

YEO8-01

A Widow's Tears

A One-Round D&D[®] LIVING GREYHAWK[™] Yeomanry Regional Adventure

Version 1.0

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What solace can any adventurer give an aging crone, alone in the woods, her missing husband unreturned for a fortnight now? What solace indeed can slack the flow of a widow's tears? A Yeomanry regional adventure for APLs 2-10, and Part Two (and the Conclusion) of the *Sins of Our Fathers* series.

Note: This adventure will be of particular interest to outdoorsy types and members of the military.

Resources: *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, et al], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual II* [Ed Bonny, et al], *Players Handbook II* [David Noonan], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, et al].

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 POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA event 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 session 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 must be at least a HERALD-LEVEL GM to run this adventure.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry 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 who 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.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion, emailing this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

Other preparation

DMs should determine a number of relevant factors before the adventure starts:

- Encounters in this adventure take place at least a day apart. Party members will be able to recover spells and reusable items between encounters. Taking this into account, the ELs are one lower than they would normally be, based on the party's preparedness for each encounter.
- Before play begins, determine the *lowest* Hide and Move Silently skills in the party. Make sure characters take their armor penalties into account. If and when the party begins to move stealthily in this adventure, use that lowest figure, assumed to Take 10 (10+lowest skill), against the creatures' Listen and Spot checks to determine surprise. If the creatures do not spot the party, the party will achieve surprise on the creatures. If the creatures are able to spot the party first, they will have surprise on the party.
- Woodsy-types- This module is set almost entirely in wooded areas. As such, a number of classes have advantages that need to be identified at the beginning of the mission. Woodland Stride, in particular, will allow characters, but not their animal companions, to move off the paths that the party travels.
- Determine which characters have any of the following rewards from YEO6-06 *Howl at the Moon*: **Favor of Woodsend-Redeemed**, **Favor of Woodsend-Refused**, and **Free Squire's Friendship**. Make note of any character that has either **Favor** but NOT the **Friendship**.
- Identify each character's race and if any character is a Ruathar (prestige class from *Races of the Wild*). These factors will play an extreme part in Encounter 5.
- Marching Order- Have the party pre-determine a 5-ft wide and 10-ft wide marching order in order to speed play.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

BACKGROUND

Several years ago, a Sithig druid became obsessed with the destruction of the Yeomanry and the return of the land to its natural, pre-man state. As such, he began working to achieve his goals. Several plans have been set in motion to help him along the way, but he has yet to reveal himself.

About a year ago, a small village called Woodsend was savagely attacked by a pack of wild dogs. These dogs, lead by a shape-shifting canomorph, were part of the Sithig druid's scouting party, an early attempt to see how effectively normal animals could prove in retaking their natural lands from the humanoids. While the town was eventually saved by a wandering band of adventurers and the pack of dogs broken to scamper off in all directions, the evil druid saw

what even small animals can do. The canomorph was a scout, and perhaps a lieutenant (using humanoid thinking), in the Sithig druid's "Army of Liberation for the Land." Somewhere out there are Majors, and even the Sithig General himself.

One of these higher-ranking assistants to the Sithig druid is the halfling druid, Nofuz Eyereak. His operation began long before the canomorph's siege, but has taken much longer to come to fruition. The woods have always been a dangerous place, and people have always been attacked by wild animals. Nofuz Eyereak has simply decided to help the process: he's training wild animals to stalk and attack humanoids. All wild animals he and his friends can catch. Meeting up with a half-orc named Ferox with a perverse hatred for humans and elves, the druid soon realized that exploiting Ferox's talents as an animal trainer would make the process happen that much faster.

ADVENTURE SUMMARY

Introduction-

A bunch of boxed text that throws the party right into what's been going on in the area

Encounter 1- On the Road to Nowhere

Travelling along the road, random info from last town, and a chance encounter with a possible old friend.

Encounter 2- The Widow's Tears

Plucking heart-strings to encourage the mission.

Encounter 3- When Animals Go Bad

The first wild animals attack the party, with differing animals by APL.

Encounter 4- Elves Gone Wild

An encounter with wild elves, to either be diplomacized, fought, or somehow avoided.

Encounter 5- When Animals Attack

The second encounter with wild animals, with some help from the elves. If not, it's a tough fight.

Encounter 6-A Line in the Trees

The point beyond which the elves will not venture (and the PCs actions become more relevant).

Encounter 7- Rangers and Druids and Bears, Oh My!

The final group of baddies with pets and prep time, assuming the PCs trip any trap in Encounter 7.

Conclusion-

A variety of outcomes based on the PCs' actions.

Epilogue- The Woodsend Gift

INTRODUCTION

The path from Shalehal to Whitehurst has always been a long one. Travellers must travel the road from Shalehal through Woodsend to The Westburn Road, and then cut back on the other side of the Kendeen River. That or take the road all the way into Loftwick and then turn back. For several years there has been talk of creating a quicker path, and of the potential for a village at the river's crossing. Nothing much has come of this, as the thirty odd miles of wilderness that separates the two towns is dense and rumored to be haunted. Few hardy travelers have ever dared the wood.

All of this changed almost a year ago. A merchant took a small party and headed north into the woods, eager to be the first to establish the route. His arrival in Whitehurst severely overdue—a message from the merchant had made the long trip by road and he still hadn't arrived—the militia dispatched a unit to investigate. It left three months ago. It never returned either. Several border guards have likewise been lost in the areas there and south along the river towards Kendeen Pass. Some, however, have escaped with strange tales.

They are not alone. Several lumber-cutters and trappers have reported odd behavior amongst the wildlife. Deer, normally skittish and eager to flee, have charged and attacked hunters. Hawks, which rarely hunt anything larger than a rabbit, have attacked women gathering fruit that grows wild in abundance. A farmer even swears that a rabbit attacked his dog while they were hunting.

There seems to be no explanation for these strange events. And in the past few weeks, the attacks have grown more common and closer to town. Militiamen in the vicinities have been activated and most are stationed on the woods-side of Shalehal. Adventurers begin to flood the area, with hopes of fame and

fortune—the merchant's missing shipment—so close at hand.

ENCOUNTER 1: ON THE ROAD TO NOWHERE

Travelling along the road, random info from last town. (~20 mins.)

Given the information in the Introduction, allow the party members to provide their own reasons for being in Shalehal. Militia members will be activated and asked, as adventurer-types a little more experienced with weird stuff than the local militiamen, to try to get the bottom of these bizarre attacks. Druids, rangers, and other woodsy-types may be interested in rooting out the cause of the odd behavior. Adventurers of other types may be there for whatever reason they choose. There is no direct hook here. The party is assumed to have met in Shalehal or before, become interested or drafted into involvement, and are out to find what they may.

Characters might have liked to have Gathered Information in Shalehal before setting out. Allow the combined party a single roll with the following modifiers:

- Per elf in the party: +1
- Per ranger or druid in the party: +1
- Per half-orc in the party: -2
- Per other "strange race" in the party: -4

Played YEO3-06 *Rhythm of Drums*: +3
(awarded only once per party- They know the local Border Guard Commander, an elf named Denalle.)

D20 Roll Information Gathered

- <15 "I hear it's the fishes! They got poisoned, and now the critters what eats them gets poisoned with the madness too! Don't eat no fishes!"
- 16-20 "Them woods ain't haunted. I think they just holy or somethin'. Don't be telling none of them elves I told ya this, but I think it's where they go to do all their holly-and-oak tree huggin', if ya know what I mean. Don't get me wrong, to each his own. I'm a C o' Seven man myself."
- 21-25 "Them's Sithig woods. Lots of the woods round the country are now, didn't ya hear? They took some

woods up north, even took over one of our forts, I heard."

- 26-30 "I found me a weird collar on a otter I trapped. Damned creature died ten feet from the trap after chewing its own leg off. I've heard of wolves doin' that, but never an otter. Wish I hadn't lost that collar."

- 31+ "Come to think of it, there's this weird little halfling sorcerer guy that comes to town every few months with a half-orc ranger. They buys bunches of food and leathers and then heads out again. Was just through here about a week or so ago. Maybe they got something to do with it. Never trusted no one who ran with orcs."

As the party is settling into this information and travelling a 5-ft wide game trail, they come across a small group moving the other way. If the party is not Moving Silently, the other group will take to the sides of the woods, as indicated below, until they identify the party. If the party is Moving Silently, they will come face-to-face with the other party at approximately 40 feet, with no surprise on either side. Adjust the boxed text appropriately.

Conditions: The woods are shadowy during the day due to their density. Movement on the path is at half-speed unless the character has some exception.

As you travel along the game trail, there is a rustle to your left, and then a figure steps out. Dressed in full plate, he seems to have been wrapped in a cloak. "Hail, and well met travelers. Where are you headed?" A tall, thin blonde haired man, his crest identifies him as a Free Squire of the Yeomanry. A half-dozen others step from behind trees or stand from where they had hidden in the shrubs.

All APLs (Untiered EL 11)

Jayce Entrigal, Male Human Paladin¹¹ of Delleb: hp 83; see *Appendix 6*.

Free Guards, Male Human Fighter⁴ (3): hp 36; see *Appendix 6*.

Border Guards, Male/Female Human Rogue³ (2): hp 16; see *Appendix 6*.

Development: If the party doesn't move stealthily and doesn't realize it should after this encounter, allow any druid, ranger, or Border Guard in the party to make a DC 10 Intelligence check. Allow this check after each encounter in

which the party is surprised by not moving stealthily. Success indicates they realize that, with the amount of noise the party is making, they will likely let the entire wood know they are coming.

If any of the PCs have played YEO6-06 *Howl at the Moon*, they recognize Free Squire Jayce Entrigal and he likewise recognizes them. From here, the encounter should turn into a friendly conversation. If any PC has either **Favor of Woodsend** but does NOT have the **Free Squire's Friendship**, Free Squire Entrigal will be very standoffish with that PC, as some aspect of that PC caused him to be suspicious the first time. Assuming most of the party has the **Friendship** or is new to his acquaintance, he will begin as Friendly towards the party. If the majority of the party has the **Favor** and not the **Friendship**, he will start as Indifferent to the party.

If Free Squire Entrigal starts as Indifferent towards the party, he will be more suspicious of them. He will want to know who they are and where they are going before he reveals anything to them. If they attempt to lie to him, he will use his Sense Motive (+8) to try to see through it. He is hunting a fugitive, and will suspect the party of possible involvement until they convince him otherwise, either through roleplay or a Diplomacy check (DC 15 to shift to Friendly).

Assuming he starts Friendly towards the party or they are able to win him over, Jayce Entrigal tells them he is currently pursuing a fugitive who fled from Whitehurst, a horse-thief and accused murder, though that case has yet to be tried. He expresses concern that the party has seen no sign of his fugitive, especially so if there are rangers, druids, or Border Guards visibly present in the party. He will attempt to engage in friendly conversation with anyone who either has his **Friendship** or is new to him, granting him the benefit of the doubt. He will attempt to avoid anyone who has the **Favor**, but not his **Friendship**. These PCs can try to interact with him, but will have to convince him that whatever put him off before was not part of their regular character. These non-**Friendship** PCs can attempt to either roleplay making friends or can attempt a DC 25 Diplomacy check (Unfriendly to Friendly) to earn his respect. See what his expectations are below.

Jayce is a good fellow and is always on the lookout for adventurers and explorers who can help sate his curiosity and fulfill his quest for knowledge. He will attempt to interact in a friendly manner with any PC who is willing to do so. Those

who wish can exchange pleasantries with him and will be presently surprised at his cordiality.

Those who are friendly to him will receive the **Friendship of the Free Squire** on their AR.

A PC will **NOT** receive this benefit if:

- He is rude or dismissive of Jayce.
- He refuses to give his name or gives a false name (for whatever reason).
- He behaves erratically or strangely, or in any way embarrasses Jayce or his men.

Therefore, it is not necessary for every PC at the table to receive the benefit. Those who show little interest in interacting with him do not receive it nor do those he has already started to distrust (unless he is won over), while those who are polite and befriend him do.

ENCOUNTER 2: A WIDOW'S TEARS

Plucking heart-strings to encourage the mission. (~10 mins.)

There is no threat here, only encouragement to continue on, a title for the module, and some useful information.

A stream of smoke appears above the trees ahead, against the setting sun. A solid and steady, controlled strand, it shows clearly that someone lives in these woods. The sun travels but a small ways in the sky before the game trail you've been following broadens into a path, one that leads to an old log cabin. On the porch, an old woman sits and rocks, a sniffing sound coming occasionally from her. Human, with a wad of gray hair tucked up under a faded red kerchief, she is short and stout, but obviously strong by the look of her arms.

Allow the party to prepare as they choose. There is no danger here, but the party may think it is a trap. Assuming the party calls out or shows themselves in some way, continue as follows. If they choose to sneak up or scout the area first, allow them to do as they wish and adjust the boxed text accordingly, using Widow Josen's personality and current state as a guide.

As you approach, the woman wipes her face with a damp cloth, streaking the tears. "Don't get many travellers through here any mores. If you're bandit-types, ain't got much but you're welcome to it"

Assuming the party approaches her respectfully and visibly, and speak politely, she will invite them into the house and make them some tea while they talk. If there are “strange” individuals in the group (either unusual or commonly hostile races—asherati, centaur, kobold, half-orc—or normal race characters prone to excessively odd or eccentric behavior), she will instead conduct her conversations warily from the porch. Any strange races or characters will also make her much more hesitant to share information at all.

If the PCs convince the woman they are adventurers and not bandits, she will tell them her tale, either inside over tea, or from the porch.

“Adventurers, eh? My husband thought he was. He left ‘bout a week ago, I reckon. Don’t expects I’ll be seeing him again. He went off into them woods and ain’t nothin’ but a trapper. I done tole’ him that but he wadn’t lissenin’ nohows. Kept arguin’ with me ‘bout his days in the Giant Wars and his militia days. Took his armor, crossbow, and spear and headed out, he did. Thought he was gonna solve the wild animals problem for everyones.”

The widow has little to offer in the way of directions, having no idea where her husband went—she rarely travels far from the cottage these days. She does know, however, that her husband saw some men in the woods towards Kendeen Pass and set off to follow them. If pressed, she remembers it was a half-orc and a halfling he saw. She doesn’t think there’s any chance of him coming home, and, having finished her chores for the day, she sits and rocks and watches the woods in the hopes that he will come.

Widow Josen: Female Human Commoner3 (Profession (cook)-4, Profession (seamstress)-3).

Development: Widow Josen is an older human woman, short and sturdily built. She has mothered six children who have all moved closer to civilization and don’t come by to visit as often as she would like. Raising the children and taking care of an off-the-beaten-path house while your husband is away trapping has left her a strong woman, both physically and emotionally, but the loss of her husband has started to wear her down. Cheerful banter will bring a smile to her lips, but it will only last a moment before she is looking down, or glancing out an open window at the woods. Her plain grey dress is probably the only dress she wears, but she takes pride in her red kerchief, as if she wearing it for a special occasion.

ENCOUNTER 3: WHEN ANIMALS GO BAD

The first wild animals attack the party, with differing animals by APL. (~30 mins.)

As previously noted, unless the party indicates they are attempting to Move Silently and Hide as they move, they will be surprised by each encounter, as the now-predatory animals will hear their stomping and romping about, as well as the usual party banter that adventuring parties normally engage in.

If the party is moving as stealthily as they are can, make the animals’ first Spot and Listen check, as outlined below. If successful, read the boxed text below. If not, allow each member of the party DC (5+APL) Spot and Listen checks to see the animals. {While this format for Spot and Listen is unusual, the animals are not trying to hide themselves but are trained predators and so move relatively stealthily. Someone in the party will likely make the roll.} If neither side sees the other, they stumble upon each other at 10 feet. If the animals spot the party, they attack outright. If the party spots the animals but remains unseen, they can attempt to bypass as outlined below in the CREATURES section. If the party does manage to surprise the animals, adjust the boxed text as necessary.

Conditions: The woods are shadowy during the day due to their density. Movement on the path is at half-speed unless the character has some exception.

