (x2), Sanctuary, Silent Cure Minor Wounds (x3); 2nd - Calm Emotions, Cure Moderate Wounds (x2), Silent Cure Light Wounds (x2), Reach Cure Minor Wounds; 3rd - Close Wounds (SpC) x2, Status (pre-cast), Silent Reach Cure Minor Wounds (x2); 4th - Freedom of Movement, Mass Cure Light Wounds, Panacea (SpC), Reach Cure Moderate Wounds

Possessions: Invisibility Potion, Mage Armor Potion, Eagles Splendor Potion, Fly Potion, Pearl of Power Level 1 (x2), Brooch of Shielding, Longspear, Heavy Mace, Elemental Gem (Earth), 33gp

Description: A stunning woman of quiet beauty. Iachawr wears a green linen shirt and brown leather britches tucked into high riding boots. Her calm face is accented by her long curly black hair. She is obviously of fln descent. She wears a green tabard bearing the crest of a black stag, a white stripe running down the edges, not seen on the other tabards. Her longspear bears a standard of the same crest, a green field with a black stag.

Aldryth, Male Human, Ranger 8: Medium Human; CR 8; HD 8d8+8; hp 53; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 Chain Shirt); Base Atk/Grp: +8/+10; Atk +11 melee (1d8+2, Longsword) or +12 ranged (1d8+2, Composite Longbow); Full +11/+6 melee (1d8+2, Longsword) or +12/+7 ranged (1d8+2, Composite Longbow); SA Rapid Shot, Manyshot; SQ Favored Enemy Human(+4), Elf(+2), Ranger Abilities; AL N; SV Fort +7, Ref +10, Will +3; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +13, Hide +14, Listen +12, Move Silently +14, Spot +12, Survival +12; Precise Shot, Point Blank Shot; Far Shot; Weapon Focus: Composite Longbow

Track: A ranger gains Track as a bonus feat.

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

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

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

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

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Note: Aldryth & Cerys have no Animal companions.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other

spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Languages: Common, Flan.

Spells Known/Prepared (1 save DC = 11 + spell level) 1st Resist Energy – Fire.

Possessions: Mighty Composite Longbow (+2) (400gp), Chain Shirt +1 (250gp), MW Longsword (315gp), Dagger (2gp), 80 Arrows (4gp)

Description: Aldryth is a tall Flan man with dark black hair and a goatee. He dresses as a woodsman and normally carries a pipe clenched in his teeth.

Cerys, Female Human, Ranger 8: Medium Human; CR 8; HD 8d8+8; hp 53; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 Chain Shirt); Base Atk/Grp: +8/+10; Atk +11 melee (1d8+2, Longsword) or +12 ranged

(1d8+2, Composite Longbow); Full +11/+6 melee (1d8+2, Longsword) or +12/+7 ranged (1d8+2, Composite Longbow); SA Rapid Shot, Manyshot; SQ Favored Enemy Dwarf(+4), Gnome(+2), Ranger Abilities; AL N; SV Fort +7, Ref +10, Will +3; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10. .

Skills & Feats: Climb +13, Hide +14, Listen +12, Move Silently +14, Spot +12, Survival +12; Precise Shot, Point Blank Shot; Far Shot; Weapon Focus: Composite Longbow

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

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

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-

half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Note: Aldryth & Cerys have no Animal companions.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty

(instead of the normal -20) when moving at up to twice normal speed while tracking.

Languages: Common, Flan.

Spells Known/Prepared (1 save DC = 11 + spell level) 1st Resist Energy – Fire.

Possessions: Mighty Composite Longbow (+2) (400gp), Chain Shirt +1 (250gp), MW Longsword (315gp), Dagger (2gp), 80 Arrows (4gp)

Description: Cerys is a comely flan woman in her early twenties. Her face is always serious and she never seems to smile. She hates dwarves.

Glyn, Male Human Warmage 7: Medium Human; CR 7; HD 5d6+10; hp 32; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 Chain Shirt); Base Atk/Grp: +3/+4; Atk +4 melee (1d8+1, Longsword) or +5 ranged (1d8+1 Long Bow); Full Atk +5 melee (1d8+1, Longsword) or +4 ranged (1d8+1 Long Bow); SA Warmage Edge; SQ Armored Mage, Advanced Learning; AL LE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 16. (CA pg. 10)

Skills & Feats: Concentration +16, Intimidate +13, Knowledge Arcane +11, Spellcraft +11; Combat Casting, Point Blank Shot, Precise Shot, Far Shot, Sudden Empower

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class. At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class. A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round. Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use

not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Sudden Empower: At 7th level, a warmage gains Sudden Empower as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Languages: Common, Flan, Elf.

