

YEO4-04

Season of the Wolf

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

Version 1.2

by Jason Mayberry

The woods are darker now and more dangerous. The residents of Shalehal lock their doors and shutter their windows now when night falls and the mists creep in. Everyone stokes the fire a little higher when the wolves howl from the Shale Fens. Not marked on any calendar, the Season of the Wolf is upon us. A Yeomanry Regional adventure for APLs 2-12, and Part One of the *Ties That Bind* series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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

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 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

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

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

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

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 a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, who, in turn, elect Grosspokesmen that serve 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.

Life in the Yeomanry is changing. There is a greater influx of magic as trade between the Sheldomar nations grows. And with constant rumors of giants gathering in the mountains, Scarlet Brotherhood agents sneaking into the country, and horrors creeping out of the Passage of Slerotin, the average Yeoman is now both more militant and more vigilant.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

PCs in the militia or army are not considered activated for this adventure.

Is this a "Dustdigger Module?"

PCs belonging to the Academy of Lore are not considered activated for this adventure.

Is this "Promotion Worthy?"

No.

Shalehal (pop 800)

Shalehal, pronounced "Shal a hale", is a large, unfortified village nestled within the depths of the Sylvan Wood of

the far southwest of the Yeomanry. It has the notoriety of being the only town in the Yeomanry with an elven majority. Not surprisingly, the town's major export is lumber and products derived there from. Its fabled Silveroaks are much sought after in both the Yeomanry and other Sheldomar nations. The elves here take great pride in the preservation of the surrounding woods, and are very selective in determining what trees should be harvested. This selective culling has made demand for Shalehal lumber, and silveroak wood specifically, high, and the village has a moderate degree of wealth that belies its size. The town has made a pact with the treants who reside in the forest. The treants protect the town from major threats, and in exchange they have a say in what trees can be used by the elves. Only the town itself is protected, however. Those who wander too far into the woods themselves are fair game for the dangers of the forest.

🏰 Shalehal (village): Conventional; AL NG; 500 gp limit; Assets 20,000 gp; Population 800 adults; Mixed (57% elf, 21% human, 15% half-elf, 6% gnome, 1% halfling).

Authority Figures: Grosspokesman Hianian Tirel, male elf Wiz5/Ari1; Liandriel Naldros, Captain of Sylvan Wardens, female elf Rgr3/War4.

Typical Guard Patrol: In town, the typical patrol is basic militiamen consisting of a yeoman of the guard (Ftr2) and 1d4 militiamen (Ftr1 or War2). In the woods, a typical Sylvan Warden patrol is a Silverleaf (Rgr2) and 1d4+1 Redwillows (Rgr1 or War3). Militia members on-duty in town wear the standard bright red Yeomanry tabard, while Sylvan Guards are distinguished only by their silver cloak clasps done as a stylized oak leaf.

Healing: The Hall of Zilchus serves mainly as the town's bank and underwrites the lucrative lumber transactions, but it also hosts at least one lower level cleric and keeps some potions and scrolls on hand for adventurers. Prices are steep, however. Non-Zilchans will pay 10% more for healing magic. There is also a shrine to Rillithane somewhere in the depths of the woods, but finding it is problematic. PCs with the Track feat can find it with a Survival check (DC 15+ APL). There is also a small chapel, the Chapel of Sylvan Courage, dedicated to Heironeous that is kept by Alludra Tehdris (Clr6), a former adventurer.

The Shale Fens

The Shale Fens are a marshy area half-a-league distant from Shalehal along the Westburn Road. The fens are almost perpetually covered in deep mists, and are home to numerous fey. Sages speculate that the cold runoff waters of the Burn River flows down from the Crystalmists and mingles with hot springs in the Fens to create the misty conditions. Others say it is the work of the native fey. Whatever the reason, the Shale Fens are filled with wispy fogs and mists at almost all times but the searing heat of high summer.

A portion of the Westburn Road winds through the Fens on its way to Shalehal, and travelers on the road prefer not to linger. The fey of the Shale Fens are generally peaceful, though not above pranks and practical jokes, and those that stick to the road are usually left with spooky sounds and disquieting illusions. The few who are lured from the path find themselves lost and the victims of more frightening and vicious, though ultimately harmless, pranks. Evil fey do exist in scattered pockets, but when their deprivations grow too great, they are usually driven out by their good kin or the Sylvan Guards. By ancient agreement, the treants of the Sylvan Wood do not interfere in this particular section of the forest.

Background

This adventure is meant to be the first part of a three or four part series. Some information has been left out purposefully in order not to spoil future events for you the judge. Bear in mind as you are judging that you might not have access to all the information of what will come out in the series. This is part of a series involving the redemption of a fallen paladin of Ehlonna and the defeat of a manipulative vampire. In this particular scenario, the characters are introduced to the paladin and hopefully defeat one of the vampire's lieutenants. It takes place near the town of Shalehal and adds further geographic definition to that area.

In Shalehal, the PCs stop to rest at Nathria's Respite, an inn close to the main square. While there, they receive a request for a meeting at the Temple of Zilchus. At the temple, they meet Malethane Trianius, a local artisan, and Burgemeister Hamund, a priest of Zilchus. Trianius, a well-known bowyer and woodcarver, is working on a commission of longbows for a group of officers of the Yeoman Army. The bows themselves are finished, but he uses a special corded silk for the bowstrings. The merchant who delivers the silk is missing, along with his shipment. He was last seen on his wagon with two bodyguards on the road from Westburn to Shalehal. The Church of Zilchus had insured the shipment, but rather than pay the loss they would like to hire the PCs to investigate and possibly salvage the shipment. Malethane has agreed both because he wants to preserve his reputation for timely completion and because the merchant is a personal friend.

Andrij the merchant deals in silks from the Amedio peninsula. He has them shipped up in raw form and he weaves and bundles the silk for delivery to the Yeomanry, Keoland, and Geoff. At the end of his season, he keeps some corded stock to personally deliver to his friend, Malethane. He disappeared in the Shale Fens, a misty wood fen between Shalehal and Westburn. The area is slightly marshy and home to many fey creatures, though the elves of the nearby Sylvan Wood make sure to drive out evil or destructive fey. At the present time of year, the Fens are blanketed with heavy mists, dropping visibility considerably. The unwary are easily lost in the

mists and mischievous fey often use *ghost sound* and illusions to cause strangers to drift off the path. There have been scattered disappearances in the weeks before, but the bodies were always recovered and the deaths attributed to wild animal attacks. Rangers in the area warn of numerous mountain wolf packs driven out of the Jotens by the depredation of giants and lack of game.

In reality, Andrij was directly targeted by orders of Alyssis Blackthorn, a rival merchant. Alyssis, who is a vampire, has many interests, including silk trade. She wanted to usurp Andrij's silk custom and decided the easiest way to take it over would be to have him "offed". She had her henchman, the werewolf Kayn, and his band ambush Andrij on his way through the Shale Fens. It was supposed to be a covert assassination and return, but Kayn has decided he likes the Shale Fens and wants to stay. After butchering the merchant in a particularly brutal fashion, he has taken to preying on the locals. Alyssis has come to the conclusion that Kayn is losing control of his bestial side and she has used her contacts in the Church of Zilchus to arrange for a party to take him out. One of her many contacts in the church is Burgemeister Hamund. She keeps him in a high lifestyle of wine, women, and song that he could not otherwise afford as a rector of a small community, and in exchange he passes along information and does the occasional favor. Lately, he has begun siphoning off sums to fund her special projects, such as what happened to the missing funding for the Heironean orphanage. He knows of a few others in the church who are friendly to her interests, but is unaware of the extent of her influence and of the fact that she is a vampire.

Almost all possible outcomes are beneficial for her. If the PCs kill Kayn and his band, she is rid of a dangerous and uncontrollable minion and all trace of her involvement is gone. If Kayn defeats the PCs, she will be rid of a troublesome group of adventurers who might interfere with her plans later. One of the players will be given an amulet on loan (*amulet of natural armor +2*) by Burgemeister Hamund with a symbol of a thorny rose. The amulet was given to Hamund by Alyssis and in addition to its normal protective enchantment, it has scrying magic embedded to allow her to keep tabs on what the characters are doing and whether they have successfully defeated Kayn and his minions. At random points, PCs may make Int checks to detect scrying (DC 25), but the magic is subtle and in no way should they be given the information that the amulet is the focus. When he sees it, Kayn gets the message to stay in line or die.

Divinations

The following spells will provide the caster no useful information about Toliver Gan, due to the divine protections of Ehlonna upon his person: *discern lies*, *zone of truth*, *detect thoughts*, *legend lore*. The caster will not know why the spell failed/generated no useful information or behavioral modification, just that it has. Attempts to *scry*

or track Gan with magic will fail due to these divine protections as well.

Attempts to *scry* the whereabouts of Tolliver's fiancé, Nathria, reveal the following venue (via a *screen* spell placed on her location): "A beautiful human girl of mixed heritage seems to be laughing and playing 'Five Corners,' a game popular in Nyronnd. She is laughing as she plays and holds a party mask in one hand as she moves the pieces. A glass of red wine sits nearby. Behind her you see various costumed and masked party-goers dancing. You are unable to discern a location, but get the sense of a great distance."

Attempts to use *commune*, *divination*, *greater divination*, or any other spell that attempts to seek the guidance of an extraplanar entity or power, receives the following message:

"Your pleas to us fall on deaf ear,
Forbidden we are to interfere.
Seek the task at hand, we say,
Pawns must move when Powers play."

Adventure Summary

Encounter One: On the road to Shalehal, the PCs are attacked by a pack of "wolves" (worgs, dire wolves, winter wolves, fiendish winter wolves - depending on the APL) that appear faintly evil. The wolves attack without warning and the PCs are thrown into initiative as soon as they sit down to the table. The PCs are hard-pressed, but the pack is eventually driven off.

Encounter Two: In Shalehal. While the PCs are enjoying a mid-day meal, they are asked to meet with Trianius, a local artisan, at the Temple of Zilchus. There they are given the mission to find the merchant, Andrij, and his shipment of silk. He disappeared in the Shale Fens, a misty wood marsh less than a league from Shalehal.

Encounter Three: On their way back to the inn, the PCs run into a scuffle between townsfolk and Toliver Gan, the town drunk. Gan is a former paladin of Ehlonna who has fallen on hard times and taken to drowning his sorrows in drink. His fateful collision with the PCs has repercussions in later adventures of the series. The PCs may choose to aid either Gan or the mob. This is not meant as a combat encounter, but rather as a chance for the PCs to roleplay and/or utilize skills. If they come to blows, appropriate stats are given, but excessive force upon civilians will bring the full force of the law upon them.

Encounter Four: The PCs encounter some wolves (or dire wolves) surrounding a great stag. The wolves are not evil, just hungry. They will turn and attack the PCs if they interfere. The stag, however, is fey. PCs might think the right thing to do would be to rescue the stag. In reality, this is "against the natural order" and the wrong thing to do. The stag is mighty, but old and

wishes to die in battle. The wolves are natural and just hungry. If the PCs do nothing, they will have demonstrated respect for the Way of Nature and the fey of the Shale Fens will aid them and eventually lead them to the werewolf's camp and the body of Andrij. If they interfere, the fey lead them astray and play tricks on them.

If the PCs decide to rest for the night to heal and regain spells, they see burning sets of eyes at the edge of the firelight surround the camp. Occasionally, a wolf or two will race in to attack a random PC. Not meant to be truly dangerous, but this should keep PCs awake and on their toes all night.

Encounter Five: If the PCs tried to save the white stag, the forest fey plague them with pranks, snipes, and illusions. There is nothing lethal, but they do try to get the PCs lost, confused, and frustrated. If the PCs allowed nature to take its course, the fey will assist the PCs here.

Encounter Six: Neydus the druid, an ally of the werewolf, ambushes the PCs with spells and summoned monsters. If he is overwhelmed, he will attempt to flee and warn Kayn.

Encounter Seven: The PCs either confront or are ambushed by Kayn the werewolf and the remaining members of his band. Kayn's camp has various pit traps and sharpened-branch traps and the constant mists make combat difficult.

Conclusion: The PCs recover the body of Andrij and his shipment and report back to Malethane for their reward.

Introduction

Before beginning play, the DM must determine which PCs hail from which locations in the Yeomanry. This has a bearing on certain aspects of the module. Specifically, those PCs from Shalehal and the Little Hills may have an easier time of it. Those with no specific locale or who have not chosen one are assumed to be vagrant or unsettled.

Next, determine if any of the PCs are on covert assignment during the module. This is only possible for natives of the Yeomanry region and active members of either the Church of Seven Faiths (Co7F) or the Church of Heironeous (CoH).

If none of the PCs qualify, skip this section and proceed to the first encounter. If some of the characters are Yeoman, the DM should obtain the following information from each: hometown and membership in meta-organizations. If any of the following statements apply to any of the Yeoman PCs at the table, *all* Yeoman players should be taken aside individually by the DM and briefed as appropriate. This is to prevent one PC from being singled out for suspicion. For PCs that do not fit any of the categories below, the DM should simply remind the player not to discuss this pre-brief.

If a PC is from Shalehal, give them **Player Handout #1**.

If a PC is a member of the Church of Seven Faiths, give them **Player Handout #2**.

If a PC is a member of the Church of Heironeous, give them **Player Handout #3**.

The DM should remind each player that this is a confidential assignment, not to be revealed or discussed with other players unless compelled or forced to do so by special circumstances. The DM should note any characters that blatantly reveal the nature of their mission for later reprimand. Even characters in the same category do not know they are working for the same ends and should not reveal to each other that they are on covert mission without a compelling in-game reason.

Encounter One: Pack Attack

Light: Morning daylight, muted by mists and leafy canopy.

Sounds: Low voices in conversation (Listen DC 10). No animal sounds (Listen DC 15 + APL to realize, Knowledge (nature) DC 10 + APL to understand significance).

Auras: Faint evil. There is no time to cast *detect* spells before the attack, but those who have innate or spell-like abilities may use them.

Refer to DM Aids: Map #1.

The sun has blossomed crimson over your travels and painted the morning clouds a spectacular magenta hue. Some would take that as a bad omen, but you feel strangely invigorated. As you journey on to Shalehal, you see the fabled mists of the Shale Fens creeping out from the trees to your left and right. The idyllic setting is short-lived, however, as the drover you have been traveling with begins to rein in his skittish horses who are suddenly straining wildly against their traces. His small herd of cattle scatters on fleet hooves and their lowing takes on an urgent pitch. You have the prickly sensation of eyes upon you that lasts but a moment before dark and furry forms come racing out of the nearby forest, with keen eyes and flashing, jagged teeth, giving you no time to even shout a warning.

Neither the PCs nor the wolves get a surprise round.

APL 2 (EL 4)

☛ **Worgs** (2): hp 36 each; see *Monster Manual*.

APL 4 (EL 6)

☛ **Worgs** (4): hp 36 each; see *Monster Manual*.

APL 6 (EL 8)

☛ **Winter Wolf** (1): hp 59; see *Monster Manual*.

☛ **Dire Wolves** (4): hp 50 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Fiendish Winter Wolves** (4): hp 59 each; see Appendix One.

APL 10 (EL 12)

☛ **Advanced Fiendish Winter Wolves** (4): hp 88 each; see Appendix One.

APL 12 (EL 14)

☛ **Advanced Fiendish Winter Wolves** (8): hp 88 each; see Appendix One.

After defeating the wolves, characters may introduce themselves to any party members they have not adventured with before.

Encounter Two: A Note from Malethane

Having fended off the strange wolves, you take stock of your position and situation. Mel, the drover, is obviously rattled. He mutters something about it, "not being right, wolves attackin' so near to town," gathers whatever cattle are within sight, and makes hastily to Shalehal...leaving the rest of his cattle to their fate. He glances at you over his shoulder and strongly suggests that you do the same. Your serene, early-morning travel has been shattered by the inexplicable attack. You set a brisker pace and the distance passes without further incidence, but questions linger in your mind. Why did the wolves attack so close to town? Why didn't they chase down easier prey like the fleeing cows? How did they get so close to the road without you noticing them? You loosen your weapons and keep your hands free, alert now for further trouble.