Trudging through the woods is never the stuff of childhood fairy-tales, especially with packs and gear. The forest here and further west is thick and the terrain rough, with gullies and creak beds cutting the line of sight to just the next rise. A narrow five-foot game trail is all there is to follow, cut out by deer and perhaps elk over the years, but still heavy with reaching branches.

A rustle is all the warning you receive as the bush around you explodes with hostile life.

Creatures: All of these monsters get a +2 bonus to their normal Will saves due to a worn magic item. Each monster has its Listen and Spot bonuses listed in case the party decides to Hide and Move Silently. If the creatures fail to spot the party, the party can either attack or try to bypass the encounter (as per standard DMG rules, avoiding the fight counts the same as winning the

fight in this case). If the party attempts to bypass the creatures, allow the creatures two more chances to spot the party—one as the party is passing them and one as the party moves away from them. Having a ranger or druid assist with this attempted bypass adds a +2 modifier to the Hide and Move Silently DCs the creatures need to make on the second and third attempts.

Also, all the ELs have been adjusted down one level to reflect the party's ability to rest and recover all spells in the days between encounters.

APL 2 (EL 3)

Dire Badger (2): hp 30 each; Listen +6, Spot +6; see *Monster Manual*, page 62.

APL 4 (EL 5)

Dire Lion: hp 66; Listen +7, Spot +7; see *Monster Manual*, page 63.

Lion: hp 38; Listen +5, Spot +5; see *Monster Manual*, page 274.

APL 6 (EL 7)

Dinosaur, Megaraptor (2): hp 81 each; Listen +12, Spot +12; see *Monster Manual*, page 60.

APL 8 (EL 9)

Dire Tiger (2): hp 132 each; Listen +6, Spot +7; see *Monster Manual*, page 65.

APL 10 (EL 11)

Dire Elephant (2): hp 270 each; Listen +8, Spot +8; see *Appendix 5*.

Tactics: Begin each encounter at 20 to 80 feet (2d4) with the brush and trees providing some degree of cover and concealment. All creatures, if they identify the party, will immediately move in and engage.

These creatures, like all others in this module that the party encounters, are feral, completely beyond any normal reasoning. They attack humanoids without hesitation, targeting humans and elves first, followed by any others.

Treasure:

All APLs: L: 0 gp, C: 0 gp, M: 2 *collars of resistance-will* (111 gp each).

Development: All of the animals are wearing enchanted collars, a *collar of resistance-will* (see DM Aid: New Rules Items). These items are placed on the creatures immediately before release. They haven't been seen before because none of the survivors noticed them on the

creatures that attacked them, and some of the creatures, irritated by the humanoid scents on the collars, have rubbed them off (see the GATHER INFORMATION section of Encounter 1).

If the party doesn't move stealthily and doesn't realize it should after this encounter, allow any druid, ranger, or Border Guard in the party to make a DC 10 Intelligence check. Allow this check after each encounter in which the party is surprised by not moving stealthily. Success indicates he realizes that with the amount of noise the party is making, they will likely let the entire wood know they are coming.

ENCOUNTER 4: ELVES GONE WILD

An encounter with wild elves, to either be diplomacized, fought, or somehow avoided. (~30 mins.)

This encounter assumes the party has been moving through the woods for a few days now. They are deep into these woods and are travelling game trails and burned out paths, with no sign of humanoid habitation or presence. Animal signs are in abundance, however.

Conditions: The woods are shadowy during the day due to their density. Movement on the path is at half-speed unless the character has some exception.

Days of travel into the heavily forested hills around the Hellfurnaces has left with you with no further clues, no signs of the trapper, no feral animal attacks. It is not the sound of something attacking, however, that catches your attention. It is the deafening silence. It seems as if all at once the entire forest has gone silent around you, as if in anticipation of something. You move your eyes across the forest, finding no cause at first. Then, stepping from behind an old, gnarled pine directly along your current path, two elves appear. Their unkempt hair holds pieces of stick and feathers and they wear animal hides and leathers. Each holds a sturdy bow with an arrow on the string, but held pointing tip towards the ground. Looking to your sides, you see that several more elves, dressed similarly, stand beside and up amongst trees on either side of you. They stand with arrows nocked, but not drawn.

The elves are curious as to why these people have trespassed so far into their hunting grounds. They have no formal treaty with the Yeomanry. As members of the elven tribe whose name translates as Bear-on-two-legs-ready-to-strike, they and their ancestors have hunted these lands for generations and see the party as trespassers.

However, the elves are well aware of the civilization beyond their woods, even if they choose to have no part in it. They are also aware of the trouble with the animals and the fact that the outlanders who have moved into the valley are the root of most of the problems. They are not, however, certain where the party stands—whether they are allies of the other outlanders, hunters or grave-robbers come to raid their lands, or something else entirely.

The elves will say as little as possible, instead asking the party to identify themselves and their purpose in these woods, their hunting grounds. They will listen closely to the party's replies, trying to judge them, both as potential allies and as potential threats.

If the party acknowledges their trespass and offers to make amends, the elves will ask what payment they offer for crossing their lands. They have no use for money, but will accept (APL x 1000 gp) in gear and equipment. This equipment need not be magical, but should be functional for these wild elves. If the offer is money, or too little goods, the elves will decline. For money, they will say they have no need of it. For too little, they will imply that if this is all the party can spare, perhaps the party needs it more than they do (implying that the party is too poor to pay...).

Once the parley has been established and the modifiers determined, the party can attempt to use Diplomacy on these wild elves. Their initial reaction is Unfriendly, unless there is a Ruathar (prestige class from *Races of the Wild*) in the party, in which case they will begin Indifferent (see below).

Modifiers to Diplomacy Roll

Per elf in the party:	+2
Per half-elf or centaur in the party:	-1
Per half-orc or kobold in the party:	-4
Per other race in the party:	-2
Per non-elf ranger or druid:	+1
Refusing to sheath weapons for parley:	-4

Acknowledging the trespass:	+1
Offering payment (see above):	+2
Mentioning putting a road through here:	-4
Grovelling, begging, showing weakness:	-2
Identifying quest for animal madness:	+4
Roleplaying modifier:	+/-4

It will take the party an initial Diplomacy roll of DC 15 to shift the wild elves to Indifferent, a DC 25 for Friendly, and a DC 40 for Helpful. This roll is to convince the elves that the party means no threat to them or their lands and that it is actually willing to help with the Animal Madness problem, if it can. It is possible, on a roll of 5 or less, that the elves will become Hostile. In this case, they will fire and retreat, trying to disengage in as many directions as possible and re-assemble to add flanking fire onto any pursuers. Their first attack will be half-hearted as they plant shafts at the feet of the party members and begin their withdrawal, concerned about the party's potential magical superiority. As noted, those who aren't pursued will lay down flanking fire to try to help their brothers and sisters to escape into the woods. In this case, the encounter with the Wild Elves is over and the party is on its own from here on out. It is impossible for the Elves to become Hostile if there is a Ruathar in the party unless the party attacks the elves first.

If the party is able to sway them to Indifferent, or if there is a Ruathar in the party, allow another roll, this time to see if the elves will provide escort and cover fire. It will take the party a Diplomacy roll of DC 15 to shift the wild elves to Friendly, and a DC 30 for Helpful. If the party is able to sway the wild elves to Friendly or better, the elves will offer to provide an armed escort to where they are going. If they are unable to sway the wild elves with two rolls, the elves will instead leave them be, heading off into the woods away from them, presuming that they will get themselves killed soon enough anyways.

Creatures:

All APLs (Untiered EL 15)

Aherai, Female Wild Elf Ranger2/Fighter4/Occult Slayer2: hp 69; see *Appendix 6*.

Delepha, Male Wild Elf Ranger2/Fighter6: hp 69; see *Appendix 6*.

Hunters, Male/Female Wild Elf Ranger2/Fighter4 (4): hp 47 each; see *Appendix 6*.

Archers, Male/Female Wild Elf Ranger2/Fighter1 (12): hp 22 each; see Appendix 6.

Tactics: The elves seek to stay away from melee combat, using hit and run tactics in order to wear down an opponent over time, rather than facing him head on. Assuming the party is unable either to reach a peaceable agreement or refuses to allow the Hostile elves to withdraw, the elves will try to stay at least 200 feet away from the party and use concentrated missile fire to take down their opponents one at a time. They understand the threat of spell casters well and will focus all fire on any spellcasters they can identify, starting with the less heavily armored and moving to the more heavily armored spell-casters. Heavily armored melee fighters will be avoided until last. If such heavily armored individuals pursue the elves, they will attempt first to simply double move away as quickly as possible. If the armored enemies follow, they will run, trying to draw the more heavily armored individual in between their brethren to attack in a crossfire. If the enemy is too powerful, or quickly is able to eliminate more than a fourth of the group, the rest will simply flee into the woods in as many different directions as possible, using their Woodland Stride and Trackless Step abilities, if they have acquired them.

Treasure: The party does **NOT** gain the Story Objective experience points for this encounter if they fight the wild elves.

ENCOUNTER 5: WHEN ANIMALS ATTACK

The second encounter with wild animals, with possible help from the elves. If not, it's a tough fight. (~30 mins.)

If the wild elves are present and the party is NOT moving as stealthily as they can, the elves will attempt to impress upon them the importance of such tactics in these woods. If the party insists on NOT Moving Silently, allow them to do so, but the elves will fall back about 200 feet, following the party by noise and trail rather than by their side. It will take the elves three rounds to catch up and help the party in this case.

If the party asks, the elves will send ahead a scout who can move swiftly and silently. This scout will easily find the animals first and allow the party to achieve surprise, if they so choose, with the elves directing them to within 80 feet of the animals before springing the ambush.

Make the animals' first Spot and Listen check as outlined below. If successful, read the boxed text below. If not, allow each member of the party (and a roll for each wild elf, if they are present) DC (5+APL) Spot and Listen checks to see the animals. {While this format for Spot and Listen is unusual, the animals are not trying to hide themselves but are trained predators and so move relatively stealthily. Someone in the party will likely make the roll.} If neither side sees the other, they stumble upon each other at 10 feet. If the animals spot the party, they attack outright. If the party spots the animals but remains unseen, they can attempt to bypass as outlined below in the CREATURES section. If the party does manage to surprise the animals, adjust the boxed text as necessary.

Conditions: The woods are shadowy during the day due to their density. Movement on the path is at half-speed unless the character has some exception.

Days have passed since meeting the elves. Assuming their directions are accurate, you should come to the hidden valley within another day or so. The game in the area has been sparse and, surprisingly this deep into the woods, skittish. Even birds seem to leap from trees anytime the party approaches.

Or perhaps it wasn't your party that caused the birds to flee... something is coming... or somethings, as they swarm from around trees directly at you.

Creatures: All of these monsters get a +2 bonus to their normal Will saves due to a worn magic item. Each monster has its Listen and Spot bonuses listed in case the party decides to Hide and Move Silently. (If there is no Listen skill listed, assume it is +0.) If the creatures fail to spot the party, the party can either attack or choose to try to bypass the encounter (as per standard DMG rules, avoiding the fight counts the same as winning the fight in this case). If the party attempts to bypass the creatures, allow the creatures two more chances to spot the party—one as the party is passing them and one as the party is moving away from them. Having a ranger or druid assist with this attempted bypass adds a +2 modifier to the Hide and Move Silently DCs the creature needs to make on the second and third attempts.

Also, all the ELs have been adjusted down one level to reflect the party's ability to rest and recover all spells in the days between encounters.

All APLs (Elves assisting the party)

Hunter, Male Wild Elf Ranger2/Fighter4: hp 47; see *Appendix 6*.

Archers, Male/Female Wild Elf Ranger2/Fighter1 (3): hp 22 each; see *Appendix 6*.

APL 2 (EL 5, 2 with elves' assistance)

Snake, Large Viper (3): hp 18 each; Listen +5, Spot +6; see *Monster Manual*, page 280.

APL 4 (EL 7, 4 with elves' assistance)

Monstrous Spider, Huge: hp 60; Spot +12, tremorsense, 60 ft; see *Monster Manual*, page 289.

Monstrous Spider, Large (3): hp 27 each; Spot +12, tremorsense, 60 ft; see *Monster Manual*, page 289.

Monstrous Spider, Medium: hp 14; Spot +12, tremorsense, 60 ft; see *Monster Manual*, page 288.

APL 6 (EL 9, 6 with elves' assistance)

Rhinoceros (5): hp 78 each; Listen +14, Spot +3; see *Monster Manual*, page 278.

APL 8 (EL 11, 8 with elves' assistance)

Girallon (6): hp 68 each; Spot +6, scent; see *Monster Manual*, page 126.

APL 10 (EL 13, 10 with elves' assistance)

Monstrous Scorpion, Gargantuan (2): hp 165 each; Spot +4, tremorsense, 60 ft; see *Monster Manual*, page 288.

Monstrous Scorpion, Huge (3): hp 83 each; Spot +4, tremorsense, 60 ft; see *Monster Manual*, page 287.

Tactics: Begin the encounter at 20 to 80 feet (2d4) with the brush and trees providing some degree of cover and concealment. All creatures, if they identify the party, will immediately move in and engage.

These creatures, like all others in this module that the party encounters, are feral, completely beyond any normal reasoning. They attack humanoids without hesitation, targeting humans and elves first, followed by any others.

The wild elven guides will fire en masse at a single target, trying to bring it down. They will look to shift their fire only to aid a PC who is in danger of being overwhelmed or who is knocked

unconscious (or killed). They will not follow the orders of the party, but can be influenced to channel their fire together at a selected target. If the creatures are close to one of them, the wild elf will fire as he moves away, and the other elves will concentrate their fire to support their brethren, regardless of any party influence. The wild elves expect the party to engage while they add fire support and will do all they can to avoid direct engagement themselves.

Treasure:

APL 2: L: 0 gp, C: 0 gp, M: 3 *collars of resistance-will* (111 gp each).

APL 4: L: 0 gp, C: 0 gp, M: 5 *collars of resistance-will* (111 gp each).

APL 6: L: 0 gp, C: 0 gp, M: 5 *collars of resistance-will* (111 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 6 *collars of resistance-will* (111 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 5 *collars of resistance-will* (111 gp each).

Development: All of the animals are wearing enchanted collars, a *collar of resistance-will* (see DM Aid: New Rules Items). These items are placed on the creatures immediately before release. They haven't been seen before because none of the survivors noticed them on the creatures that attacked them, and some of the creatures, irritated by the humanoid scents on the collars, have rubbed them off (see the GATHER INFORMATION section of Encounter 1).

If the party doesn't move stealthily and doesn't realize it should after this encounter, allow any druid, ranger, or Border Guard in the party to make a DC 10 Intelligence check. Allow this check after each encounter in which the party is surprised by not moving stealthily. Success indicates he realizes that, with the amount of noise the party is making, they will likely let the entire wood know they are coming.

ENCOUNTER 6: A LINE IN THE TREES

The point beyond which the elves will not venture (and the PCs' actions become more relevant). ~ (15 mins.)

The wild elves will lead the party as quickly as the party can travel, mostly along similar game trails that occasionally broaden and once even

across a waist-deep stream. After another two days travel, the party reaches the edge of the wild elf territory.

Conditions: It is dusk. The woods are shadowy during the day due to their density. Movement on the path is at half-speed unless the character has some exception.

The path you've been following has broadened, up to ten or twelve feet at most spots, obviously more used in the recent past, even still showing signs of wagon tracks fading back into the dirt. Cresting a ridge as the sun begins to set, your elven guide comes to a stop. The other elves come from the woods to his side and all look to the land beyond. Running downhill gently on the other side, the forest continues, running right up to the mountains in the distance and even up the side quite some ways.

"There, ahead, is the valley. This ridge marks the end of our lands. Beyond it, we will not go. But from here, we have seen the smoke of fires burning, and from there," he points further along the path with his bow, "the Animal Madness spreads."

The elves can provide little further information and, regardless of the offer, will not proceed further. They know little to nothing of the land beyond than what they can see from here and other points along the ridge. They know nothing but that all the mad animals come from that direction and seem to have a preference for attacking over fleeing, which is a sign of their madness. They know of the collars which the beasts wear, and are therefore convinced there is a human cause for the madness, but have no idea what that cause is.