Spells Known/Prepared (6/6/6/5 save DC = 13 + spell level)

Spellbook: 0 – Acid Splash, Disrupt Undead, Light, Ray of Frost; 1st – Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid-Lesser, Orb of Cold-Lesser, Orb of Electricity – Lesser, Orb of Fire-Lesser, Orb of Sound-Lesser, Shocking Grasp, True Strike; 2nd – Blades of Fire, Continual Flame, Firetrap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade; 3rd – Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud;

Possessions: Mighty Composite Longbow (+1) (400gp), Masterwork Chain Shirt (250gp), Longsword (15gp), Dagger (2gp), 20 Arrows (1gp)

Description: Glyn is a short and rough looking Suel man. His red hair and bushy beard give him a bit of a wild look.

APPENDIX 2 – ENCOUNTER FIVE (OPTIONAL)

(All APLs)

Ice Goblin: Small Humanoid (goblinoid, cold); CR 1; HD 1d8+2; hp 6; Init +1; Spd 30 ft., climb 20ft.; AC 17 (+1 size, +1 Dex, +2 natural, +2 leather armor, +1 light shield), touch 12, flat-footed 16; Base Atk/Grp: +1/-2; Atk +3 melee (1d6+1, morningstar) or +3 ranged (net); Full Atk +3 melee (1d6+1, morningstar); Space/Reach: 5 ft by 5ft; SQ Booming voice, darkvision 60', immunity to cold, snowsight, vulnerability to fire; AL N; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 8, Wis 9, Cha 6.

Skills & Feats: Climb +8, Hide +5 (+9 in snow), Intimidate +2, Move Silently +4, Spot +2; Alertness.

Booming Voice (Ex): Ice goblins can be heard over great distances, and their powerful voices can be quite intimidating. Ice goblins gain a +4 racial bonus on Intimidate checks.

Cold Type (Ex): An ice goblin has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Snowsight (Ex): An ice goblin can see in snow as per the *snowsight* spell. It can see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness. Snowsight is no better than normal vision. During daylight, this usually means that the subject can see to the horizon; at night, vision is restricted by ambient light or darkvision as appropriate.

APPENDIX 3 – ENCOUNTER SIX

(APL 2)

Yeti: Large Monstrous Humanoid (cold); CR 3; HD 4d8+11; hp 29; Init +1; Spd 40 ft., climb 20ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk/Grp: +4/+12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws); SA Constrict, improved grab; SQ Immunity to cold, snowsight, vulnerability to fire; AL N; SV Fort +3, Ref +5, Will +5; Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11. *Frostburn*, page 162-3.

Skills & Feats: Climb +12, Hide -1 (+11 in snow), Listen +3, Move Silently +3, Spot +2, Survival +2; Dodge, Toughness.

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can automatically constrict.

Snowsight: A yeti can see in the snow as per the *snowsight* spell.

Skills: A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

(APL 4)

Half-dragon (white) Yeti: Large dragon; CR 5; HD 4d10+15; hp 43; Init +1; Spd 40 ft., climb 20 ft., glide 40 ft. (poor); AC 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk/Grp: +8/+16; Atk +11 melee (1d6+8, claw); Full Atk +11 melee (1d6+8, 2 claws) and +11 melee (1d8+8, bite); SA Constrict, glide, improved grab, breath weapon; SQ darkvision 60 ft., low-light vision, immunity to cold, immunity to *sleep* and paralysis, snowsight, vulnerability to fire; AL CE; SV Fort +4, Ref +5, Will +5; Str 26, Dex 13, Con 16, Int 11, Wis 12, Cha 13. *Frostburn*, page 162-3; half-dragon template, *Monster Manual* page 146-7.

Skills & Feats: Balance +11, Climb +14, Hide +2 (+14 in snow), Jump +17, Listen +5, Move Silently +8, Spot +5, Survival +5; Multi-Attack, Power Attack.

Breath Weapon: 30 ft. cone of cold, damage 4d8, Reflex save DC 13 for half damage.