The whitewashed and cross-beamed houses of Shalehal appear suddenly out of the mists, and a bored militiaman at the roadside guard post nods you through. When he notices blood and signs of battle about you, however, he halts you and demands explanation.

Allow characters to relay the events of the morning.

Upon hearing your tale, he rings a bell set into the post and a small boy in a red tunic rushes up. He scribbles a quick note and hands it to the boy, who races off with the message. He points Mel the drover off to the holding pens farther into town and tells you, "Ye should take yer rest at Nathria's Respite for a bit. T'other inn's full up. I'll let the sergeant know what happened to ye. He might want ta know more, but I do be doubting it. Blasted

wolves're all too common nowadays, eh? Ye seem none the worse for wear. Any fight ye can stagger away from is a good'un, eh?"

Following the militiaman's haphazard directions, you meander in the general direction of Nathria's Respite. The grumble in your bellies is a sure sign that you've neglected to eat breakfast, and so the inn is a welcome sight when you at last find it. Being the erstwhile adventurers that you are, you swagger into the common room, grab a table near the cavernous fireplace and bellow out an order to the serving maid for a hearty fare. She raises an eyebrow and gives you a little smile before nodding and disappearing into what you assume is the kitchen. She and another maid appear a few minutes later laden with roasted game hens, fruits and cheeses whose aromas make your mouths water. She sets the food before you, winks, and gracefully slides away to the bar to care for other patrons. As you dig in to your breakfast, she returns with a note, sealed in wax and impressed with a stylized "M".

If the PCs open it, the note reads:

My friends,

I had heard of a party of adventurers making its way to Shalehal and am happy you have arrived in such fortuitous timing. I have need of a group of freeswords of your caliber and would like to discuss a possible employment with you. Please meet me at the Temple of Zilchus at your earliest convenience, if interested.

Your humble servant,

Malethane Trianius

After receiving the note, players have essentially three options: talking with Captain Dinalle about the wolves, gathering information in the inn and about town, and/or going to the Church of Zilchus.

Captain Dinalle

Dinalle is the captain of the local contingent of the Border Guards and some characters may remember him from YEO3-06 **Rhythm of Drums**. He is preoccupied with giant activity in the mountains, especially rumors of gathering forces, and knows very little about the wolves. He echoes the Rangers' opinions concerning the increase in wolf-sightings...that they have been driven out of the mountains by the giants. He knows nothing of anything else of consequence since his attention has been directed to the mountains and possible giant incursions. He thanks any PCs who played in Rhythm of Drums for their efforts again, and then apologizes and gathers up a handful of reports from Loftwick and starts barking orders to his subordinates. If characters don't get the hint, he states that he is extremely busy and has a militiaman show them out.

Gather Information about Shalehal

Characters may wish to use their time gathering information both before and after meeting with Malethane. Here are a few subjects about which they might care to inquire, broken down by DC. Generally, a Gather Information check that makes a higher DC includes all the information listed at the lower DC. Further embellish as you deem necessary.

The Wolves

- DC 15 "Lotsa wolves been coming down from the mountains, recently. Rangers say them giants been eatin' up all their food, so they come down to the low country to find some more eats."
- DC 20 "A few folk been disappearin' lately for no good reason. Wolves must've got 'em. That's what the Rangers say."

Andrij the Merchant

- DC 15 That silk merchant, Andrij is overdue. He usually comes through here about 2 weeks earlier. I'm not much for such luxuries...that's a human failing. No silken cloth could match the shimmer of sunlight through maple leaves. I believe he is a good friend of Malethane, though, for all that he is human.
- DC 20 Gonna miss that fellow, Andrij. He was a good one to talk to. He was fascinated by our gnomish inventions. Only so much I could tell him, of course, since he's not a gnome. But no one could put away ale like that guy. It was like he had a hollow leg or something.
- DC 25 I think Andrij ran afoul of another merchant up in Westburn. Some of those city-folk are a bit unsavory, if you know what I mean. Enough thugs walking the countryside nowadays that anybody with ready coin can rustle up a gang of ruffians to push a hard negotiation. Not like in the old days, when your word was your bond.

Toliver Gan (the drunk)

- DC 15 Aelfwold is the owner of Nathria's Respite. Named it after his daughter. He doesn't care too much for Gan and won't let him into the bar...even if he has coin to spend.
- DC 20 Toliver and Nathria had a lover's quarrel and he probably killed her. That's why he drinks so much—he's consumed by guilt. Her body's probably out in the fens somewhere. Farmer said he saw her ghost wandering the mists.

DC 25 Toliver is a sad individual. Once he was a paladin, a chosen of Ehlonna. He's been on the bad side of Aelfwold since Aelfwold's daughter, Nathria, disappeared. Since her disappearance, he has taken to spending too much time in his cups. He no longer trods the leafy paths with us and will tell no one what happened to Nathria or himself. With Ehlonna's blessings, perhaps he will find his way back.

The Shale Fens

DC 15 The fey in the Shale Fens're all agitated 'bout somesuch. Must be what happened to that merchant, Andrij... fey got 'im. Best to take Raburn's Trace to Westburn till they quiet down.

DC 20 Another group of adventurers went into the Fens a couple o' weeks ago. Didn't say what they were looking for. Called themselves "Kayn's Fist" or "Kayn's Hand" or somesuch nonsense. Nobody's seen 'em since.

DC 25 If you ask me, it weren't normal wolves what got some of them folks what got eaten. I mean, one was this wizard-bloke on his way to Dark Gate and another was a Sylvan Warden. No matter how hungry they are, ain't likely that a wolf'll tackle something smells o' magic. Even less likely an elf Warden'll let himself be set upon in his own backyard.

Note: Attempts to glean information in town have a bit of a twist. Thrax Briarwood, a member of the mercenary band Kayn's Fist, is lurking about town and is likely to catch wind of PCs asking about Kayn's Fist or Andrij. He attempts to learn as much about the party as he can to inform his superior, Kayn. In Shalehal, as many PCs as wish to may aid the primary PC in Gather Information checks. But for every PC after the first, add +5 to Thrax' Gather Information checks. The DCs for him to gain specific information about the PCs are:

- DC 15 PCs' Mission
- DC 20 Number of PCs in party
- DC 25 Party composition (class, level, etc.)
- DC 30 One distinctive magic item owned by a PC (i.e. lion shield)

For every 5 above DC 30, Thrax may gain info about one additional distinctive or disposable magic item owned by a PC.

If Thrax reaches DC 25 or higher, inform the PCs that they smell the lingering scent of tobacco smoke. An Appraise or Knowledge (local - Sheldomar Valley Metaregion) check (DC 20 + APL) identifies it as Little

Hills Red brand. PCs from the Little Hills receive a +4 circumstance bonus to this check.

Temple of Zilchus

Light: Daylight, filtered through stained glass.

Sounds: Low voices in conversation (Listen DC 10)

Auras: Faint magic (the amulet, DC 17 faint transmutation; DC 20 faint divination)

The Temple of Zilchus in Shalehal is a solid, stone structure that true to Zilchan form is ornate. In fact, it borders on ostentatious. You knock at the heavy, iron door and it swings open to reveal a wizened fellow with a slight stoop in an otherwise immaculate robe of gold and white. You show him the note and he nods thoughtfully as he reads it. Then he directs you to a well-decorated conference room nearly filled by a massive oak table. The wood of the table shimmers slightly in the light and you suspect it must be made of the famous Shalehal Silveroak. Seated at the table, a human and an elf are having a low, but companionable conversation. The human appears to be tall and portly, and is dressed in the traditional gold and white robes of a Zilchan priest, though a bit rumpled. He is balding and in his middle years and he tips his wineglass toward the elf when talking, not noticing that some slashes out.

PCs should make a Spot check:

DC 20: His skin is blotchy and edging toward sallow or jaundice. His eyes are bloodshot.

DC 25: He smells vaguely of mint and brandy.

If a PC who makes either DC Spot check also makes a DC 18 Heal check, they realize that he may be suffering from alcoholism.

The elf is handsome and seems to have a forceful personality. He has an easy and almost infectious laugh. A slight scent of sandalwood and lacquer lingers about him, and his blue eyes turn to you when you enter. He rises gracefully and says, "Ah, you accepted my invitation. How good of you. I am Malethane Trianius, a humble craftsman of Shalehal, and I have need of your expertise."

A DC 20 Knowledge (local - Sheldomar Valley Metaregion) check reveals that he is not just a humble craftsman, but a celebrated artisan of fine woodworks. His creations are highly sought after throughout the Sheldomar Valley, and many of his works are considered "functional works of art". It is rumored that he uses sorcerous talents to augment his craftsmanship.

"Have you had breakfast? Would you care for some wine? I brought some over for Brother Hamund from my private reserve, but you are welcome to some. Yes? No? I will get to the point then, since I

know that your time is valuable. As I said, I am a craftsman, and have taken on a commission to craft some longbows for a group of officers of the Army. The bows themselves are finished, but I often use a special corded silk for the bowstrings. My good friend, Andrij, is a silk merchant who buys silk from the Amedio Hook and weaves it into cloth for delivery to many of the great cities of the Sheldomar. At the end of his trading season, he brings me some of his extra silk to make into bowstrings. His schedule is usually as regular as the Great Clock Tower in Loftwick. This year, however, he is late. I fear he may have come to harm."

He gestures toward the bald priest and says, "This is Burgemeister Hamund, the local rector of Zilchus. Perhaps he can explain the situation in a more forthright manner that is unclouded by emotion." Burgemeister Hamund snorts and gestures the party to take seats at the table.

Hamund fills the PCs in on the details. Andrij was last seen on his wagon with two bodyguards on the road from Westburn to Shalehal about a week ago. The shipment, itself, is of only moderate value since the silk is unprocessed. The Church of Zilchus had insured the shipment, as is customary, but rather than pay the loss they would like to hire the PCs to investigate and possibly salvage the shipment. At this point, he offers the party 50 gp each to find Andrij and his shipment. If the DM wishes, he may allow PCs to haggle over the price. He goes no higher than 150 gp each.

At the conclusion of negotiations, Malethane gives to either the most aggressive negotiator or a PC at random an amulet with a thorny rose embossed upon it. The amulet functions as an *amulet of natural armor* +2, and he stresses that it is the Property of the Church of Zilchus and on loan only for the duration of the mission.

Malethane continues, "You must help us. Aside from the damage to my reputation as a craftsman, Andrij is a good friend...and a good man. You must save him if you can."

If the party does not accept the employment, the adventure is effectively over for them. This is the hook, after all. PCs receive no gold and only the XP gained from defeating the wolves in Encounter One. Pass out the ARs.

Assuming the characters accept, Malethane then instructs them to return to the inn to prepare to venture into the Shale Fens. All reasonable and customary incidental items will be covered by the Zilchans (rations, waterskins, camping tools, etc.). DMs are cautioned to use discretion. No tanglefoot bags, no alchemist fire, no pack animals/ war horses, and no walking arsenals of holy water will be funded by the Church (they are Zilchans, after all, and they know what is and isn't a good deal for them financially).

Encounter Three: When Good Mobs Go Bad ...

Light: Daylight, muted by mists.

Sounds: Angry shouts (Listen DC 10 to hear; Listen DC 25 to discern direction).

Auras: faint good (Toliver Gan); moderate conjuration (DC 21, *quiver of Ehlonna*) on one of the Sylvan Wardens.

Trudging back through the streets to Nathria's Respite, you begin to hear the sounds of shouting and conflict. Rounding the corner and emerging at the far end of the town square, you see that a crowd has gathered—an angry crowd. The leader of this mob is a blond, bear of an Oeridian man who you recognize as your innkeeper. He and some other toughs are shoving a man into the dirt of the street and occasionally kicking him, while yelling invectives. An angry crowd has gathered, but as yet only a handful participates.

"Where is my daughter?!" the innkeeper shouts at the figure huddling in the dirt, "What have you done with her?"

At the periphery of the conflict stand a couple of members of the Sylvan Wardens, who do not seem comfortable with this display, but nonetheless do not interfere.

The mob consists of:

☛ **Aelfwood:** male human Ftr2.

☛ **Bar Bouncer:** male dwarf Ftr2.

☛ **Townfolk (6):** male human Com2.

If any of the PCs look as if they are drawing weapons, the elven Warden will look pointedly at them and shake his head. If any of the PCs attack anyone in the mob with anything but subduing force, the Sylvan Wardens will enter the fray on the side of the mob and shout for the militia. Two turns after the call, a patrol of militia will show up and arrest everyone, including the PCs. This does save the victim of the mob, but earns the PCs no xp for the encounter.

The figure huddling in the dirt is the fallen paladin and town drunk, Toliver Gan. He is a scruffy-looking elf male, wearing woodland garb that is soiled and dingy. He reeks of strong alcohol and is clearly inebriated. The innkeeper is Aelfwold, a former militia sergeant who opened the inn when he mustered out. He and the others are upset with Gan over the disappearance of Nathria, Aelfwold's daughter and Gan's fiancé. Nathria is/was a well-known and well-loved figure and her disappearance has caused a great deal of concern. Aelfwold seems to think that Toliver had something to do with it, or at least knows more about it than he's telling.

PCs may either subdue the mob through magic, such as a *calm emotions* spell, or via successful use of the Diplomacy or Intimidate skill. The DC for a successful Intimidate check is DC 16, but intimidating the mob will also result in no xp earned for the encounter. Using non-violent magic on the mob or being diplomatic will earn full xp for the encounter. The mob's initial attitude is Hostile, and they disperse if brought to Indifferent by a successful check (DC 25). The DM is encouraged to give the PCs circumstance bonuses to their Diplomacy check based on how they roleplay the situation.

PCs checking out Toliver may make a Spot check:

DC 15: Toliver's tabard, although filthy features the unicorn symbol of Ehlonna.

DC 20: Although Toliver's clothing and person are unkempt and grimy, his sword and scabbard are immaculately clean.

If the PCs are unable or unwilling to stop the angry mob, Toliver takes a beating and eventually a militia patrol shows up to disperse the crowd. He lays in the street half-heartedly begging for mercy, but will in no way mention a peep of Nathria's fate. Aelfwold stomps back into his inn, looking over his shoulder long enough to tell Toliver to "never darken my door again." The PCs earn no xp for this encounter if they allow Toliver to be beaten.

If the PCs save Toliver from the mob, he does not acknowledge it or seem to care. When he sees the amulet given by Malethane, he will become agitated and state that he refuses to speak to "lackeys of that vicious toad." He is, of course, referring to Alyssis Blackthorn. The thorny rose is her house symbol, but the party may mistakenly believe that he is referring to Malethane or Hamund. He becomes very disturbed if the characters press him further, muttering "She has my love. The horrors I have endured, you cannot believe. I cannot save her." He believes the characters to be agents of Blackthorn and seeks to escape immediately. If the PCs let him go, he drunkenly staggers off into the crowd, mumbling about his lost love, and is soon lost from sight. If they seek to detain him, he creates a commotion which draws the Sylvan Wardens and slips away in the confusion.

At this point, the PCs may make Gather Information checks using the previous lists (from Encounter Two) for any topics they have not already covered. They may not, however, reroll on a topic they have already explored.

Encounter Four: The Hunters

Light: Gloomy mist. Visibility is reduced to 40ft.

Sounds: Snarls, barks, and yelps (Listen DC 18 + APL)

Reaction: Wolves begin as indifferent to party unless they interfere.

Auras: None.

The day has left you plenty of time to venture into the Shale Fens. You start off down the Westburn Road, backtracking the likeliest route of Andrij's caravan. The mists are heavy and play tricks with your eyes. Shapes seem to move beyond your vision and the crawling sensation of something watching you remains on you as you walk. The normal animal-sounds are infrequent and muffled by the mists, and the sun stabs weakly through the heavy canopy, only to be diffused and swallowed by the fog.