From here the party must continue on its own. They can camp out for the night or they can press on in the darkness. There is a clear ten-foot wide path for the party to follow, should they so choose. Further up the path, about a quarter of a mile from the actual base camp of the animal trainers, is a trap set to capture the unwary as they approach. If the party goes completely off the path, they avoid the trap entirely.

Trap: A basic spiked pit trap has been placed under a ten-foot section of the path and covered over. Small vines, used as strings, have been further tied into the under-frame of the trap, reaching up to branches of nearby trees, causing them to shake and the birds within them to take to

the air, something that those in the base camp can see.

All APLs (EL 2)

Camouflaged Pit Trap: Search DC 24; mechanical, manual reset; location trigger; see *Appendix 6*.

Development: If the characters are able to avoid the trap, they will be able to get within sight distance of the camp without further incident. If they set off the trap, the large group of birds that suddenly takes flight will alert the camp, and they will be prepared for the party as outlined below.

ENCOUNTER 7: RANGERS AND DRUIDS AND BEARS, OH MY!

The final group of baddies with pets and prep time, assuming the PCs trip a trap in Encounter 7. (~40 mins.)

This encounter assumes the party has tripped the trap-wire and that the encampment has been alerted. If the party avoided the trap (either by avoiding the path or detecting it), then the NPCs will not be as prepared. In this case, there will be one or two of them milling about the camp while the others are in random caves about random tasks. They will take time to buff and then enter battle, taking them an extra round or two to get there to get the spells already assumed to be up cast.

Conditions: Bright, sunny day with excellent visibility. Movement on and off the trail is at full speed.

A small valley lies before you, tucked into the base of the Hellfurnaces. Small caves, some apparently dug by humanoids, litter this two hundred foot deep valley, some forty feet across. At its back, it widens to about 200-feet as the trail comes down the middle of it like a tongue to a hundred-foot wide mouth of a cave. The sides of the mountain on each side of the valley are sheer, making any kind of rappelling assault exceedingly difficult.

Around this valley, all of the trees have been cut back, leaving a wide-open space. Spread around the edges of the valley are a number of cages of a dozen different makes and sizes, everything from wooden baskets to large steel bars, big enough to hold three or four horses with room to spare.

As you take this in, you realize that nothing is moving out there, nothing apparently alive. The camp looks abandoned, but for a thin wisp of smoke drifting up from what appears to be a cooking fire back near the farthest cave. An angry roaring sound comes from one of the closed cages, its walls preventing any vision of what is making the horrible noise or why.

The NPCs will actually have secured themselves in the first set of caves, only 20-feet or so from the wide entrance to the valley, hoping to pull the party into the middle before springing their ambush. If able to obtain surprise, they will open with *entangle* spells (and *spike growth* and *sleet storm* at higher APLs) in the surprise round. The wild animal, enraged by its handlers with the intent of releasing it upon the party, will be released by a pull-string (rope at higher APLs) attached to its cage door. Its cage is located about half-way down the valley, some 100-feet in. If any character with the Knowledge (nature) skill makes a DC 20 check, he can get an idea of what kind of animal it is (its basic type and size).

Creatures:

APL 2 (EL 5)

Ferox, Male Half-Orc Ranger3: hp 21; see *Appendix 1*.

Nosfuz Eyereak, Male Gnome Druid1: hp 8; see *Appendix 1*.

Hairy, Badger Animal Companion: hp 8; see *Appendix 1*.

“Unwanted Pain”, Male Half-Elf Hexblade1: hp 8; see *Appendix 1*.

Osmarel Leftfoot, Male Halfling Warmage1: hp 6; see *Appendix 1*.

Snake, Medium Viper: hp 12; see *Monster Manual*, page 280.

APL 4 (EL 7)

Ferox, Male Half-Orc Ranger5: hp 34; see *Appendix 2*.

Nosfuz Eyereak, Male Gnome Druid3: hp 23; see *Appendix 2*.

Hairy, Badger Animal Companion: hp 23; see *Appendix 2*.

“Unwanted Pain”, Male Half-Elf Hexblade2: hp 15; see *Appendix 2*.

Osmarel Leftfoot, Male Halfling Warmage2: hp 11; see *Appendix 2*.

Monstrous Centipede, Large: hp 18; see *Monster Manual*, page 286.

APL 6 (EL 9)

Ferox, Male Half-Orc Ranger7: hp 48; see *Appendix 3*.

Nosfuz Eyereak, Male Gnome Druid5: hp 38; see *Appendix 3*.

Hairy, Badger Animal Companion: hp 23; see *Appendix 3*.

“Unwanted Pain”, Male Half-Elf Hexblade2: hp 15; see *Appendix 3*.

Osmarel Leftfoot, Male Halfling Warmage2: hp 11; see *Appendix 3*.

Owlbear: hp 57; see *Monster Manual*, page 206.

APL 8 (EL 11)

Ferox, Male Half-Orc Ranger9: hp 61; see *Appendix 4*.

Nosfuz Eyereak, Male Gnome Druid7: hp 53; see *Appendix 4*.

Hairy, Badger Animal Companion: hp 38; see *Appendix 4*.

“Unwanted Pain”, Male Half-Elf Hexblade4: hp 30; see *Appendix 4*.

Osmarel Leftfoot, Male Halfling Warmage4: hp 21; see *Appendix 4*.

Megaraptor: hp 81; see *Monster Manual*, page 60.

APL 10 (EL 13)

Ferox, Male Half-Orc Ranger11: hp 75; see *Appendix 5*.

Nosfuz Eyereak, Male Gnome Druid9: hp 66; see *Appendix 5*.

Hairy, Badger Animal Companion: hp 53; see *Appendix 5*.

“Unwanted Pain”, Male Half-Elf Hexblade6: hp 45; see *Appendix 5*.

Osmarel Leftfoot, Male Halfling Warmage6: hp 32; see *Appendix 5*.

Dinosaur, Tyrannosaurus: hp 183; see *Monster Manual*, page 61.

Tactics: While all battle plans dissolve in the face of actual combat, the animal trainers will use the following tactics as much as possible. The

enraged animal will attack any character other than the trainers it can reach, focusing solely on that character before moving on to another—the animals are terrified of the trainers and ready to take it out on anyone else they can reach.

APL 2: Nofuz will attempt to use *entangle* on as many party members as possible, and then target an enemy melee type with *flare* before turning to the use of his sling. He will send Hairy into combat against any enemy that tries to melee with him.

Ferox will look to engage any caster types that make it out of the *entangle* first, knowing all too well, as the entire group of trainers does, that a sword can only kill one man while a *fireball* can kill many.

“Unwanted Pain” will target elves preferably, using the Hexblade Curse on any elven or half-elven fighter type that makes it out of the *entangle*.

Osmarel will try to stay hidden in the entrance to one of the caves, pulling the string to free the enraged animal and using *hail of stone* on any characters caught close together in the *entangle*, and targeting caster types with readied *magic missiles* intended to disrupt spell-casting.

APL 4: Nofuz will attempt to use *entangle* on as many party members as possible, and then send in a *summoned swarm* of bats to attack casters caught in the *entangle*. After that, he will target an enemy melee type with *produce flame* and then *flare* before turning to the use of his sling on any casters, trapped in the *entangle* or otherwise. He will send Hairy into combat against any enemy that tries to melee with him.

Ferox will look to engage any caster types that make it out of the *entangle* first, knowing all too well, as the entire group of trainers does, that a sword can only kill one man while a *fireball* can kill many. If he cannot reach the casters, due either to distance or they are trapped in the *entangle*, he will shift to attacking fighter types, choosing humans and elves before others.

“Unwanted Pain” will target elves preferably, using the Hexblade Curse on any elven or half-elven fighter type that makes it out of the *entangle*. If possible, she will move to help flank for Ferox, bringing both of their blades to bear on a singular opponent.

Osmarel will try to stay hidden in the entrance to one of the caves, pulling the string to free the enraged animal and using *hail of stone* on any characters caught close together in the *entangle*,

and targeting caster types with readied *magic missiles* intended to disrupt spell-casting.

APL 6: Nofuz will attempt to use *entangle* on as many party members as possible, and then send in a *summoned swarm* of bats to attack casters caught in the *entangle*. If he can get close enough, he will use *bull's strength* on Ferox. After that, he will target an enemy melee type with *produce flame* and then *flare* before turning to the use of his sling on any casters, trapped in the *entangle* or otherwise. He will use his *poison* spell and send Hairy into combat against any enemy that tries to melee with him.

Ferox will look to engage any caster types that make it out of the *entangle* first, knowing all too well, as the entire group of trainers does, that a sword can only kill one man while a *fireball* can kill many. If he cannot reach the casters, due either to distance or they are trapped in the *entangle*, he will shift to attacking fighter types, choosing humans and elves before others. If too many escape the initial *entangle*, he will overlap his spell with Nofuz's first casting of it.

“Unwanted Pain” will target elves preferably, using the Hexblade Curse on any elven or half-elven fighter type that makes it out of the *entangle*. If possible, she will move to help flank for Ferox, bringing both of their blades to bear on a singular opponent and taking advantage of Ferox's Distracting Attack ability.

Osmarel will try to stay hidden in the entrance to one of the caves, pulling the string to free the enraged animal and using *hail of stone* on any characters caught close together in the *entangle*, and targeting caster types with readied *magic missiles* intended to disrupt spell-casting.

APL 8: Nofuz will attempt to use *spike growth* on as many party members as possible, and then send in a *summoned swarm* of bats to attack casters caught in the *spike growth*. If few or none of the party seem hindered by the *spike growth*, he will lay down his *entangle*. If any character is riding a mount or has a dog or other animal with them, he will cast *dominate animal* on it, sending it against the least-armored enemy. If he can get close enough, he will use *bull's strength* on Ferox. After that, he will target an enemy melee type with *produce flame* and then *flare* before turning to the use of his sling on any casters, trapped in the *spike growth* or otherwise. He will use his *infestation of maggots* and *poison* spells and send Hairy into combat against any enemy that tries to

melee with him, trying to back away to maintain missile and spell fire.

Ferox will look to engage any caster types that make it out of the *entangle* first, knowing all too well, as the entire group of trainers does, that a sword can only kill one man while a *fireball* can kill many. If he cannot reach the casters, due either to distance or they are trapped in the *spike growth* or *entangle*, he will shift to attacking fighter types, choosing humans and elves before others. If too many escape the initial *spike growth* or *entangle*, he will overlap his *entangle* spell with Nosfuz's first casting.

"Unwanted Pain" will target elves preferably, using the Hexblade Curse on any elven or half-elven fighter type that makes it out of the *entangle*. She will use her Dark Companion to penalize any enemy who seems to hit more or faster than the rest, while moving to flank with Ferox if she can, bringing both of their blades to bear on a singular opponent and taking advantage of Ferox's Distracting Attack ability.

Osmarel will try to stay hidden in the entrance to one of the caves. After pulling the rope, he will target a fighter or rogue type with *ray of clumsiness* and then will target any characters caught close together in the *entangle* with *hail of stone*. Any caster types will quickly be targeted with readied *Melf's acid arrows* and *scorching rays* intended to disrupt spell-casting.

APL 10: Nosfuz will attempt to use *spike growth* on as many party members as possible, and then send in a *summoned swarm* of bats to attack casters caught in the *spike growth*. As soon as possible, he will cast *animal growth* on Hairy and *freedom of movement* on Ferox. If few or none of the party seem hindered by the *spike growth*, he will lay down his *entangle*. If the party seems content to stay put and use missile weapons, he will cast a *wind wall* between the two parties. If any character is riding a mount or has a dog or other animal with them, he will cast *dominate animal* on it, sending it against the least-armored enemy. If he can get close enough, he will use *bull's strength* on Ferox. After that, he will target an enemy melee type with *produce flame* and then *flare* before turning to the use of his sling on any casters, trapped in the *spike growth* or otherwise. He will use his *infestation of maggots* and *poison* spells and send Hairy into combat against any enemy that tries to melee with him, trying to back away to maintain missile and spell fire.

Ferox will cast *protection from energy: fire* on himself and then engage any caster types, using the *freedom of movement* from Nosfuz to move freely through the *spike growth* or *entangle*. Ferox knows all too well, as the entire group of trainers does, that a sword can only kill one man while a *fireball* can kill many. If he cannot reach the casters, he will shift to attacking fighter types, choosing humans and elves before others. If too many escape the initial *spike growth* or *entangle*, he will overlap his *entangle* spell with Nosfuz's first casting.

"Unwanted Pain" will target elves preferably, using the Hexblade Curse on any elven or half-elven fighter type that makes it out of the *entangle*. She will use her Dark Companion to penalize any enemy who seems to hit more or faster than the rest. The character who does the most damage to any of the trainers will be the target of her *Tasha's hideous laughter* spells. "Unwanted" will move to flank with Ferox if she can, bringing both of their blades to bear on a singular opponent and taking advantage of Ferox's Distracting Attack ability.

Osmarel will try to stay hidden in the entrance to one of the caves. After pulling the rope, he will use a *sleet storm* to hinder ranged attacks and further hamper movement through the *spike growth* or *entangle*, trying to catch as many of the party in it as possible. He will target a fighter or rogue type with *ray of clumsiness* and will target any characters caught close together in the *entangle* with *resonating bolts* or *lightning bolts*. Any caster types will quickly be targeted with readied *Melf's acid arrows* and *scorching rays* intended to disrupt spell-casting. He will cast *ring of blades* if any character tries to close and melee with him, trying to move away, out of the cave, so as not to get boxed in.

Treasure

APL 2: L: 299 gp, C: 6 gp, M: *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), *least revelation crystal* (33 gp), 2 *potions of cure light wounds* (4 gp each), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *potion of shield of faith +2* (4 gp).

APL 4: L: 272 gp, C: 9 gp, M: +1 *longsword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith +2* (4 gp each), *lesser revelation crystal* (83 gp), 3

potions of cure light wounds (4 gp each), divine scroll of 2 dawn spells (2 gp), divine scroll of babau slime (2 gp), divine scroll of deep breath (2 gp), divine scroll of delay disease (2 gp), divine scroll of wall of smoke (2 gp), least iron ward diamond (41 gp), divine scroll of align fang (12 gp), divine scroll of crabwalk (4 gp), divine scroll of rapid burrowing (2 gp), 2 +1 studded leather armors (97 gp each).

APL 6: L: 226 gp, C: 9 gp, M: +1 *chain shirt* (104 gp), +1 *longsword* (192 gp), +1 *short sword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith +2* (4 gp each), 4 *potions of cure light wounds* (4 gp each), *least crystal of return* (25 gp), *lesser revelation crystal* (83 gp), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *lesser iron ward diamond* (166 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), *divine scroll of rapid burrowing* (2 gp), *potion of cure moderate wounds* (25 gp), 2 +1 *studded leather armors* (97 gp each).

APL 8: L: 224 gp, C: 8 gp, M: +1 *chain shirt* (104 gp), +1 *longsword* (192 gp), +1 *short sword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith +2* (4 gp each), 4 *potions of cure light wounds* (4 gp each), *least crystal of return* (25 gp), *belt of growth* (250 gp), *lesser crystal of life drinking* (125 gp), 2 *potions of cure moderate wounds* (25 gp), *lesser revelation crystal* (83 gp), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *lesser iron ward diamond* (166 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), *scroll of rapid burrowing* (2 gp), *divine scroll of girallon's blessing* (31 gp), *divine scroll of hypothermia* (31 gp), *divine scroll of splinterbolt* (12 gp), *ring of silent spells* (166 gp), 2 +1 *studded leather armors* (97 gp each), +1 *heavy steel shield* (97 gp), *potion of enlarge person* (4 gp), *least crystal of arcane steel* (41 gp), *bag of endless caltrops* (41 gp).