Constrict (Ex): A half-dragon yeti deals 1d6+8 points of damage with a successful grapple check, plus an extra 2d6 points of cold from the heat-absorbing effect of the creature's body.

Gliding (Ex): A half-dragon yeti can use its wings to glide, negating any damage from a fall of any height and allowing travel 20 feet horizontally for every 5 feet of

descent. A half-dragon yeti glides at a speed of 40 ft (poor maneuverability).

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can automatically constrict.

Snowsight: A yeti can see in the snow as per the *snowsight* spell.

Skills: A yeti's white fur gives it a +12 racial bonus on Hide checks in snow. Its vestigial wings give it a +4 racial bonus on Jump checks.

(APL 6)

Half-dragon (white) Abominable Yeti: Huge dragon; CR 9; HD 10d10+70; hp 134; Init +2; Spd 40 ft., climb 20 ft., glide 40 ft. (poor maneuverability); AC 22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20; Base Atk/Grp: +14/+31; Atk +14 melee (1d8+13, claw); Full Atk +14 melee (1d8+13, 2 claws) and +14 melee (2d6+13, bite); SA Constrict, glide, improved grab, breath weapon; SQ darkvision 60 ft., low-light vision, immunity to cold, immunity to *sleep* and paralysis, snowsight, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +9; Str 37, Dex 15, Con 16, Int 10, Wis 14, Cha 10. *Frostburn*, page 162-3; half-dragon template, *Monster Manual* page 146-7.

Skills & Feats: Balance +18, Climb +18, Hide +4 (+16 in snow), Jump +19, Listen +10, Move Silently +9, Spot +10, Survival +7; Awesome Blow, Improved Bull Rush, Multi-Attack, Power Attack.

Breath Weapon: 30 ft. cone of cold, damage 6d8, Reflex save DC 16 for half damage.

Constrict (Ex): A half-dragon yeti deals 1d8+13 points of damage with a successful grapple check, plus an extra 2d6 points of cold from the heat-absorbing effect of the creature's body.

Gliding (Ex): A half-dragon yeti can use its wings to glide, negating any damage from a fall of any height and allowing travel 20 feet horizontally for every 5 feet of descent. A half-dragon yeti glides at a speed of 40 ft (poor maneuverability).

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can automatically constrict.

Snowsight: A yeti can see in the snow as per the *snowsight* spell.

Skills: A yeti's white fur gives it a +12 racial bonus on Hide checks in snow. Its vestigial wings give it a +4 racial bonus on Jump checks.

(APL 8)

Half-dragon (white) Abominable Yeti: Huge dragon; CR 9; HD 10d10+70; hp 134; Init +2; Spd 40 ft., climb 20 ft., glide 40 ft. (poor maneuverability); AC 22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20; Base Atk/Grp: +14/+31; Atk +14 melee (1d8+13, claw); Full Atk +14 melee (1d8+13, 2 claws) and +14 melee (2d6+13, bite); SA Constrict, improved grab, breath weapon; SQ darkvision 60 ft., low-light vision, immunity to cold, immunity to sleep and paralysis, snowsight, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +9; Str 37, Dex 15, Con 16, Int 10, Wis 14, Cha 10. *Frostburn*, page 162-3; half-dragon template, *Monster Manual* page 146-7.

Skills & Feats: Balance +18, Climb +18, Hide +4 (+16 in snow), Jump +19, Listen +10, Move Silently +9, Spot +10, Survival +7; Awesome Blow, Improved Bull Rush, Multi-Attack, Power Attack.

Breath Weapon: 30 ft. cone of cold, damage 6d8, Reflex save DC 16 for half damage.

Constrict (Ex): A half-dragon yeti deals 1d8+13 points of damage with a successful grapple check, plus an extra 2d6 points of cold from the heat-absorbing effect of the creature's body.

Gliding (Ex): A half-dragon yeti can use its wings to glide, negating any damage from a fall of any height and allowing travel 20 feet horizontally for every 5 feet of descent. A half-dragon yeti glides at a speed of 40 ft (poor maneuverability).

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can automatically constrict.

Snowsight: A yeti can see in the snow as per the *snowsight* spell.

Skills: A yeti's white fur gives it a +12 racial bonus on Hide checks in snow. Its vestigial wings give it a +4 racial bonus on Jump checks.