PCs with the Track feat may make a Survival check (DC 15 + APL) to find wolf tracks. If they follow, they will eventually come across the battle between the pack and the Great Stag. If not, a Listen check (DC 18 + APL) will allow PCs to hear and follow the barks and snarls of the battle.

You hear them before you see them. The sound of gruff barks and snarls draws you into the brush and along a brook that cuts across the road. As you follow the sounds, you reach an embankment where the brook has, over time, created a steep cut in the bank. A great stag stands with his back to a 10ft. drop surrounded by wolves who snap and harry him. The wolves circle stealthily, causing the stag to divide his attention, though a couple limp and are bloodied. The stag is an impressive beast and the great rack of his antlers is splattered with blood from this combat. Some of his fur is grey, but his eyes seem deep, and alert. One of the wolves catches your scent and snarls at you, but then returns to his prey—the old buck.

🐾 **Great Stag:** hp 58; see *Monster Manual* (use entry for dire boar).

🐾 **Dire Wolves (4):** hp 50 each; see *Monster Manual*.

Before the PCs interfere, allow them to make a Knowledge (nature) check (DC 15 + APL); success indicates the PC realizes the following:

"The stag appears to be very old, though still very strong. The wolves appear hungry, but otherwise acting naturally."

The party may be tempted to rush in to fight on the side of the outnumbered stag. This is the wrong thing to do. The wolves ignore the PCs, unless they interfere. If the party attacks the wolves, the wolves fight for one round and then attempt to flee if overmatched. If the PCs stop attacking them, they stop attacking the PCs. The stag then looks over the party, sadly shakes its head and wanders off into the forest. PCs are unable to track the stag, since the fey of the fens cast *pass without trace* upon it and it bounds off at top speed. PCs earn the *Wrath of the Shale Fens Fey* for interfering with the great stag's death wish and with the natural order (see the Treasure

Summary). The fey will plague the PCs and eventually confront them.

If the PCs do nothing, the wolves eventually overcome the great stag and begin to eat. They ignore the PCs unless attacked, at which point they fight for one round and flee. They will come back later after the party is gone to finish their meal. PCs who allow the natural course of actions to happen receive the *Favor of the Shale Fens Fey* for their correct decision (see the Treasure Summary). The fey will aid the PCs later.

The encounter with the wolves has taken the party fairly far off the road and the sun is beginning to set. The woods are becoming darker. The mists still pervade the woods, but the full moon is bright and visibility is fair, especially for those characters with low-light vision.

If the PCs decide to camp for the night, go to Call of the Wild below. Otherwise, proceed to Encounter Five, as the PCs press on.

Call of the Wild

Light: Firelight (assuming the PCs use it). Vision is reduced to 30 ft. Due to mists, low-light vision and darkvision also reduced to 30 ft.

Sounds: Occasional wolf howls (No DC); Movement beyond the firelight (DC 23; DC 33 to pinpoint).

Auras: Faint evil (wolves).

You make camp and settle in for the night, setting your standard watches. The air is heavy, though, and the forest is too quiet. The normal sounds of nighttime creatures are ominously absent. Some of you settle into your bedrolls, determined to get whatever rest you can in this strange place, but the firelight is reflected off of various pairs of eyes just beyond the edge of the light. You try to count them, but they disappear and then reappear at random, ringing you in.

If the party has earned the *Wrath of the Shale Fens Fey*, one of the nymphs of the fens will cast *quench* on the fire (7th level caster). Either way, for the entire night, the wolves will stalk the party, staying just out of reach. Occasionally, one or two wolves will race in to take a bite out of someone sleeping, but they will never attack en masse and will run away if threatened by the PCs ... only to return again. The wolves will keep up the hit-and-run tactics all night, making it impossible for anyone to get any real rest or for arcane casters to rest enough to recover spells. If, somehow, the PCs manage to kill the wolf, keep sending another every watch. This encounter is not meant to seriously threaten the PCs, but to lend a spooky atmosphere, and keep them from resting. If all the PCs remain awake and vigilant, the wolves will not race in to the camp; they just “stalk” the PCs from the edge of the range of their light source.

APL 2 or 4

☛ **Worg (1):** hp 36; see *Monster Manual*.

APL 6

☛ **Dire Wolf (1):** hp 50; see *Monster Manual*.

APL 8 or 10

☛ **Winter Wolf (1):** hp 59; see *Monster Manual*.

APL 12

☛ **Fiendish Winter Wolf (1):** hp 59; see Appendix One.

Encounter Five: Take the Wrong Fey Home

Light: Gloomy mists; visibility is reduced to 40 ft. Low-light and darkvision also reduced to 40 ft.

Sounds: Occasional birdcalls and natural animal sounds (no DC).

Auras: Faint magic (pixies, DC 19 illusion, *greater invisibility*); faint magic (nymph, DC 16 transmutation, *pass without trace*); moderate good (nymph).

The PCs will encounter a group of fey of the fens in this encounter. How they react to the PCs is determined by whether or not the PCs have the wrath or the favor of the fey.

☛ **Lyssa the Nymph:** hp 32; see *Monster Manual*.

☛ **Pixies Sor3 (2):** hp 9 each; see *Monster Manual*.

☛ **Pixies w/ *Otto's irresistible dance* (2):** hp 5 each; see *Monster Manual*.

PCs earned the *Wrath of the Shale Fens Fey*

The fey denizens of the Shale Fens plague them continually with pranks and tricks. The PCs are led off the trail by will o' wisps or *dancing lights* made to look like torches. Some possible pranks could be:

- An item of a random PC is enchanted with a *magic mouth* that continually yells insults and obscenities at that character as she travels.
- One of the PCs suddenly turns a shockingly bright shade of pink or orange (*prestidigitation*).
- An unattended item has an *alarm* spell cast upon it (10th level caster; duration 20 hours; resets every 10 min.) As long as the item is in contact with the character, it shrieks.
- *Chill metal*, *heat metal*, etc. Be creative.

Eventually, as the PCs struggle through the woods, they are confronted.

As you struggle your way through the misty fens, a figure of unearthly beauty rises from the flowing waters of a nearby babbling brook.

“Begone, interlopers.” The woman says, “You are not welcome here. You who have no respect for the Way of Nature.”

If there are any druids, rangers, or PCs from Shalehal or the Sylvan Woods present, she points at them and says:

“I see you, [Druid, Ranger, or Shalehal native]. You of all beings should know better.”

To all she says:

“The Great Stag in whose conflict you interfered sought to end his final days in battle. He was weary of this world and ready to pass on to the next in the natural way. He was a great lord of the forest and you have denied him his chosen ending. Begone, now disrespectful ones. The earth of this place cringes from your uncaring footsteps. You will find no aid here.”

Any PCs who wish to do so may attempt to change Lyssa’s attitude, as she represents all the fey of the fens on this matter. Her initial attitude is Hostile, and the PCs need to shift her attitude to Friendly (Diplomacy DC 35) to gain the assistance of the fey. Any druid, ranger, or Shalehal natives in the party add +5 to the DC of their Diplomacy check. The party’s best defense would be to plead ignorance, which would be difficult with nature-oriented characters present. If the party manages to shift her attitude to Friendly, the fey agree to help the party find the Andrij and the culprits who attacked him. Usually, this would necessitate shifting her attitude to Helpful, but the fey are worried about the destruction wrought by Kayn and his band and would prefer that he be driven out. If they are unable to change her attitude, the fey continue to plague the party, and, although they can find Neydus and Kayn, surprise upon those NPCs is impossible with the fey causing trouble. PCs who succeed at the Diplomacy check no longer receive the Wrath of the Shale Fens Fey, but they don’t gain the Favor either (see the Treasure Summary).

PCs earned the Favor of the Shale Fens Fey

As you struggle your way through the misty fens, a female figure of unearthly beauty rises from the flowing waters of a nearby babbling brook. “Welcome, forest friends,” she says in a voice that sounds like tinkling crystal, “your respect for the Way of the Forest has been noted. You are welcome here.”

“You seek the dark ones who have called the wolves down from the mountains, yes? In their way, they are strong. We have marked them and watched.

Nature has its darker side, as well. So are they part of the natural order. But now you have come to restore the balance...and that too is natural. We will aid you, as we can, and watch the progression of seasons, as always.”

“This way, friends. Triella will guide you. May your path be easier, and Ehlonna watch over you until you return unto the earth.”

A pixie (Triella) appears to guide the characters. Lyssa casts *pass without trace* upon the entire party, and Triella then flits off into the woods. She glows slightly, so it is easy to see her, even in the misty gloom.

Encounter Six: What Webs We Weave

Light: Gloomy with fog. All sight is obscured beyond 5 ft. Creatures 5 ft. away have concealment (20% miss chance). Creatures more than 5 ft. away have total concealment (50% miss chance).

Sounds: Faint, intermittent chittering (Listen DC 16 + APL).

Auras: faint evil (Neydus the Druid); various magic auras (see below for spells cast and Appendix One for items possessed).

Refer to DM Aids: Map #2.

After trundling up and down the forest track for what seems like ages, you think you may have found signs of Andrij’s fate. There are subtle signs of large things dragged through the underbrush. Veering off the track and into the heart of the Shale Fens, you begin to follow. The mists are getting thicker, however, and by necessity the party moves closer together.

If the PCs earned the aid of the Shale Fens fey:

Triella, however, stops you. “Not that way,” she trills. “That way is a trap. You must follow me. I know the way that bypasses the danger they have prepared for you.” She leads you away from the tracks and on a more roundabout course. It is difficult going because of the heavy undergrowth and fog and Triella disappears into the fog one minute and then flits back to draw you onward. She seems to be growing impatient with your slow progress. Finally, she stops and points.

“There is one of the dark ones,” she says, “Be wary. He is wise in the ways of the forest, and is very dangerous. If you defeat him, take the north game-trail by the holly bush and there you shall find the others.” With that, she disappears completely. You cautiously advance in the direction the pixie indicated. The forest is deathly still, and you tense

momentarily as a startled bat flaps past you into the fog.

The bat is an animal Neydus' charmed via a *divine scroll of charm animal*. The fey have masked the party's approach, but the bat has been on guard. Treat Neydus as having only 2 rounds to precast spells, rather than 5 rounds. Neither side will be surprised for this encounter. Neydus also has with him hunting spider allies which hide in the trees until the characters are nearby and will then jump on them.

If the PCs did not earn the aid of the Shale Fens fey:

With some difficulty, you have followed the tracks that will hopefully lead you to Andrij. The way has been slow and exhausting, but you have pushed yourself, eager to make an end of this. The fog seems to close in on you like dirt being tossed into your grave, and the forest is deathly still. No, not completely still. There are intermittent sounds that you cannot identify that make your skin crawl. Strange, formless shapes move through the fog at the edge of your vision and the hair on the back of your necks stands up as each of you feel the sensation of being watched. How anyone could watch you, you cannot even guess since you can barely see one another. On the plus side, the annoying tricks of the woodland fey seemed to have stopped.

Neydus' bat (an animal Neydus' charmed via a *divine scroll of charm animal*) has been scouting the party. Characters may make a Listen check (DC 21) to hear it, but will need a DC 31 check to locate it. It uses its blindsense to stay within 20 ft. of the party since visibility for the PCs is limited to 10 ft. If the PCs hear the bat, the DM may let them avoid surprise. Otherwise Neydus and his spiders get a surprise round when combat begins. In either case, he still has 5 rounds to pre-cast spells. Neydus also has with him hunting spider allies which hide in the trees until the characters are nearby and will then jump on them.

Combat with Neydus and the Spiders

APL 2 (EL 3)

- ☛ **Neydus the Druid:** male human Drd1; hp 8; see Appendix One.
- ☛ **Wolf, Animal Companion:** hp 15; see Appendix One.
- ☛ **Bat, Charmed Animal:** hp 2; see *Monster Manual*.
- ☛ **Medium Monstrous Spider (1):** hp 14; see *Monster Manual*.

APL 4 (EL 5)

- ☛ **Neydus the Druid:** male human Drd3; hp 23; see Appendix One.
- ☛ **Wolf, Animal Companion:** hp 30; see Appendix One.
- ☛ **Bat, Charmed Animal:** hp 2; see *Monster Manual*.
- ☛ **Large Monstrous Spider (1):** hp 27; see *Monster Manual*.
- ☛ **Medium Monstrous Spider (1):** hp 14; see *Monster Manual*.

APL 6 (EL 7)

- ☛ **Neydus the Druid:** male human Drd5; hp 38; see Appendix One.
- ☛ **Bat, Charmed Animal:** hp 2; see *Monster Manual*.
- ☛ **Dire Bat, Animal Companion:** hp 33; see Appendix One.
- ☛ **Huge Monstrous Spider (1):** hp 60; see *Monster Manual*.

APL 8 (EL 9)

- ☛ **Neydus the Druid:** male human Drd7; hp 53; see Appendix One.
- ☛ **Bat, Charmed Animal:** hp 2; see *Monster Manual*.
- ☛ **Dire Bat, Animal Companion:** hp 50; see Appendix One.
- ☛ **Huge Monstrous Spiders (2):** hp 60 each; see *Monster Manual*.

APL 10 (EL 11)

- ☛ **Neydus the Druid:** male human Drd9; hp 68; see Appendix One.
- ☛ **Dire Bat, Animal Companion:** hp 66; see Appendix One.
- ☛ **Bat, Charmed Animal:** hp 2; see *Monster Manual*.
- ☛ **Huge Monstrous Spiders (4):** hp 60 each; see *Monster Manual*.

APL 12 (EL 13)

- ☛ **Neydus the Druid:** male human Drd11; hp 83; see Appendix One.
- ☛ **Dire Bat, Animal Companion:** hp 66; see Appendix One.
- ☛ **Bat, Charmed Animal:** hp 2; see *Monster Manual*.

🦋 **Huge Monstrous Spiders (8):** hp 60 each, see *Monster Manual*.

Tactics: The effects of the fog are critical to the combat in this encounter. Anything more than 5 feet away has total concealment. This makes Spot checks all but useless and makes all combatants without blindsight/blindsense rely on Listen checks to locate enemies. Refer to the PH and DMG for rules for pinpointing invisible targets or those with total concealment.

Basic tactics follow; modify them for the specific situation.

APL 2: Depending on how much time he has, Neydus will buff the spider with *magic fang* and *resistance*, then will drink the potion and use the oil. He then uses the bat to pinpoint party members and casts *entangle*. He'll burn his remaining spells sending waves of summoned creatures against the party. If things do not look to be going well, he will flee to Kayn.

APL 4: Same as above, but he will also cast *faerie fire* on any spellcasters that he can to pick them out from the fog for the spiders. He will then stay out of sight and possibly cast *treeshape* to hide.

APL 6: In addition to pre-buffing the spiders, Neydus will follow his *entangle* with *summon swarm* on an enemy spellcaster. He will then *call lightning* on the group.

APL 8: In addition to pre-buffing the spiders and casting *freedom of movement* upon one to allow it to move within *entangle*, Neydus will follow his *entangle* with *summon swarm* on an enemy spellcaster. He will then *call lightning* and *flame strike* on the group.

APL 10: Neydus will have precast *commune with nature*, which essentially means that surprise upon him is impossible. He follows *entangle* with a *spike stones*. Otherwise, he will use the same tactics as above (*call lightning storm* instead of *call lightning*).

APL 12: As above, but if things look to be going badly, Neydus will cast *anti-life shell* prior to attempting his escape to warn Kayn.

After the defeat or escape of Neydus, the PCs may continue along the path to Encounter Seven.

Encounter Seven: Strike the Fist

Light: Gloomy with fog. All sight is obscured beyond 10 ft. Creatures 10 ft away have concealment (20% miss chance). Creatures more than 10 ft. away have total concealment (50% miss chance).

Sounds: Faint, crackling fire (Listen DC 16 + APL); low voices (Listen DC 20 + APL).

Auras: faint evil (Kayn [APL 2-10], Thrax and Shastus); moderate evil (Kayn [APL 12]); various magic auras (see below for spells cast and Appendix One for items possessed). Kayn and his band are constantly moving and it will be impossible to localize their location through use of *detect* spells or abilities.

Refer to DM Aids: Map #3.