APL 10: L: 198 gp, C: 13 gp, M: *ghoul shell armor* (846 gp), 2 +1 *longswords* (192 gp each), +1 *short sword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith +2* (4 gp each), *least crystal of return* (25 gp), *belt of growth* (250 gp), *lesser crystal of life drinking* (125 gp), 2 *potions of cure moderate wounds* (25 gp), *lesser revelation crystal* (83 gp), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *lesser iron ward diamond* (166 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), 2 *divine scrolls of rapid burrowing* (2 gp each), *divine scroll of girallon's blessing* (31 gp), *divine scroll of hypothermia* (31 gp), *divine scroll of splinterbolt* (12 gp), *ring of silent spells* (166 gp), *infinite scrollcase* (233 gp), 2 +1 *studded leather armors* (97 gp each), +1 *heavy steel shield* (97 gp), 4 *potions of cure light wounds* (4 gp each), *potion of enlarge person* (4 gp), *potion of invisibility* (25 gp), +1 *spear* (191 gp), *least crystal of arcane steel* (41 gp), *bag of endless caltrops* (41 gp).

Development: After defeating the trainers and searching the camp, the party will discover a good bit of wagon wood worked into the cages and walls of the caves, and a number of items of the caravan's goods about. Whether the trainers attacked the caravan or simply salvaged it after the enraged animals killed the humanoids is not readily clear. Most of this will have to be returned to the merchants' families, but there is a good deal of treasure on the dead enemies. If any of the trainers are taken alive (none will surrender willingly), they will not talk to the characters about why they're doing what they're doing other than to say they hate humans and elves and want them all eradicated from the forests.

CONCLUSION

Having defeated the animal trainers, the party can make its report at the militia outpost in Woodsend, the closest village. This ending assumes that some of the party have played YEO6-07 *Howl at the Moon*. If none have played that adventure, the people of Woodsend will be much more suspicious of them. Adjust the read-aloud text accordingly.

As you break from woods into a large tract of clear-cut land, you begin to see the villagers of the local town. Hesitant at first, they

recognize some amongst you and a cheer goes up. “Dog Killers,” they cry, and, “Woodsend’s heroes return!”

As you make your way into the hamlet, you notice most of the damage from the year before has been repaired. A new, more solid door stands on the inn and several of the farmhouses have their first floors at least enclosed in stone. No dogs are visible anywhere.

A dozen militiamen flow from the stone barracks at the center of town across from the inn, their long spears glittering in the sun. As you watch, they approach only a dozen or so paces, turning in on each other in two identical lines, spears held at attention—an honor guard for your arrival.

The PCs are debriefed in the militia outpost and are hosted at the inn. Many of the NPCs they met before will gather to hear their tales of adventure.

EPILOGUE

For some of the PCs, the adventure ends after they report in. Others, having aided this region before, may yet have another reward. If any PCs present played YEO6-07 *Howl at the Moon* and received the **Favor of Woodsend**, those PCs encounter the following.

“Um, sir? Sir Adventurer, sir?” You turn from your chat with the locals to see a dozen more gathered behind you. A boy, no more than seven, stands before you. “We know you did what you done last time you was here cuz you was stuck with us and all, but you didn’t have to drive the dogs away, and you could’ve just tried to leave. We said our thanks to you before, but we just really wanted you to know how much we appreciate what you done.”

Those PCs who participated in YEO6-07 *Howl at the Moon* and accepted the cash reward receive the second part of that reward if they have not already done so, as specified on that AR **Favor of Woodsend—Redeemed**. Those who participated in YEO6-07 *Howl at the Moon* and have the **Favor of Woodsend—Refused** receive the **Favor of the People of Woodsend—Repaid**, as outlined on this AR, which provides them with a chunk of adamantine to mold into a single weapon, armor, shield, or 50 bolts or arrows.

Those who were able to befriend Jayce Entrigal, the Free Squire, receive the **Friendship of the Free Squire**.

Tables played at APLs 8 and 10 receive the Hexblade and Warmage **Alternative Class Features** in *Players Handbook II*. Tables played at APLs 4, 6, 8, and 10 receive the Ranger **Alternative Class Feature** option.

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 3

Objective: Defeating or bypassing the animals.

- APL 2: 90 xp.
- APL 4: 150 xp.
- APL 6: 210 xp.
- APL 8: 270 xp.
- APL 10: 330 xp.

Encounter 4

Story Objective: Avoiding conflict with the wild elves.

- APL 2: 90 xp.
- APL 4: 135 xp.
- APL 6: 180 xp.
- APL 8: 225 xp.
- APL 10: 270 xp.

Encounter 5

Objective: Defeating or bypassing the animals.

- APL 2: 60 xp.
- APL 4: 120 xp.
- APL 6: 180 xp.
- APL 8: 240 xp.
- APL 10: 300 xp.

Encounter 6

Objective: Defeating or bypassing the trap.

- APL 2: 60 xp.
- APL 4: 60 xp.
- APL 6: 60 xp.
- APL 8: 60 xp.
- APL 10: 60 xp.

Encounter 7

Objective: Defeating the animal trainers.

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.

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 3:

APL 2: L: 0 gp, C: 0 gp, M: 2 *collars of resistance-will* (111 gp each).

APL 4: L: 0 gp, C: 0 gp, M: 2 *collars of resistance-will* (111 gp each).

APL 6: L: 0 gp, C: 0 gp, M: 2 *collars of resistance-will* (111 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 2 *collars of resistance-will* (111 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 2 *collars of resistance-will* (111 gp each).

Encounter 5:

APL 2: L: 0 gp, C: 0 gp, M: 3 *collars of resistance-will* (111 gp each).

APL 4: L: 0 gp, C: 0 gp, M: 5 *collars of resistance-will* (111 gp each).

APL 6: L: 0 gp, C: 0 gp, M: 5 *collars of resistance-will* (111 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 6 *collars of resistance-will* (111 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 5 *collars of resistance-will* (111 gp each).

Encounter 7:

APL 2: L: 299 gp, C: 6 gp, M: *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), *least revelation crystal* (33 gp), 2 *potions of cure light wounds* (4 gp each), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine*

scroll of wall of smoke (2 gp), *potion of shield of faith* +2 (4 gp).

APL 4: L: 272 gp, C: 9 gp, M: +1 *longsword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith* +2 (4 gp each), *lesser revelation crystal* (83 gp), 3 *potions of cure light wounds* (4 gp each), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *least iron ward diamond* (41 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), *divine scroll of rapid burrowing* (2 gp), 2 +1 *studded leather armors* (97 gp each).

APL 6: L: 226 gp, C: 9 gp, M: +1 *chain shirt* (104 gp), +1 *longsword* (192 gp), +1 *short sword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith* +2 (4 gp each), 4 *potions of cure light wounds* (4 gp each), *least crystal of return* (25 gp), *lesser revelation crystal* (83 gp), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *lesser iron ward diamond* (166 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), *divine scroll of rapid burrowing* (2 gp), *potion of cure moderate wounds* (25 gp), 2 +1 *studded leather armors* (97 gp each).

APL 8: L: 224 gp, C: 8 gp, M: +1 *chain shirt* (104 gp), +1 *longsword* (192 gp), +1 *short sword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith* +2 (4 gp each), 4 *potions of cure light wounds* (4 gp each), *least crystal of return* (25 gp), *belt of growth* (250 gp), *lesser crystal of life drinking* (125 gp), 2 *potions of cure moderate wounds* (25 gp each), *lesser revelation crystal* (83 gp), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *lesser iron ward diamond* (166 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), *divine scroll of rapid burrowing* (2 gp), *divine scroll of girallon's blessing* (31 gp), *divine scroll of*

hypothermia (31 gp), *divine scroll of splinterbolt* (12 gp), *ring of silent spells* (166 gp), 2 +1 *studded leather armors* (97 gp each), +1 *heavy steel shield* (97 gp), *potion of enlarge person* (4 gp), *least crystal of arcane steel* (41 gp), *bag of endless caltrops* (41 gp).

APL 10: L: 198 gp, C: 13 gp, M: *ghoul shell armor* (846 gp), 2 +1 *longswords* (192 gp each), +1 *short sword* (192 gp), *brute gauntlets* (41 gp), *electric eel elixir* (33 gp), 2 *divine scrolls of rhino's rush* (2 gp each), 3 *potions of shield of faith +2* (4 gp each), *least crystal of return* (25 gp), *belt of growth* (250 gp), *lesser crystal of life drinking* (125 gp), 2 *potions of cure moderate wounds* (25 gp each), *lesser revelation crystal* (83 gp), *divine scroll of 2 dawn spells* (2 gp), *divine scroll of babau slime* (2 gp), *divine scroll of deep breath* (2 gp), *divine scroll of delay disease* (2 gp), *divine scroll of wall of smoke* (2 gp), *lesser iron ward diamond* (166 gp), *divine scroll of align fang* (12 gp), *divine scroll of crabwalk* (4 gp), 2 *divine scrolls of rapid burrowing* (2 gp each), *divine scroll of girallon's blessing* (31 gp), *divine scroll of hypothermia* (31 gp), *divine scroll of splinterbolt* (12 gp), *ring of silent spells* (166 gp), *infinite scrollcase* (233 gp), 2 +1 *studded leather armors* (97 gp each), +1 *heavy steel shield* (97 gp), 4 *potions of cure light wounds* (4 gp each), *potion of enlarge person* (4 gp), *potion of invisibility* (25 gp), +1 *spear* (191 gp), *least crystal of arcane steel* (41 gp), *bag of endless caltrops* (41 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 299 gp, C: 6 gp, M: 684 gp – Total: 989 gp (450 gp).

APL 4: L: 272 gp, C: 9 gp, M: 1,417 gp – Total: 1,698 gp (650 gp).

APL 6: L: 226 gp, C: 9 gp, M: 1,892 gp – Total: 2,127 gp (900 gp).

APL 8: L: 224 gp, C: 8 gp, M: 2,826 gp – Total: 3,058 gp (1,300 gp).

APL 10: L: 198 gp, C: 13 gp, M: 4,100 gp – Total: 4,311 gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Collar of Resistance-Will: This magical animal collar provides a wearer of animal intelligence with a +2 competence bonus to Will saves. Faint abjuration; CL 6th; Craft Wondrous Item, *resistance*; Price: 1,334 gp; Weight —.

Favor of the People of Woodsend- Repaid: The people of Woodsend have not forgotten your selflessness, but still wish to repay you. Out of the graciousness of their heart, the people of Woodsend have gifted you with a chunk of rock. This rock was identified by a local druid as *adamantine*, and is sufficient in size to craft any one weapon, armor, or shield, or 50 bolts or arrows. Mark this favor as USED when the item is crafted.

Alternative Class Feature Training: Having witnessed the following alternative class features in action, this PC can spend double the normal costs and time for retraining to experiment with and discover these alternative class features for himself (as explained in the *Players Handbook II*). He must be the appropriate class and level to receive the option: APLs 4, 6, 8, 10 - Ranger (Distracting Attack), APLs 8, 10 - Hexblade (Dark Companion), Warmage (Eclectic Learning).

Friendship of the Free Squire: Jayce Entrigal, Free Squire, has befriended this PC, and is willing to lend this PC a hand. As a Paladin of Delleb, Jayce enjoys research and study, as well as challenging tasks.

You may have expend this favor to have Jayce take the time to track down any item the PC had (Frequency: Adventure) within the last 13 ARs, effectively re-granting that access as of the AR this favor is expended. This costs 2 additional TUs for this PC.

If this PC is a member of the Yeomanry Military or Yeomanry Church of Seven Faiths, Jayce will put in a little more effort: this favor can be expended to go back up to 26 ARs.

If this PC has both the **Free Squire's Friendship** and the **Friendship of the Free Squire**, he can double the time amounts mentioned above for both ARs accessible and TU cost for this search.

This favor can only be spent to gain the boon above for this AR and the next 3 beyond it. After that, Jayce has been forced to move on to other

duties. If the friendship benefit is NOT used within the next 3 adventures, it does not go away, but is not usable in this manner again until this PC again encounters Jayce Entrigal.

After the favor is used, mark it as USED. However, the PC now owes Jayce a favor in return.

Item Access

APL 2:

Brute Gauntlets (Adventure; Magic Item Compendium; Limit 1)

Collar of Resistance-Will (Adventure; See Above; Limit 1)

Divine Scroll of 2 Dawn Spells (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Babau Slime (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Deep Breath (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Delay Disease (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Wall of Smoke (Adventure; Spell Compendium; Limit 5)

Electric Eel Elixir (Adventure; Magic Item Compendium; Limit 3)

Revelation Crystal - Least (Adventure; Magic Item Compendium; Limit 1)

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

Divine Scroll of Align Fang (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Crabwalk (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Rapid Burrowing (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Rhino's Rush (Adventure; Spell Compendium; Limit 5)

Iron Ward Diamond - Least (Adventure; Magic Item Compendium; Limit 1)

Revelation Crystal - Lesser (Adventure; Magic Item Compendium; Limit 1)

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

Crystal of Return - Least (Adventure; Magic Item Compendium; Limit 1)

Iron Ward Diamond - Lesser (Adventure; Magic Item Compendium; Limit 1)

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

Bag of Endless Caltrops (Adventure; Magic Item Compendium; Limit 1)

Belt of Growth (Adventure; Magic Item Compendium; Limit 1)

Crystal of Arcane Steel - Least (Adventure; Magic Item Compendium; Limit 1)

Crystal of Life Drinking - Lesser (Adventure; Magic Item Compendium; Limit 1)

Divine Scroll of Girallon's Blessing (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Hypothermia (Adventure; Spell Compendium; Limit 5)

Divine Scroll of Splinterbolt (Adventure; Spell Compendium; Limit 5)

Ring of Silent Spells (Adventure; Magic Item Compendium; Limit 1)

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

Ghoul Shell Armor (Adventure; Magic Item Compendium; Limit 1)

Infinite Scrollcase (Adventure; Magic Item Compendium; Limit 1)

APPENDIX 1 – APL 2

ENCOUNTER 7

FEROX

CR 3

Male half-orc ranger 3

NE Medium humanoid (half-orc)

Init +2; Senses Listen +7, Spot +7

Languages Common, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 21 (3d8+3 HD);

Fort +4, Ref +5, Will +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork longsword +6 (1d8+3) and masterwork short sword +5 (1d6+1) or

Ranged masterwork composite longbow (+3 Str) +6 (1d8+3)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +6

Special Actions +2 damage vs. humans

Combat Gear masterwork chain shirt, masterwork longsword, masterwork short sword, masterwork composite longbow (+3 Str), 20 arrows, *brute gauntlets*, *electric eel elixir*

Abilities Str 16, Dex 15, Con 12, Int 8, Wis 13, Cha 6

SQ Darkvision, Orc Blood, 1st Favored Enemy (human), Wild Empathy, Two-Weapon Fighting Combat Style

Feats Track, Weapon Focus (longsword), Endurance, Power Attack

Skills Handle Animal +4, Knowledge (nature) +5, Listen +7, Spot +7, Survival +7

Possessions combat gear plus backpack, 22 gp

Sources Brute gauntlets, electric eel elixir (Magic Item Compendium)

NOSFUZ EYEREA

CR 1

Male gnome druid 1

NE small humanoid (gnome)

Init +1; Senses Listen +6, Spot +4

Languages Common, Druidic, Gnome

AC 16, touch 12, flat-footed 15

(+1 size, +1 Dex, +2 armor, +2 shield)

hp 8 (1d8+2 HD);

Fort +4, Ref +1, Will +4 (+2 vs. illusions)

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee club +2 (1d4+1) or

Ranged masterwork sling +3 (damage)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp +2

Atk Options Spells

Combat Gear leather armor, heavy wooden shield, masterwork sling, 10 sling bullets, *revelation crystal* (least), *potion of cure light wounds*, *divine scroll of 2 dawn spells*, *divine scroll of babau slime*, *divine scroll*

of deep breath, *divine scroll of delay disease*, *divine scroll of wall of smoke*

Druid Spells Prepared (CL 1st):

1st—*entangle*, *pass without trace*

0—*guidance*, *flare*, *resistance*

Spell-Like Abilities (CL 1st):

1st—*speak with (burrowing) animals* (1/day)

‡ Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8

SQ Low-light Vision, +1 racial attack bonus against kobolds, +1 to the DC of illusion spells cast, Animal Companion, Nature Sense, Wild Empathy

Feats Spell Focus (Conjuration)

Skills Concentration +6, Craft (alchemy) +2, Handle Animal +3, Hide +5, Knowledge (nature) +4, Listen +6, Spot +4, Survival +6

Possessions combat gear plus backpack, spell component pouch, 1 gp

Sources Revelation crystal (Magic Item Compendium); dawn, babau slime, deep breath, delay poison, wall of smoke (Spell Compendium)

HAIRY, NOSFUZ'S ANIMAL COMPANION

Female badger animal companion

N(E) Small animal (mammal)

Init +3; Senses Listen +3, Spot +3

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 8 (1d8+2 HD);

Fort +4, Ref +5, Will +1

Speed 30 ft. in no armor (6 squares), base movement 30 ft., burrow 10 ft.;

Melee 2 claws +4 (1d2-1) and bite -1 (1d3-1)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp -5

Special Actions Rage

Abilities Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light vision, Scent, Link, Share Spells

Feats Track, Weapon Finesse

Skills Escape Artist +7, Listen +3, Spot +3

Rage (Ex) A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Description A furry animal with a squat, powerful body, Hairy has strong forelimbs armed with long claws for digging. Hairy is 3 feet long and weighs in at over 30 pounds.