White Pudding: Large Ooze; CR 6; HD 9d10+45; hp 94; Init -4; Spd 20 ft., swim 20 ft.; AC 5 (-1 size, -4 Dex), touch 5, flat-footed 5; Base Atk/Grp +6/+12; Atk +7 melee (2d4+3, slam, plus 2d4 acid); Full atk +7 melee (2d4+3, slam, plus 2d4 acid); SA acid, constrict, improved grab; SQ blindsight 60 ft., resistance to cold 10, ooze traits, split; AL N; SV Fort +8, Ref -1, Will -2; Str 15, Dex 2, Con 20, Int -, Wis 1, Cha 1. *Frostburn*, page 147-8.

Skills & Feats: Hide -8 (+8 in snow or ice), Swim +10

Acid (Ex): A white pudding secretes a digestive acid that dissolves organic material quickly, but does not affect stone or metal. Any melee hit or constrict attack deals acid, and the opponent's armor (if not metal) and clothing dissolves and becomes immediately useless unless it succeeds on a DC 19 Reflex saving throw. A wooden weapon that strikes a white pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

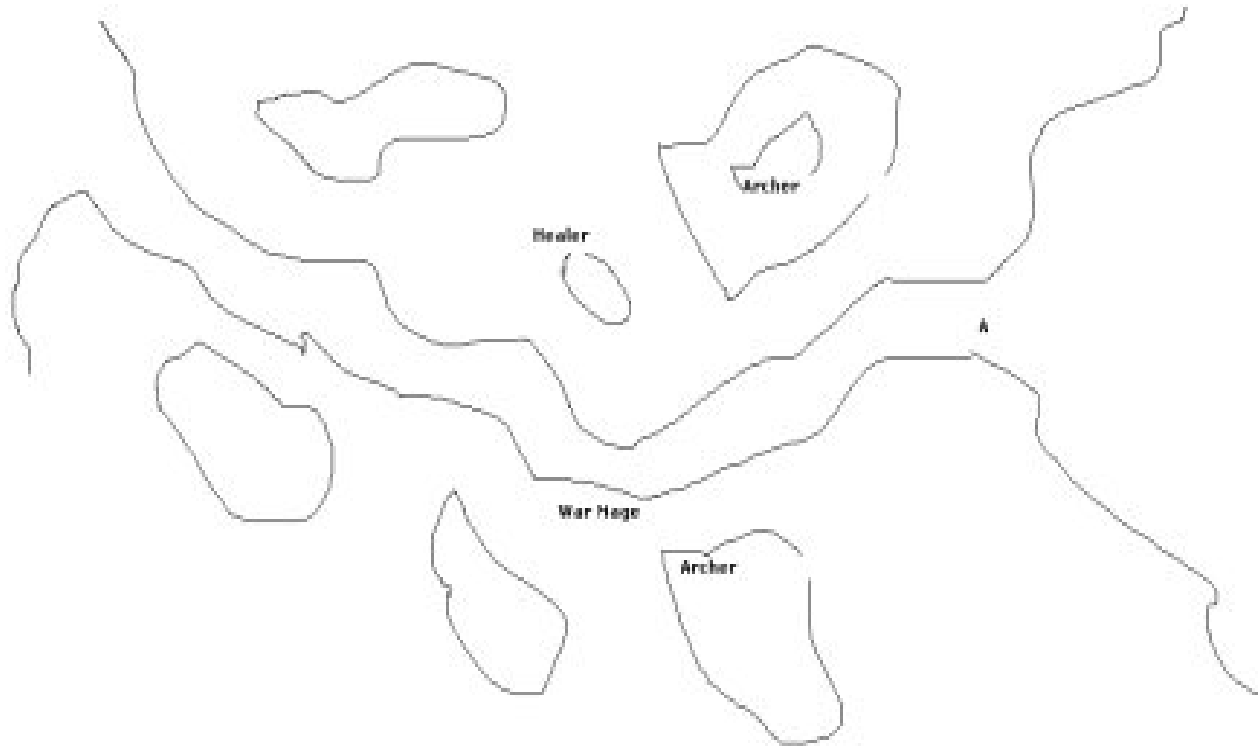
Constrict (Ex): A white pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