If the PCs earned the aid of the Shale Fens fey:

That was a bit of unpleasantness. But it was better that you had a pixie guide rather than blunder into a trap. You know that time is of the essence, and so you gird yourself for further battle and rush on in the direction that the pixie told you. Now was it left at the holly bush or right?

Racing through the brush as stealthily as you can, you feel that you are making better time, now. The fog is thinning somewhat...well, at least a little...and you eventually creep up to a semi-clearing with fewer trees and more open ground. It is still difficult to see very far due to the mists, but you can spy the flickering light of a campfire. It looks as if you have caught them unawares.

Place the PCs on the map at P2; the party enters from the eastern side of the map.

If Neydus managed to escape, the party will not surprise Kayn and his band; Kayn's forces may surprise the PCs if they don't hear or see the NPCs in time. Proceed immediately to combat below and place Kayn's band according to K2, S2, and T2 on the map. Depending on how quickly the PCs chased after Neydus, Kayn and his band will have cast as many prep spells as they could.

If Neydus did not manage to escape, the party will achieve a surprise round on Kayn's band as long as they approach undetected. Proceed immediately to combat below and place Kayn's band according to K1, S1, and T1 on the map.

If the PCs did not earn the aid of the Shale Fens fey:

Taking a moment to catch your breath and bind your wounds, the terrain leaves you little doubt as to the direction you must take. The trees thin out a bit and the way seems to open up before you, as if cleared by ancient brushfires. You know that time is of the essence, and so you gird yourself for further battle and rush on. Racing through the brush as stealthily as you can, you feel that you are making better time, now. The fog is thinning somewhat...well, at least a little...and you eventually creep up to a semi-clearing with fewer trees and more open ground. It is still difficult to see very far due to the mists, but you can spy the flickering light of a campfire. It looks as if you have caught them unawares.

Place the PCs on the map at P1; the party enters from the southern side of the map.

If Neydus managed to escape, the party will not surprise Kayn and his band; Kayn's forces may surprise the PCs if they don't hear or see the NPCs in time. Proceed immediately to combat below and place Kayn's band according to K2, S2, and T2 on the map. Depending on how quickly the PCs chased after Neydus, Kayn and his band will have cast as many prep spells as they could.

Even if Neydus failed to escape, the party likely trips the *alarm* spell placed on a boulder to the side of the path (set to silent notification). Kayn's Fist is ready and waiting (having a full round to pre-cast spells) for them unless the PCs managed to avoid the *alarm* spell and approach undetected. Proceed immediately to combat below and place Kayn's band according to K2, S2, and T2 on the map. Determine surprise based on whether either side manages to avoid detection before combat begins.

Combat with Kayn's Fist

Note: In the midst of battle, when Kayn sees the amulet given by Hamund and Malethane, he shouts:

"So! You were sent by that traitorous worm! I'll send your head back in a box as a lesson not to betray me again!"

APL 2 (EL 5)

☛ **Kayn:** male human werewolf War1; hp 28; see Appendix One.

☛ **Thrax Briarwood:** male human Rog1; hp 6; see Appendix One.

☛ **Pit Traps (2):** CR 1; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24, Disable Device DC 20.

☛ **Sharpened Branch Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 melee (1d8/x3, spear); Search DC 20, Disable Device DC 20.

APL 4 (EL 7)

☛ **Kayn:** male human werewolf Bbn2; hp 42; see Appendix One.

☛ **Thrax Briarwood:** male human Rog2; hp 12; see Appendix One.

☛ **Shastus:** male gnome Sor2; hp 11; see Appendix One.

☛ **Pit Traps (2):** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24, Disable Device DC 20.

☛ **Sharpened Branch Trap:** CR 1; mechanical; location trigger; manual reset; Atk +14 melee (1d8/x3, spear); Search DC 20, Disable Device DC 20.

APL 6 (EL 9)

☛ **Kayn:** male human werewolf Bbn2/Rgr2; hp 59; see Appendix One.

☛ **Thrax Briarwood:** male human Rog4; hp 24; see Appendix One.

☛ **Shastus:** male gnome Sor4; hp 21; see Appendix One.

☛ **Pit Traps (4):** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24, Disable Device DC 20.

☛ **Sharpened Branch Trap:** CR 2; mechanical; location trigger; manual reset; Atk +16 melee (1d8/x3, spear); Search DC 20, Disable Device DC 20.

APL 8 (EL 11)

☛ **Kayn:** male human werewolf Bbn2/Rgr3/Warshaper1; hp 75; see Appendix One.

☛ **Thrax Briarwood:** male human Rog5/Rgr1; hp 38; see Appendix One.

☛ **Shastus:** male gnome Sor6; hp 32; see Appendix One.

☛ **Pit Traps (4):** CR 3; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24, Disable Device DC 20.

☛ **Sharpened Branch Trap:** CR 3; mechanical; location trigger; manual reset; Atk +18 melee (1d8/x3, spear); Search DC 25, Disable Device DC 20.

APL 10 (EL 13)

☛ **Kayn:** male human werewolf Bbn2/Rgr3/Warshaper3; hp 95; see Appendix One.

☛ **Thrax Briarwood:** male human Rog5/Rgr2/DeepwoodSniper1; hp 53; see Appendix One.

☛ **Shastus:** male gnome Sor8; hp 42; see Appendix One.

☛ **Pit Traps (4):** CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 27, Disable Device DC 20.

☛ **Sharpened Branch Trap:** CR 5; mechanical; location trigger; manual reset; Atk +20 melee (1d8/x3, spear); Search DC 25, Disable Device DC 25.

APL 12 (EL 15)

☛ **Kayn:** male human werewolf
Bbn2/Rgr3/Warshaper5; hp 111; see Appendix One.

☛ **Thrax Briarwood:** male human
Rog5/Rgr2/DeepwoodSniper3; hp 68; see Appendix One.

☛ **Shastus:** male gnome Sor10; hp 53; see Appendix One.

☛ **Pit Traps (4):** CR 7; mechanical; location trigger; manual reset; DC 27 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 30, Disable Device DC 20.

☛ **Sharpened Branch Trap:** CR 7; mechanical; location trigger; manual reset; Atk +22 melee (1d8/x3, spear); Search DC 30, Disable Device DC 30.

Tactics: The effects of the fog are critical to the combat in this encounter. Anything more than 5 feet away has total concealment. This makes Spot checks all but useless and makes all combatants without blindsight/blindsense rely on Listen checks to locate enemies. Refer to the PH and DMG for rules for pinpointing invisible targets or those with total concealment.

Basic tactics follow; modify them for the specific situation. Make sure you make not of anyone bitten by Kayn as they are at risk for lycanthropy (see the Treasure Summary).

APL 2: If any of the PCs thought to purchase Little Hills Red tobacco to track Thrax, or he catches a scent of it, he will begin the round by tossing his tobacco pouch onto one of the pit traps. He then stays out of sight, sniping from the fog. If any characters approach closely enough, he will sneak attack them. Kayn spends the first round shifting to his hybrid form and then attacks with his greataxe, giving preference to any obvious (or known) spellcasters.

APL 4: As above, but Thrax begins by drinking his *potion of cat's grace* and then proceeds as above. Shastus will cast *shield* upon himself, then *grease* to slow fighters or spellcasters.

APL 6: Essentially the same tactics as above, but after shifting to hybrid form, Kayn will attempt to bull-rush any vulnerable PCs close to a pit trap into the pit. Shastus will also try to hit any invisible PC with *glitterdust*. He will use his familiar to hit any big fighter-types with *touch of fatigue*.

APL 8: As above, but Shastus will try to pinpoint the party in the fog with his familiar and then drop a *fireball* on them. Shastus will also try to hit any fighters or spellcasters with *Tasha's hideous laughter*. He will use his familiar thereafter to deliver touch attack spells. Also, be aware of the different damage for Kayn's natural weapons due to his morphic weapons ability.

APL 10: In addition to the rest, Shastus will cast an area *dispel magic* once he has pinpointed the party to get rid of any magical buffs the party has. If he gets close enough to see any party members, or has a good enough impression from his familiar, he may retreat back into the fog, cast *disguise self* upon himself to resemble a party-member and try to use this disguise to sneak up on a spellcaster to use *touch of idiocy*. He'll use the same disguise to cast *confusion* on fighter-types, attack them, and retreat into the fog...causing them to seek out and attack the party-member he is impersonating. Be aware of Kayn's morphic reach ability.

APL 12: As above, but instead of disguising himself and leaving himself open to attack, Shastus will cast *greater invisibility* upon himself to stay out of melee combat range as much as possible. Once he has incapacitated a character with *Tasha's hideous laughter*, he will begin dropping offensive area spells like *fireball* and *cone of cold* on the party. Be aware of Kayn's morphic healing and flashmorph abilities.

Conclusion

After defeating Kayn and his band, the PCs search the camp. In one of the pits, they find the remains of Andrij, his guards, and his wagon. The silk is dirty, but salvageable. Andrij, unfortunately, is dead.

With some effort, you are able to pull Andrij's wagon up from the moldy pit. It is a morbid task which awaits you—that of carting the remains of the merchant and his guards back to town. The corpses have been in the pit for about a week and they are fetid and...well, slushy. As you gingerly attempt to load them into the wagon, your thoughts turn to your own close brush with death at the hands of the evil werewolf, Kayn.

As you wheel the cart into town, a small crowd gathers, many covering their faces from the smell. Malethane greets you with a heavy heart.

"I know that you did your best," he says, "Come. My apprentices will see to the bodies. Tell me if you have brought the evil fiends to their justice. You look to have earned a rest."

Malethane and Hamund listen to the party's tale and Burgemeister Hamund counts out payment to each PC. Both congratulate the PCs on a job well done and express regret that Andrij could not be saved. In gratitude, Malethane also offers his services as a bowyer to any PC that desires; the PCs receive the *Favor of Malethane Trianius* (see the Treasure Summary). If any of the PCs directly confront Hamund or Malethane over the tidbits gleaned from Toliver or Kayn, both will deny any involvement in any evil actions. If the PCs persist, Malethane will be offended and they will lose access to his *Favor*.

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter One

Defeat the wolves

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter Three

Save Toliver Gan from a beating without resorting to physical force or intimidation

- APL 2 – 30 xp.
- APL 4 – 45 xp.
- APL 6 – 60 xp.
- APL 8 – 75 xp.
- APL 10 – 90 xp.
- APL 12 – 105 xp.

Encounter Five

Earn the assistance of the Shale Fens fey via diplomacy or their favor

- APL 2 – 30 xp.
- APL 4 – 45 xp.
- APL 6 – 60 xp.
- APL 8 – 75 xp.
- APL 10 – 90 xp.
- APL 12 – 105 xp.

Encounter Six

Defeat Neydus and the Spiders

- APL 2 – 90 xp.
- APL 4 – 150 xp.
- APL 6 – 210 xp.
- APL 8 – 270 xp.
- APL 10 – 330 xp.
- APL 12 – 390 xp.

Encounter Seven

Defeat Kayn's Fist

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 30 xp.

- APL 4 – 45 xp.
- APL 6 – 60 xp.
- APL 8 – 75 xp.
- APL 10 – 90 xp.
- APL 12 – 105 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.
- APL 12 – 1,575 xp.

Treasure Summary

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

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

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

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

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

adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six

APL 2: L: 39 gp; C: 0 gp; M: *potion of barkskin* +2 (25 gp), *oil of shillelagh* (4 gp), *universal solvent* (4 gp).

APL 4: L: 39 gp; C: 0 gp; M: *potion of barkskin* +2 (25 gp), *oil of shillelagh* (4 gp), *universal solvent* (4 gp), *divine scroll of owl's wisdom* – 3rd level *caster* (13 gp), *elemental gem - earth* (188 gp).

APL 6: L: 25 gp; C: 0 gp; M: *potion of barkskin* +2 (25 gp), *oil of shillelagh* (4 gp), *universal solvent* (4 gp), *divine scroll of owl's wisdom* – 3rd level *caster* (13 gp), *elemental gem - earth* (188 gp), *dragonhide scale mail* (33 gp), *Quaal's feather token* – tree (33 gp), *Quaal's feather token* – bird (25 gp).

APL 8: L: 25 gp; C: 0 gp; M: *potion of barkskin* +2 (25 gp), *oil of shillelagh* (4 gp), *universal solvent* (4 gp), *divine scroll of owl's wisdom* – 3rd level *caster* (13 gp), *elemental gem - earth* (188 gp), *dragonhide breastplate* (58 gp), *Quaal's feather token* – tree (33 gp), *Quaal's feather token* – bird (25 gp), +1 *light wooden shield* (96 gp), *periapt of wisdom* +2 (333 gp).

APL 10: L: 25 gp; C: 0 gp; M: *potion of barkskin* +2 (25 gp), *oil of shillelagh* (4 gp), *universal solvent* (4 gp), *divine scroll of owl's wisdom* – 3rd level *caster* (13 gp), *elemental gem - earth* (188 gp), +1 *wild dragonhide breastplate* (1,392 gp), *Quaal's feather token* – tree (33 gp), *Quaal's feather token* – bird (25 gp), +1 *light wooden shield* (96 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (167 gp).

APL 12: L: 25 gp; C: 0 gp; M: *potion of barkskin* +2 (25 gp), *oil of shillelagh* (4 gp), *universal solvent* (4 gp), *divine scroll of owl's wisdom* – 3rd level *caster* (13 gp), *elemental gem - earth* (188 gp), +1 *wild dragonhide breastplate* (1,392 gp), *Quaal's feather token* – tree (33 gp), *Quaal's feather token* – bird (25 gp), +1 *light wooden shield* (96 gp), *periapt of wisdom* +4 (1,333 gp), *ring of protection* +1 (167 gp).

Encounter Seven

APL 2: L: 126 gp; C: 0 gp; M: *potion of greater magic fang* +3 (150 gp).

APL 4: L: 192 gp; C: 0 gp; M: *potion of greater magic fang* +3 (150 gp), *dust of dryness* (71 gp), *potion of barkskin* +4 (75 gp), *potion of cat's grace* (25 gp), *potion of eagle's splendor* (25 gp), *pearl of power* – 1st level (83 gp).

APL 6: L: 150 gp; C: 0 gp; M: *potion of greater magic fang* +3 (150 gp), *dust of dryness* (71 gp), *mithral breastplate* (350 gp), *potion of barkskin* +4 (75 gp), *potion of cat's grace* (25 gp), +1 *studded leather* (98 gp), *gloves of dexterity* +2 (333 gp), *potion of eagle's splendor* (25 gp), *pearl of power* – 1st level (83 gp), *cloak of charisma* +2 (333 gp).

APL 8: L: 124 gp; C: 0 gp; M: *potion of greater magic fang* +3 (150 gp), *dust of dryness* (71 gp), *mithral breastplate* (350 gp), +1 *greataxe* (193 gp), *cloak of resistance* +1 (83 gp),

potion of barkskin +4 (75 gp), *potion of cat's grace* (25 gp), +1 *silent moves studded leather* (410 gp), *gloves of dexterity* +2 (333 gp), *potion of eagle's splendor* (25 gp), *pearl of power* – 1st level (83 gp), *cloak of charisma* +2 (333 gp).

APL 10: L: 93 gp; C: 0 gp; M: *potion of greater magic fang* +3 (150 gp), *dust of dryness* (71 gp), *mithral breastplate* (350 gp), +1 *greataxe* (193 gp), *cloak of resistance* +1 (83 gp), *Murlynd's spoon* (450 gp), *potion of barkskin* +4 (75 gp), *potion of cat's grace* (25 gp), +1 *silent moves studded leather* (98 gp), *gloves of dexterity* +2 (333 gp), +1 *longbow* (198 gp), *ring of protection* +1 (167 gp), *potion of eagle's splendor* (25 gp), *pearl of power* – 1st level (83 gp), *cloak of charisma* +2 (333 gp), *chime of opening* (250 gp).