"UNWANTED PAIN"

CR 1

Female half-elf hexblade 1

CN Medium humanoid (half-elf)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Elven, Infernal

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 shield)

hp 8 (1d10 HD)

Fort +0, **Ref** +1, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork longsword +5 (1d8+2) or

Ranged masterwork longbow +2 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Atk Options Hexblade's Curse

Combat Gear masterwork studded leather armor, heavy steel shield, masterwork longsword, masterwork longbow, 20 arrows

Abilities Str 14, Dex 13, Con 10, Int 12, Wis 8, Cha 15

SQ Low-light Vision, Elven Blood

Feats Weapon Focus (longsword)

Skills Concentration +3, Diplomacy +7, Gather Information +4, Handle Animal +3, Knowledge (arcana) +4, Listen +0, Search +2, Spellcraft +2, Spot +0

Possessions combat gear plus backpack, 12 gp

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10+ ½ hexblade's level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Sources Hexblade (Complete Warrior)

OSMAREL LEFTFOOT

CR 1

Male halfling warmage 1

CE Small Humanoid (halfling)

Init +7; **Senses** Listen +2, Spot +0

Languages Common, Halfling, Infernal, Elven

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +3 armor, +1 shield)

hp 6 (1d6+1 HD)

Fort +2, **Ref** +4, **Will** +3

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee masterwork spear +2 (1d6) or

Ranged masterwork sling +6 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +1

Atk Options Warmage Edge, spells

Combat Gear masterwork studded leather armor, buckler, masterwork spear, masterwork sling, 10 sling bullets, *potion of cure light wounds*, *potion of shield of faith* +2

Warmage Spells Known (CL 1st):

1st (4/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*

0 (5/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

‡ Already cast

Abilities Str 11, Dex 16, Con 12, Int 15, Wis 10, Cha 8

SQ Low-light Vision, Armored Mage (light)

Feats Improved Initiative

Skills Climb +2, Concentration +5, Handle Animal +1, Hide +7, Jump +2, Knowledge (arcana) +6, Listen +2, Move Silently +5, Spellcraft +6

Possessions combat gear plus backpack, spell component pouch, 1 gp

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 a 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 each round.

Sources Warmage (Complete Arcane)

APPENDIX 2 – APL 4

ENCOUNTER 7

FEROX

CR 5

Male half-orc ranger 5

NE Medium humanoid (half-orc)

Init +3; **Senses** Listen +9, Spot +9

Languages Common, Orc

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 34 (5d8+5 HD);

Fort +5, **Ref** +7, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *longsword* +8 (1d8+4) and masterwork short sword +7 (1d6+1) or

Ranged masterwork composite longbow (+3 Str) +9 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Special Actions +4 damage vs humans, +2 damage vs elves

Combat Gear masterwork chain shirt, +1 *longsword*, masterwork short sword, masterwork composite longbow (+3 Str), 20 arrows, *brute gauntlets*, *electric eel elixir*, 2 *divine scrolls of rhino's rush*, *potion of shield of faith* +2

Ranger Spells Prepared (CL 2nd):

1st—*charm animal* ‡

‡ Already cast

Abilities Str 16, Dex 16, Con 12, Int 8, Wis 13, Cha 6

SQ Darkvision, Orc Blood, 1st Favored Enemy (human), Wild Empathy, Two-Weapon Fighting Combat Style, Animal Companion, 2nd Favored Enemy (elf)

Feats Track, Weapon Focus (*longsword*), Endurance, Power Attack

Skills Handle Animal +6, Knowledge (nature) +7, Listen +9, Spot +9, Survival +9

Possessions combat gear plus backpack, 22 gp

Distracting Attack (Ex): Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purposes of adjudicating your allies' attacks. For example, if your rogue ally attacks that enemy, not only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first.

This ability has no effect on creatures that can't be flanked.

Sources *Brute gauntlets*, *electric eel elixir* (Magic Item Compendium); *rhino's rush* (Spell Compendium); *Distracting Attack* (Players Handbook II)

NOSFUZ EYEREAK

CR 3

Male gnome druid 3

NE small humanoid (gnome)

Init +1; **Senses** Listen +6, Spot +4

Languages Common, Druidic, Gnome

AC 18, touch 12, flat-footed 17

(+1 size, +1 Dex, +2 armor, +2 shield, +2 natural)

hp 23 (3d8+6 HD); DR 1/—

Fort +5, **Ref** +2, **Will** +5 (+2 against illusions)

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee club +4 (1d4+1) or

Ranged masterwork sling +5 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Spells

Combat Gear leather armor, darkwood shield, masterwork sling, 10 sling bullets, *revelation crystal (lesser)*, *potion of cure light wounds*, *divine scroll of 2 dawn spells*, *divine scroll of babau slime*, *divine scroll of deep breath*, *divine scroll of delay disease*, *divine scroll of wall of smoke*, *iron ward diamond (least)*, *divine scroll of align fang*, *divine scroll of crabwalk*, *divine scroll of rapid burrowing*

Druid Spells Prepared (CL 3rd):

2nd—*barkskin* ‡, *summon swarm*

1st—*entangle*, *pass without trace*, *produce flame*

0—*guidance*, *flare*, *resistance*, *cure minor wounds*

Spell-Like Abilities (CL 1st):

1st—*speak with (burrowing) animals* (1/day)

‡ Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8

SQ Low-light Vision, +1 racial attack bonus against kobolds, +1 to the DC of illusion spells cast, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step

Feats Spell Focus (Conjuration), Augmented Summoning

Skills Concentration +8, Craft (alchemy) +2, Handle Animal +5, Hide +5, Knowledge (nature) +6, Listen +6, Spot +4, Survival +8

Possessions combat gear plus backpack, spell component pouch, 19 gp

Sources *Revelation crystal*, *iron ward diamond* (Magic Item Compendium); *dawn*, *babau slime*, *deep breath*, *delay poison*, *wall of smoke*, *align fang*, *crabwalk*, *rapid burrowing* (Spell Compendium)

HAIRY, NOSFUZ'S ANIMAL COMPANION

Female badger animal companion

N(E) Small animal (mammal)

Init +3; **Senses** Listen +4, Spot +4

AC 18, touch 15, flat-footed 14

(+1 size, +4 Dex, +3 natural)

hp 23 (3d8+6 HD);

Fort +5, Ref +7, Will +2

Speed 30 ft. in no armor (6 squares), base movement 30 ft., burrow 10 ft.;

Melee 2 claws +7 (1d2-1) and bite +2 (1d3-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -2

Special Actions Rage

Abilities Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light vision, Scent, Link, Share Spells, Evasion

Feats Track, Weapon Finesse

Skills Escape Artist +7, Listen +4, Spot +4

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Description A furry animal with a squat, powerful body, Hairy has strong forelimbs armed with long claws for digging. Hairy is 3 feet long and weighs in at over 30 pounds.

“UNWANTED PAIN”

CR 2

Female half-elf hexblade 2

CN Medium humanoid (half-elf)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Elven, Infernal

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 15 (2d10 HD)

Fort +0, **Ref** +1, **Will** +2 (+2 vs Spells & spell-like effects)

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork longsword +6 (1d8+2) or

Ranged masterwork longbow +3 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Hexblade's Curse

Combat Gear +1 *studded leather armor*, heavy steel shield, masterwork longsword, masterwork longbow, 20 arrows, *potion of cure light wounds*, *potion of shield of faith* +2

Abilities Str 14, Dex 13, Con 10, Int 12, Wis 8, Cha 15

SQ Low-light Vision, Elven Blood, Arcane Resistance

Feats Weapon Focus (longsword)

Skills Concentration +3, Diplomacy +7, Gather Information +4, Handle Animal +4, Knowledge (arcana) +5, Listen +0, Search +2, Spellcraft +2, Spot +0

Possessions combat gear plus backpack, 12 gp

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10+ ½ hexblade's level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that

successfully resists the effect cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Sources Hexblade (Complete Warrior)

OSMAREL LEFTFOOT

CR 2

Male halfling warmage 2

CE Small humanoid (halfling)

Init +7; **Senses** Listen +2, Spot +0

Languages Common, Halfling, Infernal, Elven

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 shield)

hp 11 (2d6+2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee masterwork spear +3 (1d6) or

Ranged masterwork sling +7 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Warmage Edge, spells

Combat Gear +1 *studded leather armor*, buckler, masterwork spear, masterwork sling, 10 sling bullets, *potion of cure light wounds*, *potion of shield of faith* +2, 2 tanglefoot bags

Warmage Spells Known (CL 2nd):

1st (5/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

‡ Already cast

Abilities Str 11, Dex 16, Con 12, Int 15, Wis 10, Cha 8

SQ Low-light Vision

Feats Improved Initiative

Skills Climb +2, Concentration +6, Handle Animal +2, Hide +7, Jump +2, Knowledge (arcana) +6, Listen +2, Move Silently +5, Spellcraft +7

Possessions combat gear plus backpack, spell component pouch, 1 gp

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 a 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 warlock'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 each round.

Sources Warlock (Complete Arcane); accuracy, fist of stone, lesser orb spells (Spell Compendium)

APPENDIX 3 – APL 6

ENCOUNTER 7

FEROX

CR 7

Male half-orc ranger 7

NE Medium humanoid (half-orc)

Init +3; **Senses** Listen +11, Spot +11

Languages Common, Orc

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 armor)

hp 48 (7d8+7 HD);

Fort +6, **Ref** +8, **Will** +3

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *longsword* +10/+5 (1d8+4) and
+1 *short sword* +9/+4 (1d6+2) or

Ranged masterwork composite longbow (+3 Str) +11/+6
(1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7/+2; **Grp** +10

Special Actions +4 damage vs humans, +2 damage vs
elves

Combat Gear +1 *chain shirt*, +1 *longsword*, +1 *short
sword*, masterwork composite longbow (+3 Str), 20
arrows, *brute gauntlets*, *electric eel elixir*, 2 *divine
scrolls of rhino's rush*, *potion of shield of faith* +2,
potion of cure light wounds, *crystal of return* (least)

Ranger Spells Prepared (CL 3rd):

1st—*charm animal* ‡, *entangle*

‡ Already cast

Abilities Str 16, Dex 16, Con 12, Int 8, Wis 13, Cha 6

SQ Darkvision, Orc Blood, 1st Favored Enemy (human),
Wild Empathy, Two-Weapon Fighting Combat Style,
Animal Companion, 2nd Favored Enemy (elf),
Improved Two-Weapon Fighting Combat Style,
Woodland Stride

Feats Track, Weapon Focus (longsword), Endurance,
Power Attack, Improved Bull Rush

Skills Handle Animal +8, Knowledge (nature) +9, Listen
+11, Spot +11, Survival +11

Possessions combat gear plus backpack, 22 gp

Distracting Attack (Ex): Beginning at 4th level,
whenever you hit an enemy with a weapon attack
(whether melee or ranged), that enemy is considered
flanked by you for the purposes of adjudicating your
allies' attacks. For example, if your rogue ally attacks
that enemy, not only would she gain a +2 bonus on
her melee attack roll but she could also add her
sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is
attacked by one of your allies or until the start of your
next turn, whichever comes first.

This ability has no effect on creatures that can't be
flanked.

Sources Brute gauntlets, electric eel elixir, crystal of
return (Magic Item Compendium); rhino's rush (Spell
Compendium); Distracting Attack (Players Handbook II)

NOSFUZ EYERAK

CR 5

Male gnome druid 5

NE small humanoid (gnome)

Init +1; **Senses** Listen +8, Spot +6

Languages Common, Druidic, Gnome

AC 18, touch 12, flat-footed 17

(+1 size, +1 Dex, +2 armor, +2 shield, +2 natural)

hp 38 (5d8+10 HD); DR 3/—

Fort +6, **Ref** +2, **Will** +7 (+2 against illusions; +4 vs fey)

Speed 20 ft. in light armor (4 squares), base movement
20 ft.;

Melee club +5 (1d4+1) or

Ranged masterwork sling +6 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Spells

Combat Gear leather armor, darkwood shield,
masterwork sling, 10 sling bullets, *revelation crystal*
(lesser), *potion of cure light wounds*, *divine scroll of 2
dawn spells*, *divine scroll of babau slime*, *divine scroll
of deep breath*, *divine scroll of delay disease*, *divine
scroll of wall of smoke*, *iron ward diamond* (lesser),
divine scroll of align fang, *divine scroll of crabwalk*,
divine scroll of rapid burrowing, *potion of cure
moderate wounds*

Druid Spells Prepared (CL 5th):

3rd—*dominate animal*, *poison*

2nd—*barkskin* ‡, *summon swarm*, *bull's strength*

1st—*entangle*, *pass without trace*, *produce flame*,
lesser vigor

0—*guidance* (x2), *flare*, *resistance*, *cure minor
wounds*

Spell-Like Abilities (CL 1st):

1st—*speak with (burrowing) animals* (1/day)

‡ Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8

SQ Low-light Vision, +1 racial attack bonus against
kobolds, +1 to the DC of illusion spells cast, Animal
Companion, Nature Sense, Wild Empathy, Woodland
Stride, Trackless Step, Resist Nature's Lure, Wild
Shape (1/day)

Feats Spell Focus (Conjuration), Augmented
Summoning

Skills Concentration +10, Craft (alchemy) +2, Handle
Animal +7, Hide +5, Knowledge (nature) +8, Listen
+8, Spot +6, Survival +11

Possessions combat gear plus backpack, spell
component pouch, 19 gp

Sources Revelation crystal, iron ward diamond (Magic
Item Compendium); dawn, babau slime, deep breath,

delay poison, wall of smoke, align fang, crabwalk, rapid burrowing, lesser vigor (Spell Compendium)

HAIRY, NOSFUZ'S ANIMAL COMPANION

Female badger animal companion

N(E) Small animal (mammal)

Init +3; **Senses** Listen +4, Spot +4

AC 18, touch 15, flat-footed 14

(+1 size, +4 Dex, +3 natural)

hp 23 (3d8+6 HD);

Fort +5, **Ref** +7, **Will** +2

Speed 30 ft. in no armor (6 squares), base movement 30 ft., burrow 10 ft.;

Melee 2 claws +7 (1d2-1) and bite +2 (1d3-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -2

Special Actions Rage

Abilities Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light vision, Scent, Link, Share Spells, Evasion

Feats Track, Weapon Finesse

Skills Escape Artist +7, Listen +4, Spot +4

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Description A furry animal with a squat, powerful body, Hairy has strong forelimbs armed with long claws for digging. Hairy is 3 feet long and weighs in at over 30 pounds.