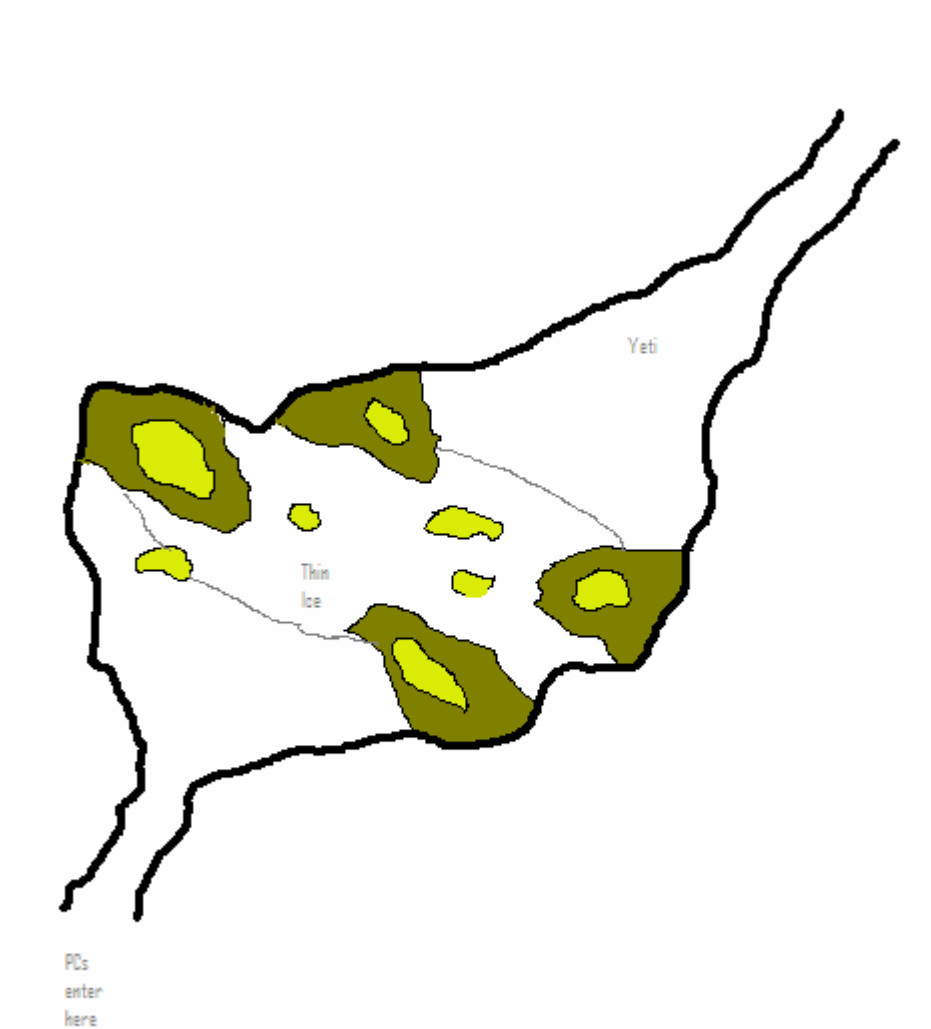
Ooze Traits: An ooze is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to extra damage from critical hits or flanking.

Split (Ex): Slashing and piercing weapons deal no damage to a white pudding. Instead, the creature splits into two identical puddings, each with half the original pudding's hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