APL 12: L: 93 gp; C: 0 gp; M: *potion of greater magic fang* +3 (150 gp), *dust of dryness* (71 gp), *mithral breastplate* (350 gp), +1 *bane (animal, Fey)* *greataxe* (1,527 gp), *cloak of resistance* +1 (83 gp), *Murlynd's spoon* (450 gp), *potion of barkskin* +4 (75 gp), *potion of cat's grace* (25 gp), +1 *silent moves studded leather* (98 gp), *gloves of dexterity* +4 (1,333 gp), +1 *longbow* (198 gp), *ring of protection* +1 (167 gp), *lesser bracers of archery* (417 gp), *potion of eagle's splendor* (25 gp), *pearl of power* – 1st level (83 gp), *cloak of charisma* +2 (333 gp), *chime of opening* (250 gp), *gloves of swimming and climbing* (521 gp), *elixir of truth* (42 gp).

Conclusion

APL 2: L: 0 gp; C: 175 gp; M: 0 gp.

APL 4: L: 0 gp; C: 175 gp; M: 0 gp.

APL 6: L: 0 gp; C: 175 gp; M: 0 gp.

APL 8: L: 0 gp; C: 175 gp; M: 0 gp.

APL 10: L: 0 gp; C: 175 gp; M: 0 gp.

APL 12: L: 0 gp; C: 175 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 165 gp; C: 175 gp; M: 183 gp – Total: 498 gp (450 gp).

APL 4: L: 231 gp; C: 175 gp; M: 663 gp – Total: 1,044 gp (650 gp).

APL 6: L: 175 gp; C: 175 gp; M: 1,868 gp – Total: 2,193 gp (900 gp).

APL 8: L: 149 gp; C: 175 gp; M: 4,453 gp – Total: 4,752 gp (1,300 gp).

APL 10: L: 118 gp; C: 175 gp; M: 5,164 gp – Total: 5,432 gp (2,300 gp).

APL 12: L: 118 gp; C: 175 gp; M: 9,478 gp – Total: 9,746 gp (3,300 gp).

Items for the Adventure Record

Special

☛ Favor of Malethane Trianius

You have gained the favor of Malethane Trianius. You may exchange this favor (marking it as USED) during any adventure set in the Yeomanry to gain access (Frequency: Adventure) to purchase one, and only one, of the following bow upgrades from Malethane: +2

enchantment bonus, *bane* (giant) weapon special ability, *shock* weapon special ability, *thundering* weapon special ability, *distance* weapon special ability, *knockback* weapon special ability (CW). In addition, the bow upgrade will feature the words “In Gratitude” prominently in Elven; this grants the user a +1 circumstance bonus to Diplomacy and Bluff checks when dealing with Yeomanry elves.

☛ Favor of the Shale Fens Fey

As a gift for respecting the customs of the Shale Fens Fey, this PC has gained their favor. This favor may be exchanged (mark it as USED) during any adventure set in the Yeomanry in return for access to acquire one of the following (and you may acquire it only once – if it dies, it is not replaced): satyr w/o pipes special cohort (CN, ECL 7th), nymph special cohort (CG, ECL 13th), grig w/o fiddle special cohort (NG, ECL 4th), pixie w/o *dance* special cohort (NG, ECL 5th), unicorn special cohort (CG, ECL 8th), pegasus special cohort (CG, ECL 6th), unicorn paladin unusual mount, pegasus paladin unusual mount, dire wolf paladin unusual mount, dire boar paladin unusual mount, dire wolverine paladin unusual mount, dire badger paladin unusual mount, dire weasel paladin unusual mount. See the DMG for rules on taking a special cohort or paladin unusual mount.

☛ Wrath of the Shale Fens Fey

Because of your disrespect for the Way of Nature and the territory of the fey, your name has been cursed by the fey. All fey with whom you interact have their starting attitude towards you moved one step less friendly as per Diplomacy in the PH. Also, any animal you interact with will become more difficult to teach and control. This PC has a -2 circumstance penalty to all Handle Animal checks he makes, until this wrath has been dealt with.

☛ Curse of Lycanthropy - Werewolf

Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy. See the LGCS for details on how to deal with lycanthropy.

Item Access

APL 2:

- ❖ *Potion of Greater Magic Fang +3* (Adventure, DMG)
- ❖ *Universal Solvent* (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ *Dust of Dryness* (Adventure, DMG)
- ❖ *Elemental Gem - Earth* (Adventure, DMG)

- ❖ *Pearl of Power – 1st level spell* (Adventure, DMG)
- ❖ *Potion of Barkskin +4* (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ *Dragonhide Scale Mail* (Adventure, DMG)
- ❖ *Mithral Breastplate* (Adventure, DMG)
- ❖ *Quaal's Feather Token - Bird* (Adventure, DMG)
- ❖ *Quaal's Feather Token - Tree* (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *+1 Silent Moves Studded Leather* (Adventure, DMG)
- ❖ *Dragonhide Breastplate* (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *+1 Wild Dragonhide Breastplate* (Adventure, DMG)
- ❖ *Chime of Opening* (Adventure, DMG)
- ❖ *Murlynd's Spoon* (Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *+1 Bane (Animal, Fey) Greataxe* (Adventure, DMG)
- ❖ *Elixir of Truth* (Adventure, DMG)
- ❖ *Gloves of Dexterity +4* (Adventure, DMG)
- ❖ *Gloves of Swimming and Climbing* (Adventure, DMG)
- ❖ *Lesser Bracers of Archery* (Adventure, DMG)
- ❖ *Periapt of Wisdom +4* (Adventure, DMG)

Appendix One: NPCs

APL 2

Encounter Six

Neydus the Druid: male human Drd1; CR 1; medium humanoid (human); HD 1d8+2; hp 8; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +3 armor, +1 shield); BA/Grp 0/+1; Atk/Full Atk masterwork club +2 melee (1d6+1); SA spells, spontaneous casting, animal companion; SQ nature sense, wild empathy; AL NE; SV Fort +4, Ref +2, Will +5; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +6, Knowledge (nature) +4, Listen +5, Spellcraft +4, Spot +5, Survival +7; Combat Casting, Track.

Spells Prepared (3/2, base DC = 13 + spell level): 0—*cure minor wounds, guidance, resistance*; 1st—*entangle, magic fang*.

Equipment: masterwork hide armor, masterwork club, light wooden shield, *potion of barkskin* +2, *oil of shillelagh, universal solvent, divine scroll of charm animal* (1st level caster), 2 *divine scrolls of speak with animals* (1st level caster).

Wolf, Animal Companion: Medium Animal; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BA/Grp +1/+2; Atk/Full Atk bite +3 melee (1d6+1); SA trip; SQ low-light vision, scent, link, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1* (+5 tracking by scent); Track, Weapon Focus (bite).

Encounter Seven

Kayn (human form): male human werewolf War1; CR 3; medium humanoid (human, shapechanger); HD 1d8+3+2d8+10; hp 28; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 natural); BA/Grp +2/+5; Atk/Full Atk mw greataxe +6 melee (1d12+4/x3); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +8, Ref +3, Will +5; Str 16, Dex 10, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +1, Intimidate +3, Jump +4, Listen +3, Move Silently +1, Spot +3, Survival +3 (+7 by scent); Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Focus (bite).

Equipment: masterwork greataxe, masterwork breastplate, *potion of greater magic fang* +3.

Kayn (wolf form): male human werewolf War1; CR 3; medium humanoid (human, shapechanger); HD 1d8+3+2d8+10; hp 28; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); BA/Grp +2/+6; Atk/Full Atk bite +7 melee (1d6+6); SA curse of lycanthropy, trip; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver; AL CE; SV Fort +10, Ref +5, Will +5; Str 18, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +6, Intimidate +3, Jump +8, Listen +3, Move Silently +6, Spot +3, Survival +3 (+7 by scent); Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Focus (bite).

Kayn (hybrid form): male human werewolf War1; CR 3; medium humanoid (human, shapechanger); HD 1d8+3+2d8+10; hp 28; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); BA/Grp +2/+6; Atk claw +6 melee (1d4+4) or mw greataxe +7 melee (1d12+6/x3); Full Atk 2 claws +6 melee (1d4+4) and bite +2 melee (1d6+2) OR mw greataxe +7 melee (1d12+6/x3) and bite +2 melee (1d6+2); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver; AL CE; SV Fort +10, Ref +5, Will +5; Str 18, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +6, Intimidate +3, Jump +8, Listen +3, Move Silently +6, Spot +3, Survival +3 (+7 by scent); Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Focus (bite).

Equipment: masterwork greataxe.

Thrax Briarwood: male human Rog1; CR 1; medium humanoid (human); HD 1d6+2; hp 6; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BA/Grp 0/0; Atk/Full Atk mw rapier +1 melee (1d6/18-20) or mw shortbow +4 ranged (1d6/x3); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +2, Ref +5, Will +1; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +7, Gather Information +3, Hide +7, Knowledge (local – Sheldomar Valley) +6, Listen +5, Move Silently +7, Sense Motive +5, Sleight of Hand +7, Spot +5, Tumble +7; Far Shot, Point Blank Shot.

Equipment: masterwork studded leather armor, masterwork rapier, mw shortbow, 40 arrows.

APL 4

Encounter Six

Neydus the Druid: male human Drd3; CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +6; Spd 20 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +3 armor, +1 shield); BA/Grp +2/+3; Atk/Full Atk masterwork club +4 melee (1d6+1); SA spells, spontaneous casting, animal companion; SQ nature sense, wild empathy, woodland stride, trackless step; AL NE; SV Fort +5, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +8, Knowledge (nature) +5, Listen +7, Spellcraft +5, Spot +7, Survival +9; Combat Casting, Improved Initiative, Track.

Spells Prepared (4/3/2, base DC = 13 + spell level): 0—*cure minor wounds, flare, guidance, resistance*; 1st—*entangle, faerie fire, magic fang*; 2nd—*barkskin, treeshape*.

Equipment: masterwork hide armor, masterwork club, light wooden shield, *divine scroll of owl's wisdom* (3rd level caster), *potion of barkskin* +2, *oil of shillelagh, universal*

solvent, elemental gem of earth, *divine scroll of charm animal* (11th level caster), 2 *divine scrolls of speak with animals* (11th level caster).

Wolf, Animal Companion: Medium Animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BA/Grp +3/+5; Atk/Full Atk bite +6 melee (1d6+3); SA trip; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +3, Move Silently +4, Spot +3, Survival +1* (+5 tracking by scent); Blind-Fight, Track, Weapon Focus (bite).

Encounter Seven

Kayn (human form): male human werewolf Bbn2; CR 4; medium humanoid (human, shapechanger); HD 2d12+6+2d8+10; hp 42; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 natural); BA/Grp +3/+6; Atk/Full Atk mw greataxe +7 melee (1d12+4/x3); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, fast movement, illiteracy, rage 1/day, uncanny dodge; AL CE; SV Fort +9, Ref +3, Will +5; Str 17, Dex 10, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +1, Intimidate +4, Jump +5, Listen +8, Move Silently +1, Spot +3, Survival +8 (+12 by scent); Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Focus (bite).

Equipment: masterwork greataxe, masterwork breastplate, *potion of greater magic fang* +3, *dust of dryness*.

Kayn (wolf form): male human werewolf Bbn2; CR 4; medium humanoid (human, shapechanger); HD 2d12+6+2d8+10; hp 42; Init +6; Spd 60 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +3/+7; Atk/Full Atk bite +8 melee (1d6+6); SA curse of lycanthropy, trip; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, illiteracy, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +5, Will +5; Str 19, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +6, Intimidate +4, Jump +9, Listen +8, Move Silently +6, Spot +3, Survival +8 (+12 by scent); Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Focus (bite).

Kayn (hybrid form): male human werewolf Bbn2; CR 4; medium humanoid (human, shapechanger); HD 2d12+6+2d8+10; hp 42; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +3/+7; Atk claw +7 melee (1d4+4) or mw greataxe +8 melee (1d12+6/x3); Full Atk 2 claws +7 melee (1d4+4) and bite +3 melee (1d6+2) OR mw greataxe +8 melee (1d12+6/x3) and bite +3 melee (1d6+2); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, illiteracy, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +5, Will +5; Str 19, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +6, Intimidate +4, Jump +9, Listen +8, Move Silently +6, Spot +3, Survival +8 (+12 by

scent); Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Weapon Focus (bite).

Equipment: masterwork greataxe.

Thrax Briarwood: male human Rog2; CR 2; medium humanoid (human); HD 2d6+4; hp 12; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BA/Grp +1/+1; Atk/Full Atk mw rapier +2 melee (1d6/18-20) or mw shortbow +5 ranged (1d6/x3); SA sneak attack +1d6; SQ trapfinding, evasion; AL CE; SV Fort +2, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Escape Artist +8, Gather Information +4, Hide +8, Knowledge (local – Sheldomar Valley) +7, Listen +6, Move Silently +8, Sense Motive +6, Sleight of Hand +8, Spot +6, Tumble +8; Far Shot, Point Blank Shot.

Equipment: masterwork studded leather armor, masterwork rapier, mw shortbow, 40 arrows, *potion of cat's grace*, *potion of barkskin* +4.

Shastus: male gnome (forest) Sor2; CR 2; small humanoid (gnome); HD 2d4+6; hp 11; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 size, +2 armor); BA/Grp +1/-4; Atk/Full Atk mw small dagger +2 melee (1d3-1/19-20) or mw small light crossbow +5 ranged (1d6/19-20); SA spells, weapon familiarity (gnome hooked hammers), +1 racial bonus on attacks vs. kobolds, goblinoids, orcs, and reptilian humanoids; SQ summon familiar (raven), low-light vision, +2 racial bonus to saves vs. illusions, +4 dodge bonus to AC vs. giants, gnome spell-like abilities, *pass w/o trace* (Su, self only, free action, as Drd2); AL CE; SV Fort +3, Ref +2, Will +6; Str 8, Dex 14, Con 16, Int 12, Wis 12, Cha 16.

Skills and Feats: Appraise +4, Concentration +8, Craft (alchemy) +3, Hide +6 (+10 in woodland), Knowledge (arcana) +6, Listen +5, Spellcraft +6, Spot +3; Eschew Materials.

Spells Known (6/5, base DC = 13 + spell level, 14 + spell level for illusion): 0—*acid splash*, *flare*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*grease*, *shield*.

Equipment: masterwork small leather armor, masterwork small dagger, mw small light crossbow, 20 bolts, *potion of eagle's splendor*, *pearl of power* – 1st level, ~~*arcane scroll of alarm*~~ (12th level caster).

Familiar—Raven: tiny animal; HD ¼d8; 5 hp; Init +2; Spd 10 ft., fly 40ft. (average); AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); BA/Grp +1/-13; Atk/Full Atk claws +5 melee (1d2-5); Space/Reach 2½ ft./0 ft.; SA -; SQ low-light vision, alertness, improved evasion, share spells, empathic link; SV Fort +2, Ref +4, Will +5; Str 1; Dex 15; Con 10, Int 6, Wis 14; Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

APL 6

Encounter Six

Neydus the Druid: male human Drd5; CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 armor, +1 shield); BA/Grp +3/+4; Atk/Full Atk masterwork club +5 melee (1d6+1); SA spells, spontaneous casting, animal companion, wild shape 1/day; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +6, Ref +3, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +10, Knowledge (nature) +6, Listen +9, Spellcraft +6, Spot +9, Survival +11; Combat Casting, Improved Initiative, Natural Spell.

Spells Prepared (5/4/3/2, base DC = 14 + spell level): 0—*cure minor wounds, flare, guidance, resistance* x2; 1st—*entangle, faerie fire, magic fang* x2; 2nd—*barkskin, summon swarm, treeshape*; 3rd—*call lighting, protection from energy*.

Equipment: dragonhide scale mail armor, masterwork club, light wooden shield, *divine scroll of owl's wisdom* (3rd level caster), *potion of barkskin* +2, *oil of shillelagh, universal solvent, Quaal's feather token – tree, Quaal's feather token – bird, elemental gem of earth, divine scroll of charm animal* (1st level caster), 2 *divine scrolls of speak with animals* (1st level caster).