"UNWANTED PAIN"

CR 2

Female Half-elf hexblade 2

CN Medium humanoid (half-elf)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Elven, Infernal

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 15 (2d10 HD)

Fort +0, **Ref** +1, **Will** +2 (+2 vs spells & spell-like effects)

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork longsword +6 (1d8+2) or

Ranged masterwork longbow +3 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Hexblade's Curse

Combat Gear +1 studded leather armor, heavy steel shield, masterwork longsword, masterwork longbow, 20 arrows, *potion of cure light wounds*, *potion of shield of faith* +2

Abilities Str 14, Dex 13, Con 10, Int 12, Wis 8, Cha 15

SQ Low-light Vision, Elven Blood, Arcane Resistance

Feats Weapon Focus (longsword)

Skills Concentration +3, Diplomacy +7, Gather Information +4, Handle Animal +4, Knowledge

(arcana) +5, Listen +0, Search +2, Spellcraft +2, Spot +0

Possessions combat gear plus backpack, 12 gp

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10+ ½ hexblade's level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Sources Hexblade (Complete Warrior)

OSMAREL LEFTFOOT

CR 2

Male halfling warmage 2

CE Small humanoid (halfling)

Init +7; **Senses** Listen +2, Spot +0

Languages Common, Halfling, Infernal, Elven

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 shield)

hp 11 (2d6+2 HD)

Fort +2, **Ref** +4, **Will** +4

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee masterwork spear +3 (1d6) or

Ranged masterwork sling +7 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Warmage Edge, spells

Combat Gear +1 studded leather armor, buckler, masterwork spear, masterwork sling, 10 sling bullets, *potion of cure light wounds*, *potion of shield of faith* +2, 2 tanglefoot bags

Warmage Spells Known (CL 2nd):

1st (5/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

† Already cast

Abilities Str 11, Dex 16, Con 12, Int 15, Wis 10, Cha 8

SQ Low-light Vision

Feats Improved Initiative

Skills Climb +2, Concentration +6, Handle Animal +2, Hide +7, Jump +2, Knowledge (arcana) +6, Listen +2, Move Silently +5, Spellcraft +7

Possessions combat gear plus backpack, spell component pouch, 1 gp

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 a 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 each round.

Skills

Sources Warmage (Complete Arcane); accuracy, fist of stone, lesser orb spells (Spell Compendium)

APPENDIX 4 – APL 8

ENCOUNTER 7

FEROX

CR 9

Male half-orc ranger 9

NE Medium humanoid (half-orc)

Init +3; **Senses** Listen +14, Spot +14

Languages Common, Orc

AC 21, touch 13, flat-footed 18

(+3 Dex, +5 armor, +2 natural, +1 shield (Two-Weapon Defense))

hp 61 (9d8+9 HD);

Fort +7, **Ref** +9, **Will** +5

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *longsword* +12/+7 (1d8+4) and
+1 *short sword* +11/+6 (1d6+2) or

Ranged masterwork composite longbow (+3 Str) +13/+8 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9/4; **Grp** +12

Special Actions +4 damage vs humans, +2 damage vs elves

Combat Gear +1 *chain shirt*, +1 *longsword*, +1 *short sword*, masterwork composite longbow (+3 Str), *brute gauntlets*, *electric eel elixir*, 2 *divine scrolls of rhino's rush*, *potion of shield of faith* +2, *potion of cure light wounds*, *crystal of return (least)*, *belt of growth*, *crystal of life drinking (lesser)*, *potion of cure moderate wounds*

Ranger Spells Prepared (CL 4th):

2nd—*barkskin* †

1st—*charm animal* †, *entangle*

Abilities Str 16, Dex 16, Con 12, Int 8, Wis 14, Cha 6

SQ Darkvision, Orc Blood, 1st Favored Enemy (human), Wild Empathy, Two-Weapon Fighting Combat Style, Animal Companion, 2nd Favored Enemy (elf), Improved Two-Weapon Fighting Combat Style, Woodland Stride, Swift Tracker, Evasion

Feats Track, Weapon Focus (longsword), Endurance, Power Attack, Improved Bull Rush, Two-Weapon Defense

Skills Handle Animal +10, Knowledge (nature) +11, Listen +14, Spot +14, Survival +14

Possessions combat gear plus backpack, 22 gp

Distracting Attack (Ex): Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purposes of adjudicating your allies' attacks. For example, if your rogue ally attacks that enemy, not only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first.

This ability has no effect on creatures that can't be flanked.

Sources Brute gauntlets, electric eel elixir, crystal of return, belt of growth, crystal of life drinking (Magic Item Compendium); rhino's rush (Spell Compendium); Distracting Attack (Players Handbook II)

NOSFUZ EYERAK

CR 7

Male gnome druid 7

NE small humanoid (gnome)

Init +1; **Senses** Listen +9, Spot +7

Languages Common, Druidic, Gnome

AC 18, touch 12, flat-footed 17

(+1 size, +1 Dex, +2 armor, +2 shield, +2 natural)

hp 53 (7d8+14 HD); DR 3/—

Fort +8, **Ref** +4, **Will** +9 (+2 against illusions; +4 vs fey)

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee club +7 (1d4+1) or

Ranged masterwork sling +8 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options Spells

Combat Gear leather armor, darkwood shield, masterwork sling, 10 sling bullets, *revelation crystal (lesser)*, *potion of cure light wounds*, *divine scroll of 2 dawn spells*, *divine scroll of babau slime*, *divine scroll of deep breath*, *divine scroll of delay disease*, *divine scroll of wall of smoke*, *iron ward diamond (lesser)*, *divine scroll of align fang*, *divine scroll of crabwalk*, *divine scroll of rapid burrowing*, *potion of cure moderate wounds*, *divine scroll of girallon's blessing*, *divine scroll of hypothermia*, *divine scroll of splinterbolt*, *ring of silent spells*

Druid Spells Prepared (CL 7th):

4th—*infestation of maggots*

3rd—*dominate animal*, *poison*, *spike growth*

2nd—*barkskin* †, *summon swarm*, *bull's strength*, *briar web*

1st—*entangle*, *pass without trace*, *produce flame (x2)*, *lesser vigor*

0—*guidance (x2)*, *flare*, *resistance*, *cure minor wounds (x2)*

Spell-Like Abilities (CL 1st):

1st—*speak with (burrowing) animals* (1/day)

† Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8

SQ Low-light Vision, +1 racial attack bonus against kobolds, +1 to the DC of illusion spells cast, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3/day)

Feats Spell Focus (Conjuration), Augmented Summoning, Natural Spell

Skills Concentration +12, Craft (alchemy) +2, Handle Animal +9, Hide +5, Knowledge (nature) +10, Listen +9, Spot +7, Survival +11

Possessions combat gear plus backpack, spell component pouch, 19 gp

Sources Revelation crystal, iron ward diamond, ring of silent spells (Magic Item Compendium); dawn, babau slime, deep breath, delay poison, wall of smoke, align fang, crabwalk, rapid burrowing, lesser vigor, briar web, infestation of maggots, hypothermia, splinterbolt (Spell Compendium)

HAIRY, NOSFUZ'S ANIMAL COMPANION

Female badger animal companion

N(E) Small animal (mammal)

Init +3; **Senses** Listen +5, Spot +5

AC 20, touch 15, flat-footed 16

(+1 size, +4 Dex, +5 natural)

hp 38 (5d8+10 HD);

Fort +6, **Ref** +8, **Will** +2

Speed 30 ft. in no armor (6 squares), base movement 30 ft., burrow 10 ft.;

Melee 2 claws +8 (1d2) and bite +3 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -1

Special Actions Rage

Abilities Str 10, Dex 19, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light vision, Scent, Link, Share Spells, Evasion, Devotion

Feats Track, Weapon Finesse

Skills Escape Artist +7, Listen +5, Spot +5

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Description A furry animal with a squat, powerful body, Hairy has strong forelimbs armed with long claws for digging. Hairy is 3 feet long and weighs in at over 30 pounds.

"UNWANTED PAIN"

CR 4

Female Half-elf hexblade 4

CN Medium humanoid (half-elf)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Elven, Infernal

AC 18, touch 11, flat-footed 17

(+1 Dex, +4 armor, +3 shield)

hp 30 (4d10 HD)

Fort +1, **Ref** +2, **Will** +3 (+2 vs Spells & spell-like effects)

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee masterwork longsword +8 (1d8+2) or

Ranged masterwork longbow +5 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Hexblade's Curse, Dark Companion, spells

Special Actions Dodge (+1 to AC vs. one enemy)

Combat Gear +1 studded leather armor, +1 heavy steel shield, masterwork longsword, masterwork longbow, 20 arrows, *potion of cure light wounds*, *potion of shield of faith* +2, *potion of enlarge person*, 2 tanglefoot bags

Hexblade Spells Prepared (CL 2nd):

1st (1/day)—*phantom threat*, *entropic shield*

Abilities Str 14, Dex 13, Con 10, Int 12, Wis 8, Cha 16

SQ Low-light Vision, Elven Blood, Arcane Resistance, Mettle

Feats Weapon Focus (longsword), Dodge

Skills Concentration +4, Diplomacy +7, Gather Information +4, Handle Animal +5, Knowledge (arcana) +5, Listen +0, Search +2, Spellcraft +2, Spot +0

Possessions combat gear plus backpack, spell component pouch, 7 gp

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10+ ½ hexblade's level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great will power or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the effect of mettle.

Dark Companion (Ex): At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of night. Doing so takes 24 hours and uses up magical materials that cost 100gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion gains a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess), and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus cannot attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space

without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to $\frac{1}{4}$ your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Sources Hexblade (Complete Warrior); phantom threat (Spell Compendium); Dark Companion (Players Handbook II)

OSMAREL LEFTFOOT

CR 4

Male halfling warmage 4

CE Small humanoid (halfling)

Init +7; **Senses** Listen +2, Spot +0

Languages Common, Halfling, Infernal, Elven, Orc

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 shield)

hp 21 (4d6+4 HD)

Fort +3, **Ref** +5, **Will** +5

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee masterwork spear +4 (1d6) or

Ranged masterwork sling +8 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Atk Options Warmage Edge, spells

Combat Gear +1 studded leather armor, buckler, masterwork spear, masterwork sling, 10 sling bullets, *potion of cure light wounds*, *potion of shield of faith* +2, 2 tanglefoot bags, *crystal of arcane steel (least)*, *bag of endless caltrops*

Warmage Spells Known (CL 4th):

2nd (4/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*, *ray of clumsiness* (Eclectic Learning)

1st (7/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

† Already cast

Abilities Str 11, Dex 16, Con 12, Int 16, Wis 10, Cha 8

SQ Low-light Vision, Armored Mage (light), Eclectic Learning

Feats Improved Initiative, Spell Focus (evocation)

Skills Climb +2, Concentration +7, Handle Animal +3, Hide +7, Jump +2, Knowledge (arcana) +9, Knowledge (Nature) +6, Listen +2, Move Silently +5, Spellcraft +10

Possessions combat gear plus backpack, spell component pouch, 1 gp

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 a 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 each round.

Eclectic Learning (Ex): At 3rd, 6th, 11th, and 16th level, you can choose to add a new spell to your list that would normally be outside your area of expertise. The spell must be a sorcerer/wizard spell, but it can be from any school. The spell is treated as being one level higher than normal (for example, *invisibility*, a 2nd level sorcerer/wizard spell, would be treated as a 3rd level spell for you). You must be capable of casting spells of the spell's adjusted level—for instance, you can't choose a 3rd level sorcerer/wizard spell at 6th level, because the spell is treated as a 4th level spell for you. At 3rd level, Osmarel selected the 1st level spell, *ray of clumsiness*.

Sources Warmage (Complete Arcane); accuracy, fist of stone, lesser orb spells, blades of fire, fireburst, ice knife, whirling blade, ray of clumsiness (Spell Compendium); Eclectic Learning (Players Handbook II); crystal of arcane steel, bag of endless caltrops (Magic Item Compendium)

APPENDIX 5 – APL 10

ENCOUNTER 2

DIRE ELEPHANT

CR 10

N Gargantuan animal

Init +0; **Senses** Listen +8, Spot +8

AC 10, touch 6, flat-footed 10

(-4 size, +4 natural)

hp 270 (20d8+200 HD)

Fort +22, **Ref** +12, **Will** +14

Speed 30 ft. in no armor (6 squares), base movement 30 ft., climb 10 ft.;

Melee slam +26 (2d8+15) and

2 stamps +21 (2d8+7 each), or gore +26 (4d6+22)

Space 20 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +26

Atk Options Trample

Abilities Str 40, Dex 11, Con 30, Int 2, Wis 15, Cha 7

SQ Low-light vision, scent

Skills Climb +23, Listen +8, Spot +8,

Trample (Ex): When there are several opponents, a dire elephant usually attempts to trample them. As a standard action during its turn each round, it can trample opponents at least one size category smaller than itself. This attack deals 4d6+22 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 35) for half damage.

Scent (Ex): A dire elephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Description A dire elephant is a much larger version of a normal elephant, with bony plates armoring its spine and huge, vicious tusks. Its eyes are small and mean.

Sources Dire Elephant (Monster Manual II)

ENCOUNTER 7

FEROX

CR 11

Male half-orc ranger 11

NE Medium humanoid (half-orc)

Init +3; **Senses** Listen +16, Spot +16

Languages Common, Orc

AC 20, touch 13, flat-footed 17

(+3 Dex, +3 armor, +3 natural, +1 shield (Two-Weapon Defense))

hp 75 (11d8+11 HD);

Fort +8, **Ref** +10, **Will** +5

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *longsword* +14/+9/+4 (1d8+4) and +1 *short sword* +13/+8/+3 (1d6+2) or

Ranged masterwork composite longbow (+3 Str) +15/+10/+5 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11/6/1; **Grp** +14

Special Actions +4 damage vs. humans, +4 damage vs. elves, +2 damage vs. dwarves

Combat Gear *ghoul shell armor*, +1 *longsword*, +1 *short sword*, masterwork composite longbow (+3 Str), 20 arrows, *brute gauntlets*, *electric eel elixir*, 2 *divine scrolls of rhino's rush*, *potion of shield of faith* +2, *crystal of return (least)*, *belt of growth*, *crystal of life drinking (lesser)*, *potion of cure moderate wounds*

Ranger Spells Prepared (CL 5th):

2nd—*barkskin* †, *protection from energy*

1st—*charm animal* †, *entangle*

† Already cast

Abilities Str 16, Dex 16, Con 12, Int 8, Wis 14, Cha 6

SQ Darkvision, Orc Blood, 1st Favored Enemy (human), Wild Empathy, Two-Weapon Fighting Combat Style, Animal Companion, 2nd Favored Enemy (elf), Improved Two-Weapon Fighting Combat Style, Woodland Stride, Swift Tracker, Evasion, 3rd Favored Enemy (dwarf), Two-Weapon Fighting Combat Style Mastery

Feats Track, Weapon Focus (longsword), Endurance, Power Attack, Improved Bull Rush, Two-Weapon Defense

Skills Handle Animal +12, Knowledge (nature) +13, Listen +16, Spot +16, Survival +16

Possessions combat gear plus backpack, 22 gp

Distracting Attack (Ex): Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purposes of adjudicating your allies' attacks. For example, if your rogue ally attacks that enemy, not only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first.

This ability has no effect on creatures that can't be flanked.