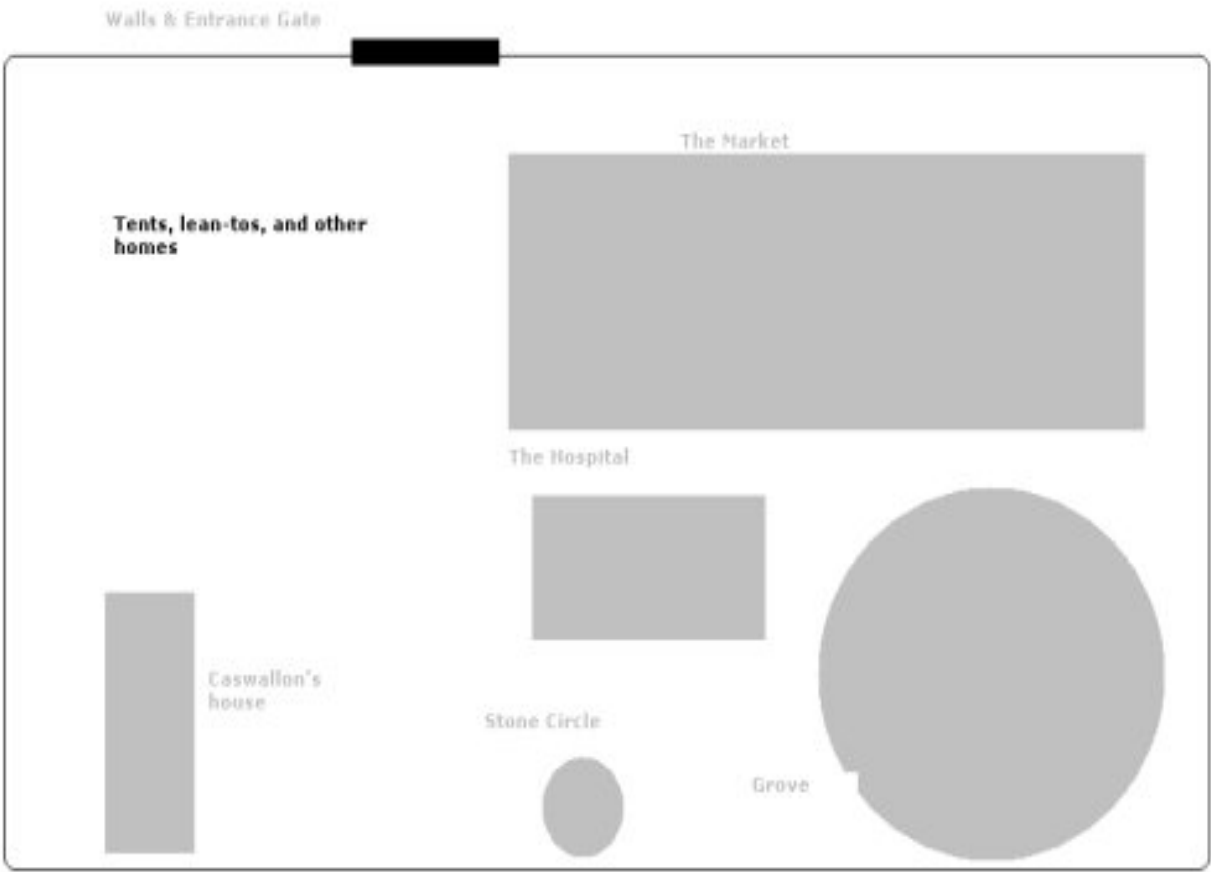
DM AID #1: MAP #1 – AMBUSH



DM AID #2: MAP #2 – YELLOW SNOW



DM AID: MAP#3-GREEN GROVE CAERN



DM AID: ADDITIONAL RULES

New Spell: Close Wounds (SpC pg 48)

Conjuration (Healing)

Level: Cleric 2, Healer 3

Components: V

Casting Time: 1 immediate action

Range: Close (25ft + 5ft/2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell cures 1d4 points of damage +1 point per caster level (maximum 5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

New Spell: Panacea (SpC pg 152)

Conjuration (Healing)

Level: Cleric 4, Healer 4, Druid 5

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless), see text

Spell Resistance: Yes (harmless)

His spell channels positive energy into a creature to wipe away all its afflictions. It immediately end any of the following conditions affecting the subject: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, and stunned. It negates sleep effects and the effect of the *feeblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum 20). *Panacea* does not remove ability damage, negative levels, or drained levels. Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a successful Will saving throw), but it has no other effect.

SUDDEN EMPOWER [METAMAGIC] (Complete Arcane)

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

DM AID: NOTABLE NPCS

Ilan ap Dyved

Ilan ap Dyved is a young man who has assumed the rank of llwyr of Gwyrth Bryn. Trained as a warrior and as a druid to Beory, he is lean, muscled, and tan. He is clean shaven, which is unusual for Gyri, but his brown hair is long and hangs in thick locks. Ilan prefers to dress in the plain wool clothing and supple leather of his warrior days.

Ilan was slain during the retreat from Gorna in late CY 593, but his body was recovered and he was restored to life. Ilan does not care for the duties as llwyr and would prefer to concentrate on his druidical studies.

Caswallon The Green

Known as the 'Green Grump' in his days before the war, Caswallon was thought slain and lost during the early days of the giants' invasion. Like many druids his apparent age is much less than his actual age, which is a mystery to most people.

To those who knew him before, Caswallon was a knowledgeable Druid who would often grump and grouse about small details. He was known to have been searching for lost relics of the Druid King before he was thought lost.