Dire Bat, Animal Companion: Large Animal; HD 4d8+12; hp 33; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14 (-1 size, +6 Dex, +5 natural); BA/Grp +3/+10; Atk/Full Atk bite +5 melee (1d8+4); SQ blindsense 40 ft., link, share spells; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12* (+16 w/ blindsense), Move Silently +11, Spot +8* (+12 w/blindsense); Alertness, Stealthy.

Encounter Seven

Kayn (human form): male human werewolf Bbn2/Rgr2; CR 6; medium humanoid (human, shapechanger); HD 2d12+6+2d8+6+2d8+10; hp 59; Init +4; Spd 40 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 natural); BA/Grp +5/+8; Atk/Full Atk mw greataxe +9 melee (1d12+4/x3); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat); AL CE; SV Fort +12, Ref +6, Will +5; Str 17, Dex 10, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +5, Intimidate +4, Jump +9, Listen +10, Move Silently +5, Spot +5, Survival +10 (+14 by scent); Blind-Fight, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Equipment: masterwork greataxe, mithral breastplate, *potion of greater magic fang* +3, *dust of dryness*.

Kayn (wolf form): male human werewolf Bbn2/Rgr2; CR 6; medium humanoid (human, shapechanger); HD 2d12+6+2d8+6+2d8+10; hp 59; Init +6; Spd 60 ft.; AC 16,

touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +5/+9; Atk/Full Atk bite +10 melee (1d6+6); SA curse of lycanthropy, trip; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat); AL CE; SV Fort +14, Ref +8, Will +5; Str 19, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +8, Intimidate +4, Jump +11, Listen +10, Move Silently +8, Spot +5, Survival +10 (+14 by scent); Blind-Fight, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Kayn (hybrid form): male human werewolf Bbn2/Rgr2; CR 6; medium humanoid (human, shapechanger); HD 2d12+6+2d8+6+2d8+10; hp 59; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +5/+9; Atk claw +9 melee (1d4+4) or mw greataxe +10 melee (1d12+6/x3); Full Atk 2 claws +9 melee (1d4+4) and bite +5 melee (1d6+2) OR mw greataxe +10 melee (1d12+6/x3) and bite +5 melee (1d6+2); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat); AL CE; SV Fort +14, Ref +8, Will +5; Str 19, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Hide +8, Intimidate +4, Jump +11, Listen +10, Move Silently +8, Spot +5, Survival +10 (+14 by scent); Blind-Fight, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Equipment: masterwork greataxe.

Thrax Briarwood: male human Rog4; CR 4; medium humanoid (human); HD 4d6+8; hp 24; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 18 (+4 Dex, +4 armor); BA/Grp +3/+3; Atk/Full Atk mw rapier +4 melee (1d6/18-20) or mw shortbow +9 ranged (1d6/x3); SA sneak attack +2d6; SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL CE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 17 (19), Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Escape Artist +11, Gather Information +6, Hide +11, Knowledge (local – Sheldomar Valley) +9, Listen +8, Move Silently +11, Sense Motive +8, Sleight of Hand +11, Spot +8, Tumble +11; Far Shot, Point Blank Shot, Weapon Focus (bow).

Equipment: +1 *studded leather armor*, masterwork rapier, mw shortbow, 40 arrows, *potion of cat's grace*, *gloves of dexterity* +2, *potion of barkskin* +4.

Shastus: male gnome (forest) Sor4; CR 4; small humanoid (gnome); HD 4d4+12; hp 21; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 size, +2 armor); BA/Grp +2/-3; Atk/Full Atk mw small dagger +3 melee (1d3-1/19-20) or mw small light crossbow +6 ranged (1d6/19-20); SA spells, weapon familiarity (gnome hooked hammers), +1 racial bonus on attacks vs. kobolds, goblinoids, orcs, and reptilian humanoids; SQ summon familiar (raven), low-light vision, +2 racial bonus to saves

vs. illusions, +4 dodge bonus to AC vs. giants, gnome spell-like abilities, *pass w/o trace* (Su, self only, free action, as Drd4); AL CE; SV Fort +4, Ref +3, Will +7; Str 8, Dex 14, Con 16, Int 12, Wis 12, Cha 17 (19).

Skills and Feats: Appraise +4, Concentration +10, Craft (alchemy) +3, Hide +6 (+10 in woodland), Knowledge (arcana) +8, Listen +5, Spellcraft +8, Spot +3; Eschew Materials, Silent Spell.

Spells Known (6/7/4, base DC = 14 + spell level, 15 + spell level for illusion): 0—*acid splash, detect magic, flare, ray of frost, resistance, touch of fatigue*; 1st—*grease, magic missile, shield*; 2nd—*glitterdust*.

Equipment: masterwork small leather armor, masterwork small dagger, mw small light crossbow, 20 bolts, *potion of eagle's splendor, cloak of charisma* +2, *pearl of power* – 1st level, *arcane scroll of alarm* (12th-level caster).

Familiar—Raven: tiny animal; HD ¼d8; 10 hp; Init +2; Spd 10 ft., fly 40ft. (average); AC 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); BA/Grp +2/-12; Atk/Full Atk claws +6 melee (1d2-5); Space/Reach 2½ ft./0 ft.; SA deliver touch spells; SQ low-light vision, alertness, improved evasion, share spells, empathic link; SV Fort +2, Ref +4, Will +6; Str 1; Dex 15; Con 10, Int 7, Wis 14; Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

APL 8

Encounter One

Fiendish Winter Wolf: CR 6; Large Magical Beast (Cold, Extraplanar); HD 6d10+18; hp 59; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +6/+14; Atk/Full Atk bite +9 melee (1d8+6 plus 1d6 cold); SA breath weapon, freezing bite, smite good, trip; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire, fire resistance 5, DR 5/magic, SR 11; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide –1* (+4 in snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1* (+5 tracking by scent); Alertness, Improved Initiative, Track.

Breath Weapon (Su): 15 foot cone, once every 1d4 rounds, damage 4d6 cold, Ref DC 16 half. The save is Con-based.

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

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

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

Encounter Six

Neydus the Druid: male human Drd7; CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield); BA/Grp +5/+6; Atk/Full Atk masterwork club +7 melee (1d6+1); SA spells, spontaneous casting, animal companion, wild shape 3/day; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +7, Ref +4, Will +10; Str 12, Dex 14, Con 14, Int 10, Wis 18 (20), Cha 8.

Skills and Feats: Concentration +12, Knowledge (nature) +7, Listen +11, Spellcraft +7, Spot +11, Survival +13; Combat Casting, Improved Initiative, Natural Spell, Track.

Spells Prepared (6/6/4/3/2, base DC = 15 + spell level): 0—*create water, cure minor wounds, flare, guidance, resistance* x2; 1st—*entangle* x2, *faerie fire, longstrider, magic fang* x2; 2nd—*barkskin* x2, *summon swarm, treeshape*; 3rd—*call lighting, cure moderate wounds, protection from energy*; 4th—*flame strike, freedom of movement*.

Equipment: dragonhide breastplate, masterwork club, +1 light wooden shield, *divine scroll of owl's wisdom* (3rd level caster), *potion of barkskin* +2, *oil of shillelagh, universal solvent, Quaal's feather token – tree, Quaal's feather token – bird, elemental gem of earth, periapt of wisdom* +2, *divine scroll of charm animal* (11th-level caster), 2 *divine scrolls of speak with animals* (11th-level caster).

Dire Bat, Animal Companion: Large Animal; HD 6d8+18; hp 50; Init +6; Spd 20 ft., fly 40 ft. (good); AC 22, touch 15, flat-footed 16 (-1 size, +6 Dex, +7 natural); BA/Grp +4/+12; Atk/Full Atk bite +7 melee (2d6+6); SQ blindsense 40 ft., link, share spells, evasion; AL N; SV Fort +8, Ref +11, Will +7; Str 18, Dex 23, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +5, Listen +12* (+16 w/blindsense), Move Silently +12, Spot +8* (+12 w/blindsense); Alertness, Improved Natural Attack, Stealthy.

Encounter Seven

Kayn (human form): male human werewolf Bbn2/Rgr3/Warshaper1; CR 8; medium humanoid (human, shapechanger); HD 2d12+6+4d8+12+2d8+10; hp 75; Init +4; Spd 40 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 natural); BA/Grp +6/+10; Atk *greataxe* +11 melee (1d12+7/x3); Full Atk *greataxe* +11/+6 melee (1d12+7/x3); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat); AL CE; SV Fort +15, Ref +7, Will +7; Str 18, Dex 10, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +5, Hide +6, Intimidate +4, Jump +11, Listen +11, Move Silently +6, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Equipment: +1 greataxe, mithral breastplate, cloak of resistance +1, potion of greater magic fang +3, dust of dryness.

Kayn (wolf form): male human werewolf Bbn2/Rgr3/Warshaper1; CR 8; medium humanoid (human, shapechanger); HD 2d12+6+4d8+12+2d8+10; hp 75; Init +6; Spd 60 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +6/+11; Atk/Full Atk bite +12 melee (1d6+7); SA curse of lycanthropy, trip; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat), morphic immunities (Ex, immune to stunning and critical hits), morphic weapons (Su); AL CE; SV Fort +17, Ref +9, Will +7; Str 20, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Hide +9, Intimidate +4, Jump +13, Listen +11, Move Silently +9, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form. These morphic weapons need not be natural weapons the creature already possesses. If they did already possess the natural weapon grown, that natural weapon instead deals damage as if it were one category larger (bite from 1d6 to 1d8). A warshaper can change morphic weapons as often as it likes.

Equipment: cloak of resistance +1.

Kayn (hybrid form): male human werewolf Bbn2/Rgr3/Warshaper1; CR 8; medium humanoid (human, shapechanger); HD 2d12+6+4d8+12+2d8+10; hp 75; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +6/+11; Atk claw +11 melee (1d4+5) or greataxe +12 melee (1d12+8/x3); Full Atk 2 claws +11 melee (1d4+5) and bite +7 melee (1d6+2) OR greataxe +12/+7 melee (1d12+8/x3) and bite +7 melee (1d6+2); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat), morphic immunities (Ex, immune to stunning and critical hits), morphic weapons (Su); AL CE; SV Fort +17, Ref +9, Will +7; Str 20, Dex 14, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Hide +9, Intimidate +4, Jump +13, Listen +11, Move Silently +9, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Initiative, Iron Will, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form.

These morphic weapons need not be natural weapons the creature already possesses. If they did already possess the natural weapon grown, that natural weapon instead deals damage as if it were one category larger (bite from 1d6 to 1d8 or claw from 1d4 to 1d6). A warshaper can change morphic weapons as often as it likes.

Equipment: +1 greataxe, cloak of resistance +1.

Thrax Briarwood: male human Rog5/Rgr1; CR 6; medium humanoid (human); HD 5d6+1d8+12; hp 38; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 19 (+4 Dex, +4 armor, +1 shield); BA/Grp +4/+4; Atk/Full Atk mw rapier +5 melee (1d6/18-20) or mw longbow +10 ranged (1d8/x3); SA sneak attack +3d6, favored enemy (halfling +2); SQ trapfinding, evasion, trap sense +1, uncanny dodge, wild empathy; AL CE; SV Fort +5, Ref +10, Will +2; Str 10, Dex 17 (19), Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +7, Escape Artist +12, Gather Information +7, Hide +13, Knowledge (local – Sheldomar Valley) +10, Listen +10, Move Silently +13 (+18), Sense Motive +9, Sleight of Hand +12, Spot +10, Survival +6, Tumble +12; Far Shot, Point Blank Shot, Precise Shot, Track, Weapon Focus (bow).

Equipment: +1 silent moves studded leather armor, mw buckler, mw rapier, mw longbow, 40 arrows, *potion of cat's grace*, *gloves of dexterity* +2, *potion of barkskin* +4.

Shastus: male gnome (forest) Sor6; CR 6; small humanoid (gnome); HD 6d4+18; hp 32; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 size, +2 armor); BA/Grp +3/-2; Atk/Full Atk mw small dagger +4 melee (1d3-1/19-20) or mw small light crossbow +7 ranged (1d6/19-20); SA spells, weapon familiarity (gnome hooked hammers), +1 racial bonus on attacks vs. kobolds, goblinoids, orcs, and reptilian humanoids; SQ summon familiar (raven), low-light vision, +2 racial bonus to saves vs. illusions, +4 dodge bonus to AC vs. giants, gnome spell-like abilities, *pass w/o trace* (Su, self only, free action, as *Drd6*); AL CE; SV Fort +5, Ref +4, Will +8; Str 8, Dex 14, Con 16, Int 12, Wis 12, Cha 17 (19).

Skills and Feats: Appraise +4, Concentration +12, Craft (alchemy) +3, Hide +6 (+10 in woodland), Knowledge (arcana) +10, Listen +5, Spellcraft +10, Spot +3; Eschew Materials, Silent Spell, Still Spell.

Spells Known (6/7/6/4, base DC = 14 + spell level, 15 + spell level for illusion): 0—*acid splash*, *detect magic*, *flare*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*enlarge person*, *grease*, *magic missile*, *shield*; 2nd—*glitterdust*, *Tasha's hideous laughter*; 3rd—*fireball*.

Equipment: masterwork small leather armor, masterwork small dagger, mw small light crossbow, 20 bolts, *potion of eagle's splendor*, *cloak of charisma* +2, *pearl of power* – 1st level, *arcane scroll of alarm* (12th level caster).

Familiar—Raven: tiny animal; HD ¼d8; 16 hp; Init +2; Spd 10 ft., fly 40ft. (average); AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); BA/Grp +3/-11; Atk/Full Atk claws +7 melee (1d2-5); Space/Reach 2½ ft./0 ft.; SA deliver touch spells; SQ low-light vision, alertness, improved evasion, share spells, empathic link, speak with master; SV Fort +2,

Ref +4, Will +7; Str 1; Dex 15; Con 10, Int 8, Wis 14; Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

APL 10

Encounter One

Advanced Fiendish Winter Wolf: CR 8; Large Magical Beast (Cold, Extraplanar); HD 9d10+27; hp 88; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +9/+17; Atk/Full Atk bite +12 melee (2d6+6 plus 1d6 cold); SA breath weapon, freezing bite, smite good, trip; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire, fire resistance 10, DR 5/magic, SR 14; AL NE; SV Fort +9, Ref +7, Will +4; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide -1* (+4 in snow and ice), Listen +6, Move Silently +8, Spot +6, Survival +1* (+5 tracking by scent); Alertness, Improved Initiative, Improved Natural Attack, Track.

Breath Weapon (Su): 15 foot cone, once every 1d4 rounds, damage 4d6 cold, Ref DC 16 half. The save is Con-based.

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

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

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

Encounter Six

Neydus the Druid: male human Drd9; CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +6; Spd 20 ft.; AC 21, touch 13, flat-footed 19 (+2 Dex, +6 armor, +2 shield, +1 ring); BA/Grp +6/+7; Atk masterwork club +8 melee (1d6+1); Full Atk masterwork club +8/+3 melee (1d6+1); SA spells, spontaneous casting, animal companion, wild shape (3/day, Large); SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity; AL NE; SV Fort +8, Ref +5, Will +11; Str 12, Dex 14, Con 14, Int 10, Wis 19 (21), Cha 8.

Skills and Feats: Concentration +14, Knowledge (nature) +8, Listen +13, Spellcraft +8, Spot +13, Survival +15; Combat Casting, Improved Initiative, Natural Spell, Run, Track.

Spells Prepared (6/6/5/4/3/2, base DC = 15 + spell level): 0—create water, cure minor wounds, flare, guidance, resistance x2; 1st—entangle x2, faerie fire, longstrider, magic fang x2; 2nd—barkskin x2, bull's strength, summon swarm, treeshape; 3rd—cure moderate wounds, greater magic fang, poison, protection from energy; 4th—flame strike, freedom of

movement, spike stones; 5th—call lightning storm, commune with nature.