Sources Brute gauntlets, electric eel elixir, crystal of return, belt of growth, crystal of life drinking, ghoulish armor (Magic Item Compendium); rhino's rush (Spell Compendium); Distracting Attack (Players Handbook II)

NOSFUZ EYEREAK

CR 9

Male gnome druid 9

NE small humanoid (gnome)

Init +5; **Senses** Listen +10, Spot +8

Languages Common, Druidic, Gnome

AC 20, touch 12, flat-footed 19

(+1 size, +1 Dex, +2 armor, +2 shield, +4 natural)

hp 66 (9d8+16 HD); DR 3/—

Immune Venom

Fort +9, **Ref** +5, **Will** +10 (+2 against illusions; +4 vs. fey)

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee club +8/3 (1d4+1) or

Ranged masterwork sling +9/4 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/1; **Grp** +8

Atk Options Spells

Combat Gear leather armor, darkwood shield, masterwork sling, 10 sling bullets, *revelation crystal (lesser)*, *potion of cure light wounds*, *divine scroll of 2 dawn spells*, *divine scroll of babau slime*, *divine scroll of deep breath*, *divine scroll of delay disease*, *divine scroll of wall of smoke*, *iron ward diamond (lesser)*, *divine scroll of align fang*, *divine scroll of crabwalk*, 2 *divine scrolls of rapid burrowing*, *potion of cure moderate wounds*, *divine scroll of girallon's blessing*, *divine scroll of hypothermia*, *divine scroll of splinterbolt*, *ring of silent spells*

Druid Spells Prepared (CL 9th):

5th—*animal growth*

4th—*infestation of maggots*, *freedom of movement*

3rd—*dominate animal*, *poison*, *spike growth*, *wind wall*

2nd—*barkskin* †, *summon swarm*, *bull's strength*, *briar web*, *tree shape*

1st—*entangle*, *pass without trace*, *produce flame* (x2), *lesser vigor*

0—*guidance* (x2), *flare*, *resistance*, *cure minor wounds* (x2)

Spell-Like Abilities (CL 1st):

1st—*speak with (burrowing) animals* (1/day)

† Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8

SQ Low-light Vision, +1 racial attack bonus against kobolds, +1 to the DC of illusion spells cast, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3/day), Wild Shape (Large)

Feats Spell Focus (conjuration), Augmented Summoning, Natural Spell, Improved Initiative

Skills Concentration +12, Craft (alchemy) +2, Handle Animal +11, Hide +5, Knowledge (nature) +12, Listen +10, Spot +8, Survival +13

Possessions combat gear plus backpack, spell component pouch, *infinite scrollcase*, 1 gp

Sources Revelation crystal, iron ward diamond, ring of silent spells, infinite scrollcase (Magic Item Compendium); dawn, babau slime, deep breath, delay poison, wall of smoke, align fang, crabwalk, rapid burrowing, lesser vigor, briar web, infestation of maggots, hypothermia, splinterbolt (Spell Compendium)

HAIRY, NOSFUZ'S ANIMAL COMPANION

Female badger animal companion

N(E) Small animal (mammal)

Init +3; **Senses** Listen +6, Spot +6

AC 23, touch 16, flat-footed 18

(+1 size, +5 Dex, +7 natural)

hp 53 (7d8+14 HD);

Fort +7, **Ref** +10, **Will** +3

Speed 30 ft. in no armor (6 squares), base movement 30 ft., burrow 10 ft.;

Melee 2 claws +10 (1d2) and

bite +8 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +1

Special Actions Rage

Abilities Str 11, Dex 20, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light vision, Scent, Link, Share Spells, Evasion, Devotion

Feats Track, Weapon Finesse, Multiattack

Skills Escape Artist +7, Listen +6, Spot +6

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Description A furry animal with a squat, powerful body, Hairy has strong forelimbs armed with long claws for digging. Hairy is 3 feet long and weighs in at over 30 pounds.

"UNWANTED PAIN"

CR 6

Female Half-elf hexblade 6

CN Medium humanoid (half-elf)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Elven, Infernal

AC 18, touch 11, flat-footed 17

(+1 Dex, +1 armor, +3 shield)

hp 45 (6d10 HD)

Fort +2, **Ref** +3, **Will** +4 (+2 vs Spells & spell-like effects)

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *longsword* +10/5 (1d8+3) or

Ranged masterwork longbow +7/2 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/1; **Grp** +8

Atk Options Hexblade's Curse (2/day), Dark Companion, spells

Special Actions Dodge (+1 to AC vs. one enemy)

Combat Gear +1 *studded leather armor*, +1 *heavy steel shield*, +1 *longsword*, masterwork longbow, 20 arrows, *potion of cure light wounds*, *potion of shield of faith* +2, *potion of enlarge person*, 2 tanglefoot bags, *potion of invisibility*

Hexblade Spells Prepared (CL 3rd):

1st (2/day)—*phantom threat*, *entropic shield*, *Tasha's hideous laughter*

Abilities Str 14, Dex 13, Con 10, Int 12, Wis 8, Cha 16

SQ Low-light Vision, Elven Blood, Arcane Resistance, Mettle

Feats Weapon Focus (longsword), Dodge, Mobility, Combat Casting

Skills Concentration +4, Diplomacy +7, Gather Information +4, Handle Animal +6, Knowledge (arcana) +7, Listen +0, Search +2, Spellcraft +4, Spot +0

Possessions combat gear plus backpack, spell component pouch, 7 gp

Hexblade's Curse (Su): Twice per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10+ ½ hexblade's level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great will power or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the effect of mettle.

Dark Companion (Ex): At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of night. Doing so takes 24 hours and uses up magical materials that cost 100gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion gains a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess), and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus cannot attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to ¼ your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Sources Hexblade (Complete Warrior); phantom threat (Spell Compendium); Dark Companion (Players Handbook II)

OSMAREL LEFTFOOT

CR 6

Male halfling warmage 6

CE Small humanoid (halfling)

Init +7; **Senses** Listen +2, Spot +0

Languages Common, Halfling, Infernal, Elven, Orc

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 shield)

hp 32 (6d6+6 HD)

Fort +4, **Ref** +6, **Will** +6

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee +1 *spear* +5 (1d6+1) or

Ranged masterwork sling +9 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Warmage Edge, spells

Combat Gear +1 *studded leather armor*, darkwood buckler, +1 *spear*, masterwork sling, 10 sling bullets, 3 *potions of cure light wounds*, *potion of shield of faith* +2, 2 tanglefoot bags, *crystal of arcane steel (least)*, *bag of endless caltrops*

Warmage Spells Known (CL 6th):

3rd (4/day)—*fire shield*, *fireball*, *flame arrow*, *gust of wind*, *ice storm*, *lightning bolt*, *poison*, *ring of blades*, *sleet storm*, *stinking cloud*, *resonating bolt* (Advanced Learning)

2nd (6/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's Acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*, *ray of clumsiness* (Eclectic Learning)

1st (7/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

‡ Already cast

Abilities Str 11, Dex 16, Con 12, Int 16, Wis 10, Cha 8

SQ Low-light Vision, Armored Mage (light), Eclectic Learning, Advanced Learning

Feats Improved Initiative, Spell Focus (evocation), Extra Edge

Skills Climb +2, Concentration +9, Handle Animal +4, Hide +7, Jump +2, Knowledge (arcana) +11, Knowledge (History) +5, Knowledge (Nature) +6, Listen +2, Move Silently +5, Spellcraft +12

Possessions combat gear plus backpack, spell component pouch, 51 gp

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 a 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 each round.

Eclectic Learning (Ex): At 3rd, 6th, 11th, and 16th level, you can choose to add a new spell to your list that would normally be outside your area of expertise. The spell must be a sorcerer/wizard spell, but it can be from any school. The spell is treated as being one level higher than normal (for example, *invisibility*, a 2nd level sorcerer/wizard spell, would be treated as a 3rd level spell for you). You must be capable of casting spells of the spell's adjusted level—for instance, you can't choose a 3rd level sorcerer/wizard spell at 6th level, because the spell is treated as a 4th level spell for you. At 3rd level, Osmarel selected the 1st level spell, *ray of clumsiness*.

Advanced Learning (Ex): At 3rd, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the Evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to the warmage's spell list and can be cast just like any other spell on the warmage's list. At 6th level, Osmarel selected the 3rd level spell, *resonating bolt*.

Sources Warmage, Extra Edge (Complete Arcane); Eclectic Learning (Players Handbook II); accuracy, fist of stone, lesser orb spells, blades of fire, fireburst, ice knife, whirling blade, ray of clumsiness, resonating bolt, ring of blades (Spell Compendium)

APPENDIX 6 – ALL APLS

ENCOUNTER 1

JAYCE ENTRIGAL CR 11

Male human paladin 11
 LG Medium humanoid (human)
Init -1; **Senses** Listen +2, Spot +2
Aura Courage (+3 to save vs. fear effects) within 10 feet
Languages Common, Draconic

AC 20, touch 10, flat-footed 20
 (-1 Dex, +8 armor, +2 shield, +1 deflection)
hp 83 (11d10 HD)
Immune Fear, Disease
Fort +10, **Ref** +5, **Will** +8

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;
Melee +1 *longsword* +15/+10/+5 (1d8+3/19-20) or
Ranged masterwork composite longbow (Str +2) +12/+7/+2 (1d8+2/x3))
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +13
Atk Options Smite Evil (3/day); Turn Undead (6/day as cleric 8)
Combat Gear masterwork full plate armor, heavy steel shield, +1 *longsword*, +1 *ring of protection*, *cloak of charisma* +2, masterwork composite longbow (Str +2)
Class Spells Prepared (CL 5th):
 2nd—*owl's wisdom*, *shield other*
 1st—*cure light wounds*, *divine favor*

Abilities Str 14, Dex 8, Con 10, Int 12, Wis 14, Cha 16
SQ Aura of Good, *detect evil*, Smite Evil 3/day (+3 attack/+11 damage), Divine Grace (Already added above.), Lay on Hands (33 hp), Aura of Courage, Divine Health, Turn Undead (6/day as cleric 8), *special mount*, *remove disease* 2/week
Feats Weapon Focus (longsword), Mounted Combat, Power Attack, Glorious Weapons, Divine Vigor
Skills Concentration +7, Heal +16, Ride +10, Diplomacy +12, Sense Motive +7, Knowledge (religion) +6, Knowledge (nobility/royalty) +6
Possessions combat gear plus silver holy symbol of Delleb, backpack
Sources Glorious Weapons (Complete Divine), Divine Vigor (Complete Warrior)

FREE GUARDS CR 4

Male/female human fighter 4
 LG Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 11, flat-footed 17
 (+1 Dex, +5 armor, +1 shield)
hp 36 (4d10+8 HD);
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.;

Melee masterwork longspear +8 (1d8+5/x3) or
Ranged masterwork light crossbow +6 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options Power Attack, Short Haft Flanker, Vexing Flanker
Combat Gear masterwork breastplate, masterwork longspear, buckler, masterwork light crossbow
Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Weapon Focus (longspear), Power Attack, Quick Draw, Short Haft, Vexing Flanker, Weapon Specialization (longspear)
Skills Climb +6, Ride +5, Swim +6, Diplomacy +1
Possessions combat gear plus backpack
Sources Short Haft, Vexing Flanker (Players Handbook II)

BORDER GUARDS CR 3

Male/female human rogue 3
 CG Medium humanoid (human)
Init +6; **Senses** Listen +7, Spot +7
Languages Common, Goblin, Orcish

AC 16, touch 12, flat-footed 14
 (+2 Dex, +4 armor)
hp 16 (3d6+3 HD);
Fort +2, **Ref** +5, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee masterwork longsword +4 (1d8+1/19-20) or
Ranged masterwork light crossbow +5 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Sneak Attack +2d6
Combat Gear masterwork chain shirt, masterwork longsword, masterwork light crossbow
Abilities Str 12, Dex 15, Con 13, Int 14, Wis 8, Cha 10
SQ Trapfinding, Evasion, Trap Sense +1
Feats Improved Initiative, Alertness, Stealthy
Skills Move Silently +10, Hide +10, Spot +7, Listen +7, Search +8, Disable Device +8, Climb +7, Bluff +6, Sense Motive +5, Tumble +8
Possessions combat gear plus backpack

ENCOUNTER 4

AHERAI CR 8

Female wild elf ranger 2/fighter 4/occult slayer 2
 NG Medium humanoid (elf)
Init +8; **Senses** Listen +7, Spot +7
Languages Common, Elven

AC 20, touch 15, flat-footed 16
 (+4 Dex, +5 armor, +1 deflection (*ring of protection* +1))
hp 69 (2d8+6d10+16 HD);

Fort +11, Ref +10, Will +3

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee +1 *longsword* +11 (1d8+4/19-20/x2)

Ranged +1 *composite longbow* +14/+9 (1d8+5/20/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Improved Rapid Shot, Manyshot, Weapon Bond, Mind over Magic, Vicious Strike

Special Actions +2 damage vs. humans

Combat Gear +1 *composite longbow* (+2 Str), 20 arrows, +1 *longsword*, +1 *chain shirt*, +1 *cloak of resistance*, +1 *ring of protection*, *divine scroll of rhino's rush*, *tanglepatch*

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 11

SQ 1st Favored Enemy (human), Wild Empathy, Archery Combat Style, Magical Defense +1

Feats Track, Rapid Shot, Improved Initiative, Precise Shot, Point Blank Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Manyshot,

Skills Hide +10, Knowledge (arcana) +2, Listen +7, Move Silently +11, Spot +7, Spellcraft +1

Possessions combat gear plus backpack, 7 gp

Magical Defense (Ex): You have a +1 bonus to saving throws vs. spells and spell-like abilities.

Weapon Bond (Su): You must choose a particular weapon of at least masterwork quality as a focus for your power. The chosen weapon is imbued with the force of your hatred for spellcasters. A successful attack with this weapon against spellcasters or creatures with spell like abilities deals an extra 1d6 points of damage. If the weapon is lost or destroyed you lose this ability until you form a bond with the same kind of weapon.

Mind over Magic (Su): You can cause a spell or spell-like ability targeted against you to rebound onto the originator as a free action. This ability functions like a spell turning spell (caster level 7). You can use this ability 1 times per day.

Vicious Strike (Ex): If you ready an action to disrupt a spellcaster you deal double damage, if the attack hits.

Sources Occult Slayer (Complete Warrior): *rhino's rush* (Spell Compendium); *tanglepatch* (Magic Item Compendium)

DELEPHA

CR 8

Male wild elf ranger 2/fighter 6

NG Medium humanoid (elf)

Init +8; **Senses** Listen +7, Spot +7

Languages Common, Elven

AC 20, touch 15, flat-footed 16

(+4 Dex, +5 armor, +1 deflection (*ring of protection* +1))

hp 69 (2d8+6d10+16 HD);

Fort +9, **Ref** +9, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee +1 *longsword* +12 (1d8+4/19-20/x2)

Ranged +1 *composite longbow* +14/+9 (1d8+5/20/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Improved Rapid Shot, Manyshot

Special Actions +2 damage vs. humans

Combat Gear +1 *composite longbow* (+2 Str), 20 arrows, +1 *longsword*, +1 *chain shirt*, +1 *cloak of resistance*, +1 *ring of protection*, *divine scroll of rhino's rush*, *tanglepatch*

Abilities Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 11

SQ 1st Favored Enemy (human), Wild Empathy, Archery Combat Style

Feats Track, Rapid Shot, Improved Initiative, Precise Shot, Point Blank Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Manyshot, Improved Rapid Shot

Skills Hide +14, Knowledge (nature) +5, Listen +7, Move Silently +14, Spot +7, Survival +5

Possessions combat gear plus backpack, 7 gp

Sources *Rhino's rush* (Spell Compendium); *tanglepatch* (Magic Item Compendium)

WILD ELF HUNTER

CR 6

Male wild elf ranger 2/fighter 4

NG Medium humanoid (elf)

Init +8; **Senses** Listen +7, Spot +7

Languages Common, Elven

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor)

hp 47 (2d8+4d10+6 HD);

Fort +9, **Ref** +9, **Will** +2

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword +9 (1d8+3/19-20/x2)

Ranged +1 composite longbow +12/+7 (1d8+5/20/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options Rapid Shot, Manyshot

Special Actions +2 damage vs. humans

Combat Gear +1 *composite longbow* (+2 Str), 20 arrows, masterwork longsword, +1 *chain shirt*, +1 *cloak of resistance*, *potion of invisibility*, *potion of shield of faith* +2, *divine scroll of rhino's rush*, *tanglefoot bag*

Abilities Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 11

SQ 1st Favored Enemy (human), Wild Empathy, Archery Combat Style

Feats Track, Rapid Shot, Improved Initiative, Precise Shot, Point Blank Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Manyshot

Skills Hide +11, Knowledge (nature) +5, Listen +7, Move Silently +11, Spot +7, Survival +5

Possessions combat gear plus backpack, 7 gp

Sources *Rhino's rush* (Spell Compendium)

WILD ELF ARCHER

CR 3

Male wild elf ranger 2/fighter 1

NG Medium humanoid (elf)

Init +7; **Senses** Listen +7, Spot +7

Languages Common, Elven

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor)

hp 22 (2d8+1d10+3 HD);

Fort +6, **Ref** +6, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork longsword +6 (1d8+3/19-20/x2)

Ranged masterwork composite longbow +7
(1d8+2/20/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Rapid Shot

Special Actions +2 damage vs. humans

Combat Gear masterwork composite longbow (+2 Str),
20 arrows, masterwork longsword, +1 *chain shirt*,
potion of cure light wounds, *potion of shield of faith*
+3

Abilities Str 14, Dex 17, Con 13, Int 10, Wis 10, Cha 11

SQ 1st Favored Enemy (human), Wild Empathy, Archery
Combat Style

Feats Track, Rapid Shot, Improved Initiative, Precise
Shot, Point Blank Shot

Skills Hide +8, Knowledge (nature) +5, Listen +7, Move
Silently +8, Spot +7, Survival +5

Possessions combat gear plus backpack, 7 gp

ENCOUNTER 6

CAMOUFLAGED PIT TRAP

CR 2

Description 10-ft. x 10-ft.; 20-ft. deep

Search DC 24; **Type** mechanical

Trigger location; multiple targets (first target in each of
two adjacent 5-ft. squares)

Effect 2d6, fall; DC 20 Reflex save avoids

Duration instantaneous; manual reset

Disarm DC 19

DM AID: NEW RULES

NEW FEATS

Divine Vigor (*Complete Warrior*)

You can channel energy to increase your speed and durability.