Equipment: +1 wild dragonhide breastplate, masterwork club, +1 light wooden shield, divine scroll of owl's wisdom (3rd level caster), potion of barkskin +2, oil of shillelagh, universal solvent, Quaal's feather token - tree, Quaal's feather token - bird, elemental gem of earth, periapt of wisdom +2, ring of protection +1, ~~divine scroll of charm animal (11th level caster), 2 divine scrolls of speak with animals (11th level caster).~~

Dire Bat, Animal Companion: Large Animal; HD 8d8+24; hp 66; Init +7; Spd 20 ft., fly 40 ft. (good); AC 25, touch 16, flat-footed 18 (-1 size, +7 Dex, +9 natural); BA/Grp +6/+14; Atk/Full Atk bite +9 melee (2d6+6); SQ blindsense 40 ft., link, share spells, evasion, devotion; AL N; SV Fort +9, Ref +13, Will +8; Str 19, Dex 24, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +8, Listen +12* (+16 w/blindsense), Move Silently +13, Spot +8* (+12 w/blindsense); Alertness, Improved Natural Attack, Stealthy.

Encounter Seven

Kayn (human form): male human werewolf Bbn2/Rgr3/Warshaper3; CR 10; medium humanoid (human, shapechanger); HD 2d12+6+6d8+18+2d8+14; hp 95; Init +4; Spd 40 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 natural); BA/Grp +8/+12; Atk greataxe +13 melee (1d12+7/x3); Full Atk greataxe +13/+8 melee (1d12+7/x3); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat); AL CE; SV Fort +16, Ref +8, Will +8; Str 18, Dex 10, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Hide +6, Intimidate +4, Jump +11, Listen +11, Move Silently +6, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Initiative, Iron Will, Multiattack, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Equipment: +1 greataxe, mithral breastplate, cloak of resistance +1, potion of greater magic fang +3, dust of dryness, Murlynd's spoon.

Kayn (wolf form): male human werewolf Bbn2/Rgr3/Warshaper3; CR 10; medium humanoid (human, shapechanger); HD 2d12+6+6d8+18+2d8+14; hp 95; Init +6; Spd 60 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +8/+15; Atk/Full Atk bite +16 melee (1d6+10); Space/Reach 5 ft./10 ft.; SA curse of lycanthropy, trip; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat), morphic immunities (Ex, immune to stunning and critical hits), morphic weapons (Su), morphic body (Su, +4 Str, +4 Con), morphic reach (Su); AL CE; SV Fort +20, Ref +10, Will +8; Str 24, Dex 14, Con 24, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +13, Hide +9, Intimidate +4, Jump +15, Listen +11, Move Silently +9, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Initiative, Iron Will, Multiattack, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form. These morphic weapons need not be natural weapons the creature already possesses. If they did already possess the natural weapon grown, that natural weapon instead deals damage as if it were one category larger (bite from 1d6 to 1d8). A warshaper can change morphic weapons as often as it likes.

Morphic Reach (Su): A warshaper can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Equipment: *cloak of resistance* +1.

Kayn (hybrid form): male human werewolf Bbn2/Rgr3/Warshaper3; CR 10; medium humanoid (human, shapechanger); HD 2d12+6+6d8+18+2d8+14; hp 95; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +8/+15; Atk claw +15 melee (1d4+7) or *greataxe* +16 melee (1d12+11/x3); Full Atk 2 claws +15 melee (1d4+7) and bite +14 melee (1d6+3) OR *greataxe* +16/+11 melee (1d12+11/x3) and bite +14 melee (1d6+3); Space/Reach 5 ft./10 ft.; SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat), morphic immunities (Ex, immune to stunning and critical hits), morphic weapons (Su), morphic body (Su, +4 Str, +4 Con), morphic reach (Su); AL CE; SV Fort +20, Ref +10, Will +8; Str 24, Dex 14, Con 24, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +13, Hide +9, Intimidate +4, Jump +15, Listen +11, Move Silently +9, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Initiative, Iron Will, Multiattack, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form. These morphic weapons need not be natural weapons the creature already possesses. If they did already possess the natural weapon grown, that natural weapon instead deals damage as if it were one category larger (bite from 1d6 to 1d8 or claw from 1d4 to 1d6). A warshaper can change morphic weapons as often as it likes.

Morphic Reach (Su): A warshaper can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it is emulating.

Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Equipment: +1 *greataxe*, *cloak of resistance* +1.

Thrax Briarwood: male human Rog5/Rgr2/DeepwoodSniper1; CR 8; medium humanoid (human); HD 5d6+3d8+16; hp 53; Init +5; Spd 30 ft.; AC 21, touch 16, flat-footed 21 (+5 Dex, +4 armor, +1 shield, +1 ring); BA/Grp +6/+6; Atk mw rapier +7 melee (1d6/18-20) or *longbow* +13 ranged (1d8+1/19-20/x3); Full Atk mw rapier +7/+2 melee (1d6/18-20) or *longbow* +11/+11/+6 ranged (1d8+1/19-20/x3); SA sneak attack +3d6, favored enemy (halfling +2), combat style (archery), keen arrows (arrows threat 19-20), range increment bonus (+10 ft. to range increment of all projectile weapons); SQ trapfinding, evasion, trap sense +1, uncanny dodge, wild empathy; AL CE; SV Fort +6, Ref +14, Will +2; Str 10, Dex 18 (20), Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +7, Escape Artist +14, Gather Information +7, Hide +16, Knowledge (local – Sheldomar Valley) +10, Listen +12, Move Silently +16 (+21), Sense Motive +10, Sleight of Hand +13, Spot +12, Survival +12, Tumble +13; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (bow).

Equipment: +1 *silent moves studded leather armor*, mw buckler, mw rapier, +1 *longbow*, 40 arrows, *potion of cat's grace*, *gloves of dexterity* +2, *ring of protection* +1, *potion of barkskin* +4.

Shastus: male gnome (forest) Sor8; CR 8; small humanoid (gnome); HD 8d4+24; hp 42; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 size, +2 armor); BA/Grp +4/-1; Atk/Full Atk mw small dagger +5 melee (1d3-1/19-20) or mw small light crossbow +8 ranged (1d6/19-20); SA spells, weapon familiarity (gnome hooked hammers), +1 racial bonus on attacks vs. kobolds, goblinoids, orcs, and reptilian humanoids; SQ summon familiar (raven), low-light vision, +2 racial bonus to saves vs. illusions, +4 dodge bonus to AC vs. giants, gnome spell-like abilities, *pass w/o trace* (Su, self only, free action, as Drd8); AL CE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 12, Wis 12, Cha 18 (20).

Skills and Feats: Appraise +4, Concentration +14, Craft (alchemy) +3, Hide +6 (+10 in woodland), Knowledge (arcana) +12, Listen +5, Spellcraft +12, Spot +3; Eschew Materials, Silent Spell, Still Spell.

Spells Known (6/8/7/6/4, base DC = 15 + spell level, 16 + spell level for illusion): 0—*acid splash*, *detect magic*, *flare*, *message*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*disguise self*, *enlarge person*, *grease*, *magic missile*, *shield*; 2nd—*glitterdust*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd—*dispel magic*, *fireball*; 4th—*confusion*.

Equipment: masterwork small leather armor, masterwork small dagger, mw small light crossbow, 20 bolts, *potion of eagle's splendor*, *cloak of charisma* +2, *pearl of power* – 1st level, *chime of opening*, *arcane scroll of alarm* (12th level-caster).

Familiar—Raven: tiny animal; HD ¼d8; 21 hp; Init +2; Spd 10 ft., fly 40ft. (average); AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural); BA/Grp

+4/-10; Atk/Full Atk claws +8 melee (1d2-5); Space/Reach 2½ ft./0 ft.; SA deliver touch spells; SQ low-light vision, alertness, improved evasion, share spells, empathic link, speak with master, speak with animals of its kind; SV Fort +2, Ref +4, Will +8; Str 1; Dex 15; Con 10, Int 9, Wis 14; Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

APL 12

Encounter One

Advanced Fiendish Winter Wolf: CR 8; Large Magical Beast (Cold, Extraplanar); HD 9d10+27; hp 88; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +9/+17; Atk/Full Atk bite +12 melee (2d6+6 plus 1d6 cold); SA breath weapon, freezing bite, smite good, trip; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire, fire resistance 10, DR 5/ magic, SR 14; AL NE; SV Fort +9, Ref +7, Will +4; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide -1* (+4 in snow and ice), Listen +6, Move Silently +8, Spot +6, Survival +1* (+5 tracking by scent); Alertness, Improved Initiative, Improved Natural Attack, Track.

Breath Weapon (Su): 15 foot cone, once every 1d4 rounds, damage 4d6 cold, Ref DC 16 half. The save is Con-based.

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

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

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

Encounter Four

Fiendish Winter Wolf: CR 6; Large Magical Beast (Cold, Extraplanar); HD 6d10+18; hp 59; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +6/+14; Atk/Full Atk bite +9 melee (1d8+6 plus 1d6 cold); SA breath weapon, freezing bite, smite good, trip; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire, fire resistance 5, DR 5/ magic, SR 11; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide -1* (+4 in snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1* (+5 tracking by scent); Alertness, Improved Initiative, Track.

Breath Weapon (Su): 15 foot cone, once every 1d4 rounds, damage 4d6 cold, Ref DC 16 half. The save is Con-based.

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

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

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

Encounter Six

Neydus the Druid: male human Drd11; CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +6; Spd 20 ft.; AC 21, touch 13, flat-footed 19 (+2 Dex, +6 armor, +2 shield, +1 ring); BA/Grp +8/+9; Atk masterwork club +10 melee (1d6+1); Full Atk masterwork club +10/+5 melee (1d6+1); SA spells, spontaneous casting, animal companion, wild shape (4/day, Large, Tiny); SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity; AL NE; SV Fort +9, Ref +5, Will +13; Str 12, Dex 14, Con 14, Int 10, Wis 19 (23), Cha 8.

Skills and Feats: Concentration +16, Knowledge (nature) +9, Listen +15, Spellcraft +9, Spot +15, Survival +17; Combat Casting, Improved Initiative, Natural Spell, Run, Track.

Spells Prepared (6/7/6/5/4/3/2, base DC = 15 + spell level): 0—create water, cure minor wounds, flare, guidance, resistance x2; 1st—entangle x2, faerie fire, longstrider, magic fang x2, produce flame; 2nd—barkskin x2, bear's endurance, bull's strength, summon swarm, treeshape; 3rd—cure moderate wounds, greater magic fang x2, poison, protection from energy; 4th—dispel magic, flame strike, freedom of movement, spike stones; 5th—call lightning storm, commune with nature, wall of thorns; 6th—antilife shell, greater dispel magic.

Equipment: +1 wild dragonhide breastplate, masterwork club, +1 light wooden shield, divine scroll of owl's wisdom (3rd level caster), potion of barkskin +2, oil of shillelagh, universal solvent, Quaal's feather token - tree, Quaal's feather token - bird, elemental gem of earth, periapt of wisdom +4, ring of protection +1, divine scroll of charm animal (1st level caster), 2 divine scrolls of speak with animals (1st level caster).

Dire Bat, Animal Companion: Large Animal; HD 8d8+24; hp 66; Init +7; Spd 20 ft., fly 40 ft. (good); AC 25, touch 16, flat-footed 18 (-1 size, +7 Dex, +9 natural); BA/Grp +6/+14; Atk/Full Atk bite +9 melee (2d6+6); SQ blindsense 40 ft., link, share spells, evasion, devotion; AL N; SV Fort +9, Ref +13, Will +8; Str 19, Dex 24, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +8, Listen +12* (+16 w/ blindsense), Move Silently +13, Spot +8* (+12 w/blindsense); Alertness, Improved Natural Attack, Stealthy.

Encounter Seven

Kayn (human form): male human werewolf Bbn2/Rgr3/Warshaper5; CR 12; medium humanoid (human, shapechanger); HD 2d12+6+8d8+24+2d8+14; hp 111; Init +4; Spd 40 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 natural); BA/Grp +9/+13; Atk greataxe +14

melee (1d12+7/x3); Full Atk *greataxe* +14/+9 melee (1d12+7/x3); SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat); AL CE; SV Fort +17, Ref +8, Will +8; Str 18, Dex 11, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +13, Hide +6, Intimidate +4, Jump +11, Listen +11, Move Silently +6, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Bull Rush, Improved Initiative, Iron Will, Multiattack, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Equipment: +1 *bane (animal, fey) greataxe*, mithral breastplate, *cloak of resistance* +1, *potion of greater magic fang* +3, *dust of dryness*, *Murlynd's spoon*.

Kayn (wolf form): male human werewolf Bbn2/Rgr3/Warshaper5; CR 12; medium humanoid (human, shapechanger); HD 2d12+6+8d8+24+2d8+14; hp 111; Init +6; Spd 60 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +9/+16; Atk/Full Atk bite +17 melee (1d6+10); Space/Reach 5 ft./10 ft.; SA curse of lycanthropy, trip; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat), morphic immunities (Ex, immune to stunning and critical hits), morphic weapons (Su), morphic body (Su, +4 Str, +4 Con), morphic reach (Su), morphic healing (Su), flashmorph (Su); AL CE; SV Fort +21, Ref +10, Will +8; Str 24, Dex 15, Con 24, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +15, Hide +9, Intimidate +4, Jump +15, Listen +11, Move Silently +9, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Bull Rush, Improved Initiative, Iron Will, Multiattack, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form. These morphic weapons need not be natural weapons the creature already possesses. If they did already possess the natural weapon grown, that natural weapon instead deals damage as if it were one category larger (bite from 1d6 to 1d8). A warshaper can change morphic weapons as often as it likes.

Morphic Reach (Su): A warshaper can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach that the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): A warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Flashmorph (Su): A warshaper can change form as a move action.

Equipment: *cloak of resistance* +1.

Kayn (hybrid form): male human werewolf Bbn2/Rgr3/Warshaper5; CR 12; medium humanoid (human, shapechanger); HD 2d12+6+8d8+24+2d8+14; hp 111; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 natural); BA/Grp +9/+16; Atk claw +16 melee (1d4+7) or *greataxe* +17 melee (1d12+11/x3); Full Atk 2 claws +16 melee (1d4+7) and bite +15 melee (1d6+3) OR *greataxe* +17/+12 melee (1d12+11/x3) and bite +15 melee (1d6+3); Space/Reach 5 ft./10 ft.; SA curse of lycanthropy; SQ alternate form, wolf empathy, low-light vision, scent, DR 10/silver, fast movement, rage 1/day, uncanny dodge, favored enemy (elf +2), wild empathy, combat style (two-weapon combat), morphic immunities (Ex, immune to stunning and critical hits), morphic weapons (Su), morphic body (Su, +4 Str, +4 Con), morphic reach (Su), morphic healing (Su), flashmorph (Su); AL CE; SV Fort +21, Ref +10, Will +8; Str 24, Dex 15, Con 24, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +15, Hide +9, Intimidate +4, Jump +15, Listen +11, Move Silently +9, Spot +6, Survival +11 (+15 by scent); Blind-Fight, Endurance, Improved Bull Rush, Improved Initiative, Iron Will, Multiattack, Power Attack, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (bite).

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form. These morphic weapons need not be natural weapons the creature already possesses. If they did already possess the natural weapon grown, that natural weapon instead deals damage as if it were one category larger (bite from 1d6 to 1d8 or claw from 1d4 to 1d6). A warshaper can change morphic weapons as often as it likes.

Morphic Reach (Su): A warshaper can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach that the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): A warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Flashmorph (Su): A warshaper can change form as a move action.

Equipment: +1 *bane (animal, fey) greataxe*, *cloak of resistance* +1.