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Extra Edge (*Complete Arcane*)

Your ability to deal spell damage is particularly striking.

Prerequisite: Warmage level 4th.

Benefit: You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

Normal: A character's warmage edge is equal to his Intelligence modifier.

Glorious Weapons (*Complete Divine*)

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as a standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

Short Haft (*Players Handbook II*)

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

Prerequisite: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

Benefit: As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action, you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

Special: A fighter can select Short Haft as one of his fighter bonus feats.

Vexing Flanker (*Players Handbook II*)

You excel in picking apart an opponent's defenses when your allies also threaten him.

Prerequisite: Combat Reflexes.

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

NEW ITEMS

Bag of Endless Caltrops (Magic Item Compendium)

This nondescript brown leather pouch is secured with a piece of twisted wire that has several sharp points.

Five times per day, you can reach into this pouch and pull out a handful of caltrops (enough to cover a 5-foot square). In addition to the activation cost, filling a 5-foot square with caltrops by hand requires a standard action.

The caltrops produced are not magical and follow all the rules for normal caltrops (PH 126). It is activated by manipulation as a move action.

Moderate (DC 19) conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 800 gp; Weight 5 lbs.

Belt of Growth (Magic Item Compendium)

This thick brass belt looks like it is riddled with cracks. It bends as though it has been stretched out of shape.

When you activate a *belt of growth*, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size.

A *belt of growth* functions once per day. It is activated by command as a standard action.

Moderate (DC 20) transmutation; CL 10th; Craft Wondrous Item, *enlarge person*; Price 3,000 gp; Weight —.

Brute Gauntlets (Magic Item Compendium)

This pair of heavy black leather gauntlets is set with metal studs.

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

They are activated by command as a swift action.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 500 gp; Weight —.

Collar of Resistance-Will (New Item)

This nondescript brown leather collar is crafted from fine leather.

This magical animal collar provides a wearer of animal intelligence with a +2 competence bonus to Will saves.

Faint abjuration; CL 6th; Craft Wondrous Item, *resistance*; Price: 1,334 gp; Weight —.

Crystal of Arcane Steel (Magic Item Compendium)

The needlelike iron deposits in this spherical quart crystal pulsate with arcane energy.

A *crystal of arcane steel* is designed for those who can blend magical and martial arts into a single strike. It functions only when attached to a melee weapon.

Least: This crystal grants a +1 insight bonus on your weapon damage roll when delivering a spell or spell-like ability through a melee attack with the weapon.

Lesser: As the least crystal, and it also grants you a +1 insight bonus on the attack roll.

Greater: As the lesser crystal, and it also increases the save DC of the spell or spell-like ability by 1.

Faint (DC 17) transmutation; CL 5th; Craft Magic Arms and Armor, *magic weapon*; Price 500 gp (least), 2,000 gp (lesser), 6,000 gp (greater); Weight —.

Crystal of Life Drinking (Lesser) (Magic Item Compendium)

This transparent black crystal has a faint, sickly glow.

A *crystal of life drinking (lesser)* bestows a small amount of life energy upon you each time you damage a living creature with the weapon to which it is attached. Dealing nonlethal damage with the weapon doesn't activate the crystal's effect.

Each time you deal damage to a living creature with the weapon to which this crystal is attached, you heal 3 points of damage. When the crystal has healed a total of 30 points of damage, it becomes inert until the following day.

Faint (DC 17) necromancy; CL 5th; Craft Magic Arms and Armor, *vampiric touch*; Price 1,500 gp; Weight —.

Crystal of Return (Least) (Magic Item Compendium)

This crystal is the color of a cloudless sky.

A *crystal of return* allows a weapon to leap into its owner's hand.

This least crystal allows you to draw the weapon to which it is attached as a free action.

Faint (DC 17) transmutation; CL 5th; Craft Magic Arms and Armor, *mage hand*; Price 300 gp; Weight —.

Electric Eel Elixir (Magic Item Compendium)

This vial contains blue liquid with sparkling yellow motes dancing within it.

Imbibing *electric eel elixir* turns your skin silvery and grants you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0).

Furthermore, one time while the elixir is in effect, you can make a melee touch attack that deals 1d8+1 points of electricity damage. You gain a +3 circumstance bonus on the attack roll if the target is wearing metal armor. The elixir's effect lasts for 12 hours.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *alter self*, *shocking grasp*; Price 400 gp; Weight —.

Ghoul Shell Armor (Magic Item Compendium)

This armor consists of shaped and fitted sections of ghoulish flesh sewn together to cover the entire body, except for the head, hands, and feet. A gaunt face is emblazoned on the chestpiece.

This suit of +1 leather allows you to make up to three touch attacks per day that replicate the *ghoul touch* spell (Fort DC 15 negates).

The suit's effect is activated mentally as a standard action.

Strong (DC 21) necromancy; CL 12th; Craft Magic Arms and Armor, *create undead*, Knowledge (religion) 5 ranks; Price 10,160 gp; Weight 15 lbs.

Infinite Scrollcase (Magic Item Compendium)

This elaborate mahogany tube has a slit that runs along its length. A wooden dowel, capped on the ends with gold, fits against the slit, locking into place with jeweled clasps.

An *infinite scrollcase* holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an *infinite scrollcase*, the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an *infinite scrollcase*, you gain a +4 competence bonus on Concentration checks made to cast that spell defensively.

If you have at least a +1 base attack bonus, you can retrieve a scroll from an *infinite scrollcase* as part of a move action, similar to drawing a weapon. It is activated by manipulation as a move action.

Moderate (DC 19) conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,800 gp; Weight 3 lbs.

Iron Ward Diamond (Magic Item Compendium)

This dun and ecru diamond is incredibly durable.

An *iron ward diamond* lends its toughness to armor, helping it absorb blows in combat.

Least: The least version of this augment crystal grants you damage reduction 1/—. This damage reduction stacks with similar damage reduction granted by any other source. Once the clasp has prevented a total of 10 points of damage, it becomes inert until the following day.

Lesser: As the least crystal, except that it grants damage reduction 3/— until it has prevented a total of 30 points of damage. A *lesser iron ward diamond* functions only when attached to medium or heavy armor.

Greater: As the least crystal, except that it grants damage reduction 5/— until it has prevented a total of 50 points of damage. A *greater iron ward diamond* functions only when attached to heavy armor.

Moderate (DC 18) evocation; CL 7th; Craft Magic Arms and Armor, *stoneskin*; Price 500 gp (least), 2,000 gp (lesser), 8,000 gp (greater); Weight —.

Revelation Crystal (Magic Item Compendium)

This tiger's-eye gem bears a striking resemblance to the eye of a cat, its gaze seeming to dart about.

A *revelation crystal* helps you battle foes who rely on invisibility.

Least: When you damage an invisible creature using a weapon with this augment crystal attached, the creature emits a glowing golden aura for 1 round, allowing everyone to know the square or squares it occupies and where it moves during that duration. The aura is as bright as a torch. Despite the glow in the square, creatures that attack the invisible foe still suffer a 50% miss chance; the glow merely allows them to determine the appropriate square to attack.

Lesser: As the least crystal, but any active invisibility effects on the damaged creature are also suppressed for 1 round (even if the invisibility is natural or extraordinary).

Greater: As the lesser crystal, but it also suppresses active effects on the damaged creature that grant concealment or similar effects (such as *blur* or *displacement*) for 1 round. This has no effect on concealment granted by the environment (such as fog or a *darkness* spell).

Moderate (DC 19) divination; CL 9th; Craft Magic Arms and Armor, *true seeing*; Price 400 gp (least), 1,000 gp (lesser), 5,000 gp (greater); Weight —.

Ring of Silent Spells (Magic Item Compendium)

Sculpted teeth surround the soft silk padding of this copper band, like a mouth biting down on a gag.

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day. It is activated by command as a swift action.

Faint (DC 17) illusion; CL 5th; Forge Ring, Silent Spell, *silence*; Price 2,000 gp; Weight —.

Tanglepatch (Magic Item Compendium)

Vines, creeping ivy, and gnarled roots knot together to form this dense tangle of vegetation.

To use a *tanglepatch*, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an *entangle* effect (as the spell) centered on the point of impact, with a duration of 5 rounds. Once activated, a *tanglepatch* is expended and cannot be used again. It is activated by being thrown as a standard action.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *entangle*; Price 200 gp; Weight 1 lb.

NEW SPELLS

Align Fang (Spell Compendium)

Transmutation [see text]

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You kneel beside your animal companion and press a sprig of mistletoe against its forehead, calling upon the power of nature.

Align fang makes a creature's natural weapons good-, evil-, lawful-, or chaotic-aligned, as you choose. A natural weapon that is aligned can overcome the damage reduction of certain creatures, usually outsiders of the opposite alignment. This spell has no effect on a natural weapon that is already treated as being aligned, such as the claw or bite attack of most demons.

You can't cast this spell on a manufactured weapon, such as a sword.

When you cast this spell to make a natural weapon good-, evil-, lawful-, or chaotic-aligned, *align fang* is a good, evil, lawful, or chaotic spell, respectively.

Babau Slime (Spell Compendium)

Transmutation

Level: Abyss 3, druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You press the viscous ball of demon sweat between your fingers and speak the eldritch words. Your flesh and equipment begin to weep hot red tears that quickly form a coating over your body.

This demon-inspired transmutation causes the subject to secrete a slimy red layer of jelly that coats its skin, armor, and equipment. A creature that strikes a slime-protected subject with an unarmed strike, a touch attack (including a touch spell), or a natural weapon takes 1d8 points of acid damage. Any creature in a grapple with the target of *babau slime* takes 1d8 points of acid damage at the beginning of its turn.

Arcane Material Component: A drop of babau slime.

Briar Web (Spell Compendium)

Transmutation

Level: druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

With a sound like a thousand knives being unsheathed, the plants in the area grow sharp thorns and warp into a thick briar patch.

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Crabwalk (Spell Compendium)

Transmutation

Level: Bard 1, druid 1, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The creature you touch now moves much faster, scuttling about with disconcerting ease.

When the subject of this spell charges, it gains a +4 bonus on its attack roll and takes no penalty to Armor Class. This benefit replaces the normal +2 bonus on attack rolls and -2 penalty to AC that a charge attack normally confers. If the creature is capable of multiple attacks after a charge, such as a lion with the pounce ability, the bonus applies only to the first attack.

Material Component: A crab's leg.

Dawn (Spell Compendium)

Adjuration

Level: Druid 0, ranger 1

Components: V

Casting Time: 1 swift action

Range: 15 ft.

Target: All creatures in a 15-ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

With a cry similar to a rooster's, you cast the spell. For a moment you feel as if you had just awakened from a comfortable nap, but as the feeling fades, those around you begin to stir.

All sleeping creatures in the affected area awaken. Those who are unconscious because of nonlethal damage wake up and are staggered. This spell does not affect dying creatures.

Deep Breath (Spell Compendium)

Conjuration (Creation) [Air]

Level: Druid 1, ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

You let out a quick cry and instantly feel your chest swell with air, as if you had taken a deep breath. Strangely, you feel no need to exhale.

Your lungs instantly fill with air, and continue to refill with air for the duration of the spell. When the spell's duration expires, you can continue to hold your breath as if you had just gulped down a lungful of air.

You can cast this spell with an instant utterance, quickly enough to save yourself from drowning after being suddenly plunged into water.

Delay Disease (Spell Compendium)

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You press your focus to the creature and implore the contagion that ravages it to be dormant. As the spell takes effect, a dim yellow glow passes over the creature's body.

The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell. *Delay disease* allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease. Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. *Delay disease* does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases.

Girallon's Blessing (Spell Compendium)

Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The touched subject appears to be in discomfort for an instant before arms erupt from its torso with a damp squelch.

You give the subject an additional pair of arms. Each of its arms—new and old—ends in a clawed hand with fingers and an opposable thumb. The creature's original arms (if any) are its primary arms, and new limbs are secondary limbs (if the subject had no arms, the arms created by the spell are its primary arms).

The creature gains four claw attacks, each using its base attack bonus + its Str modifier for attack rolls. Each claw deals 1d4 points of damage + the subject's Str modifier, and if an opponent is struck by two or more claws in 1 round, the subject can rend it for an additional 2d4 points of damage + 1-1/2 times its Str modifier.

A creature cannot use normal weapons and the claw attacks in the same round, and the subject does not gain additional claw attacks from a high base attack bonus.

Material Component: A few strands of girallon hair.

Hypothermia (Spell Compendium)

Evocation [Cold]

Level: Cleric 4, druid 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The fighter drops to her knees, her face pale and a bluish cast to her lips and fingers. A cloud of frosted breath escapes her lips as she whispers. "So . . . c-c-cold . . ."

The subject takes 1d6 points of cold damage per caster level (maximum 10d6) and becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue.

Infestation of Maggots (Spell Compendium)

Necromancy

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

You touch your foe with the dust of dead flies on your fingers, giving birth to hundreds of writhing maggots in his flesh.

With a successful melee touch attack, you infest a creature with maggotlike creatures. If the touched creature fails a Fortitude saving throw, the magical maggots deal 1d4 points of Constitution damage each round at the beginning of your turn. The subject makes a new Fortitude save each round to negate the damage in that round and end the effect.

The infestation can be removed with a *remove disease* or *heal* spell.

Material Component: A handful of dead, dried flies.

Rapid Burrowing (Spell Compendium)

Conjuration (Healing)

Level: Druid 1, ranger 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Playing your fingers like a mole's forepaws completes the spell. With your touch, the target's digging appendages increase in size and sharpness.

This spell increases the touched creature's burrow speed by 20 feet. It has no effect on other modes of movement, nor does it grant the subject a burrow speed or the ability to burrow through stone if the creature cannot already do so.

Rhino's Rush (Spell Compendium)

Transmutation

Level: Paladin 1, ranger 1, Wrath 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

A violent fury consumes you. You seek nothing more than to charge at your enemies and bash in their heads.

This spell allows you to propel yourself in a single deadly charge. The first charge attack you make before the end of the round deals double damage on a successful hit.

Splinterbolt (Spell Compendium)

Conjuration (Creation)

Level: Druid 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more streams of splinters

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You extend your hand toward your foe, flicking a single sliver of wood into the air, and a splinter larger than a titan's javelin whistles through the air.

You must make a ranged touch attack to hit the target. If you hit, the *splinterbolt* deals 4d6 points of piercing damage. A *splinterbolt* threatens a critical hit on a roll of 18-20.

You can fire one additional *splinterbolt* for every four levels beyond 3rd (to a maximum of three at 11th level). You can fire these *splinterbolts* at the same or different targets, but all *splinterbolts* must be aimed at targets within 30 feet of each other and fired simultaneously.

A creature's damage reduction, if any, applies to the damage from this spell. The damage from *splinterbolt* is treated as magic and piercing for the purpose of overcoming damage reduction.

Material Component: A splinter of wood.

Vigor, Lesser (Spell Compendium)

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Wall of Smoke (Spell Compendium)

Conjuration (Creation) [Water]

Level: Druid 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level (S)

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You wave your hand in a circular motion, and black smoke swirls into existence as a dark wall.

This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a *wall of smoke*, but it must make a Fortitude save to avoid being nauseated for 1 round.

A moderate wind (11+ mph), such as a *gust of wind* spell, destroys the wall in 1 round.

This spell does not function underwater.