Thrax Briarwood: male human Rog5/Rgr2/DeepwoodSniper3; CR 10; medium humanoid (human); HD 5d6+5d8+20; hp 68; Init +6; Spd 30 ft.; AC 22, touch 17, flat-footed 22 (+6 Dex, +4 armor, +1 shield, +1 ring); BA/Grp +8/+8; Atk mw rapier +15 melee (1d6/18-20) or *longbow* +17 ranged (1d8+1 plus poison /19-20/x4); Full Atk mw rapier +15/+10 melee (1d6/18-20) or *longbow* +15/+15/+10 ranged (1d8+1 plus poison/19-20/x4); SA sneak attack +3d6, favored enemy (halfling +2), combat style (archery), keen arrows (arrows threat 19-20), range increment bonus (+30 ft. to range increment of all projectile weapons), concealment

reduction (miss chance vs. opponents drops 10%), *magic weapon* 1/day (3rd level caster, projectile weapons only), projectile improved critical (+1 critical damage multiplier w/ projectile weapons); SQ trapfinding, evasion, trap sense +1, uncanny dodge, wild empathy, poison use; AL CE; SV Fort +7, Ref +16, Will +3; Str 10, Dex 18 (22), Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Bluff +7, Escape Artist +17, Gather Information +7, Hide +19, Knowledge (local – Sheldomar Valley) +10, Listen +14, Move Silently +19 (+24), Sense Motive +12, Sleight of Hand +14, Spot +14, Survival +14, Tumble +14; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse, Weapon Focus (bow).

Equipment: +1 silent moves studded leather armor, mw buckler, mw rapier, +1 longbow, 20 arrows, 20 poisoned arrows (purple worm poison, Fort DC 24, 1d6 Str/2d6 Str), *potion of cat's grace*, *gloves of dexterity* +4, *ring of protection* +1, *lesser bracers of archery*, *potion of barkskin* +4.

Shastus: male gnome (forest) Sor10; CR 10; small humanoid (gnome); HD 10d4+30; hp 53; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +1 size, +2 armor); BA/Grp +5/0; Atk/Full Atk mw small dagger +6 melee (1d3-1/19-20) or mw small light crossbow +9 ranged (1d6/19-20); SA spells, weapon familiarity (gnome hooked hammers), +1 racial bonus on attacks vs. kobolds, goblinoids, orcs, and reptilian humanoids; SQ summon familiar (raven), low-light vision, +2 racial bonus to saves vs. illusions, +4 dodge bonus to AC vs. giants, gnome spell-like abilities, *pass w/o trace* (Su, self only, free action, as Drd10); AL CE; SV Fort +6, Ref +5, Will +10; Str 8, Dex 14, Con 16, Int 12, Wis 12, Cha 18 (20).

Skills and Feats: Appraise +4, Climb +4, Concentration +16, Craft (alchemy) +3, Hide +6 (+10 in woodland), Knowledge (arcana) +14, Listen +5, Spellcraft +14, Spot +3, Swim +4; Eschew Materials, Silent Spell, Spell Focus (enchantment), Still Spell.

Spells Known (6/8/7/7/6/4, base DC = 15 + spell level, 16 + spell level for enchantment, illusion): 0—*acid splash*, *detect magic*, *disrupt undead*, *flare*, *message*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*disguise self*, *enlarge person*, *grease*, *magic missile*, *shield*; 2nd—*glitterdust*, *mirror image*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd—*dispel magic*, *fireball*, *suggestion*; 4th—*confusion*, *greater invisibility*; 4th—*cone of cold*.

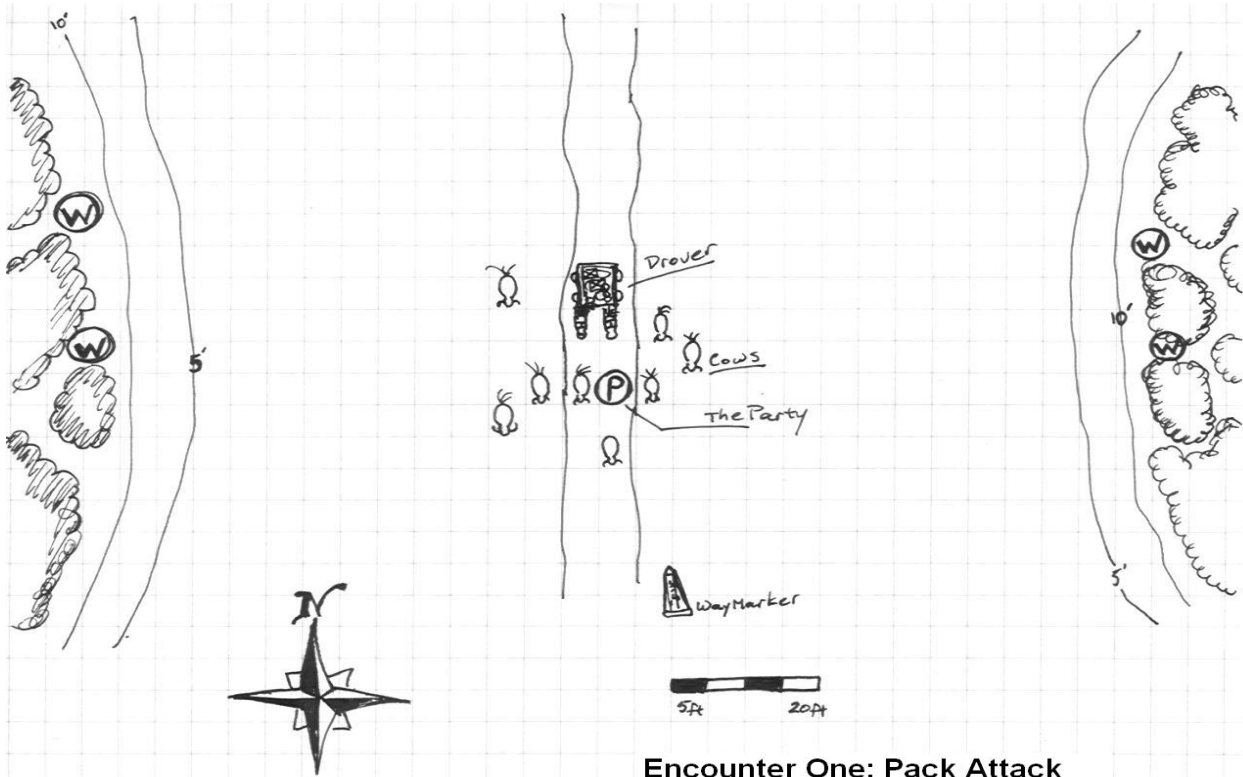
Equipment: masterwork small leather armor, masterwork small dagger, mw small light crossbow, 20 bolts, *potion of eagle's splendor*, *cloak of charisma* +2, *pearl of power* – 1st level, *chime of opening*, *elixir of truth*, *gloves of swimming and climbing*, ~~*arcane scroll of alarm* (12th level caster)~~.

Familiar—Raven: tiny animal; HD ¼d8; 26 hp; Init +2; Spd 10 ft., fly 40ft. (average); AC 19, touch 14, flat-footed 17 (+2 size, +2 Dex, +5 natural); BA/Grp +5/-9; Atk/Full Atk claws +9 melee (1d2-5); Space/Reach 2½ ft./0 ft.; SA deliver touch spells; SQ low-light vision, alertness, improved evasion, share spells, empathic link, speak with master, speak with

animals of its kind; SV Fort +3, Ref +5, Will +9; Str 1; Dex 15; Con 10, Int 10, Wis 14; Cha 6.

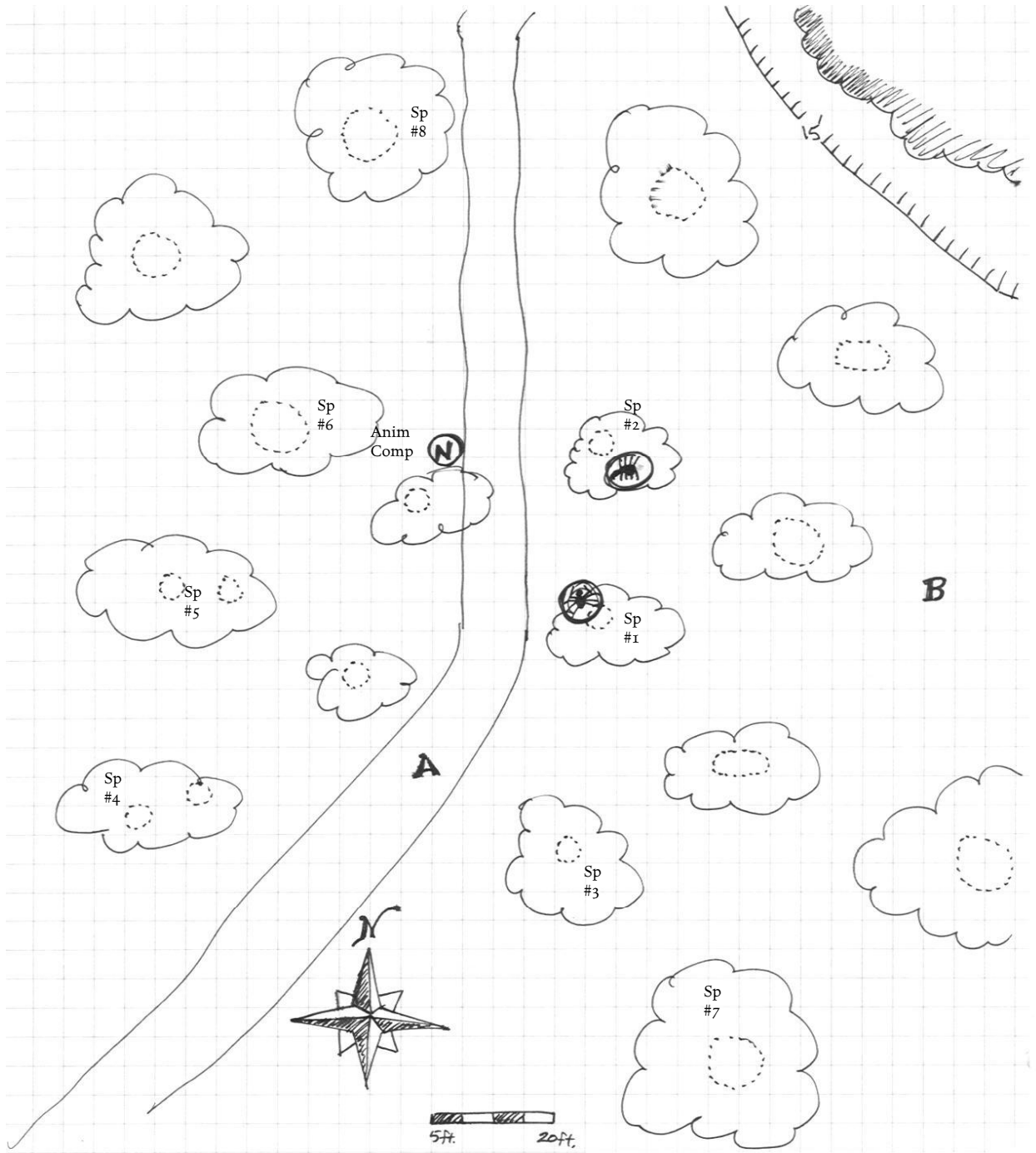
Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

DM Aids: Map #1



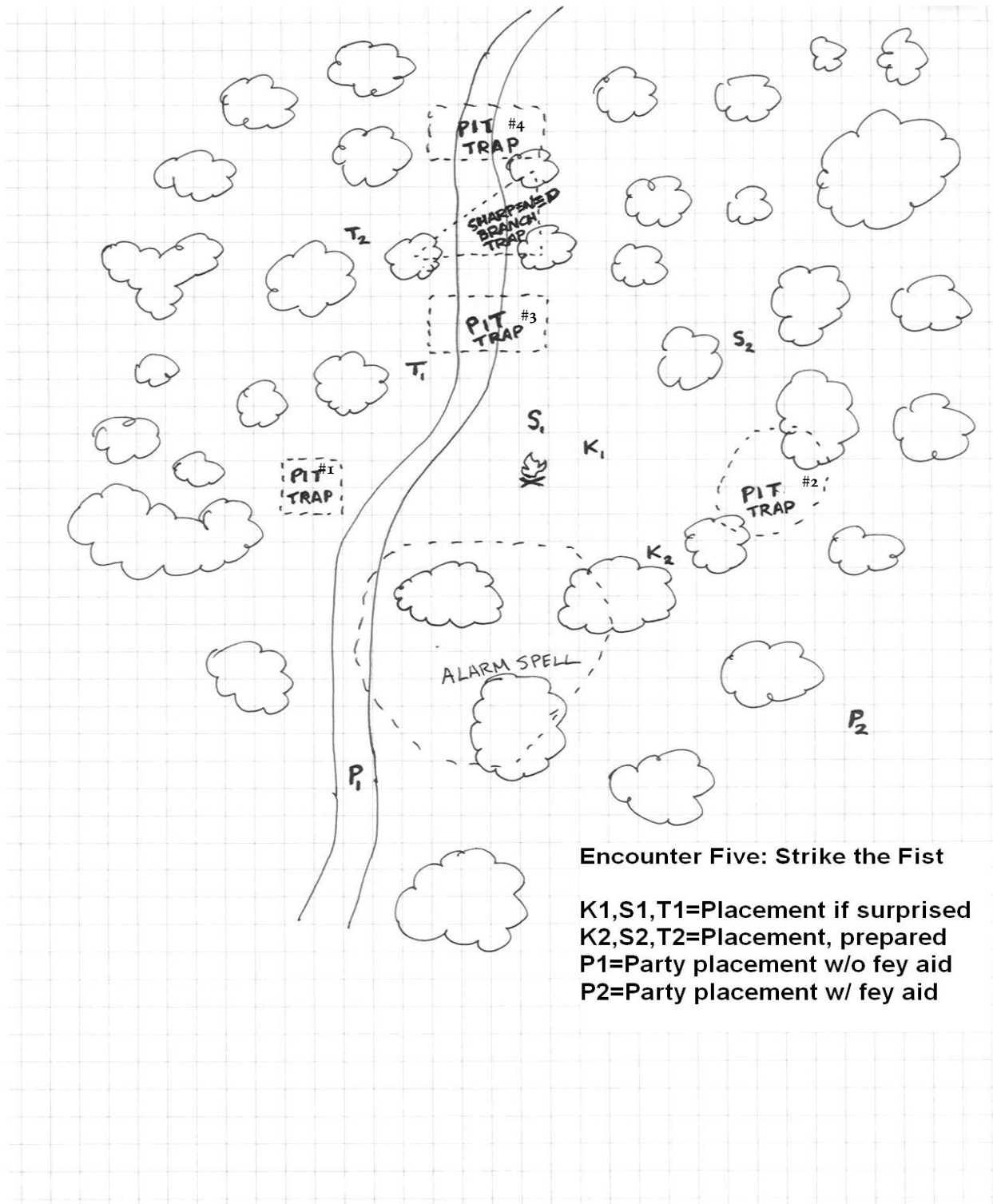
Encounter One: Pack Attack

DM Aids: Map #2



Encounter Four: What Webs We Weave
N=Neydus the Druid
A=Party Placement w/o Fey aid
B=Party Placement w/ Fey aid

DM Aids: Map #3



Encounter Five: Strike the Fist

- K1,S1,T1=Placement if surprised
- K2,S2,T2=Placement, prepared
- P1=Party placement w/o fey aid
- P2=Party placement w/ fey aid

Player Handout #1

Dear Friend,

It has been long since last we spoke. Your friends in town speak well of you and say that you have been having many grand adventures. I must unfortunately inform you of some difficulties here in your home. It seems that the merchant, Andrij, has gone missing. You remember him. He is a friend of our own Masehane Trianius, and quite the lively drinker. He was traveling on his way here from Westburn approximately a week ago. Masehane is in an awful state.

Just prior to that, others have gone missing. There are more and more wild animals in the Sylvan Woods and in the Shale Fens. The rangers say that it is all perfectly natural, but I am not sure. If you could find time out of your busy travels to return home and help us get to the bottom of these strange occurrences, we would all appreciate it.

Sincerely,

Hianian Fire, Grosspokesman

Player Handout #2

My Esteemed Colleague,

Something strange is going on in the Church of Zilchus. Our sympathetic souls in the Church of Heironeous tell us that the Zilchans misallocated a large sum that was to go to a Heironean orphanage. The funds were later replaced, and the Zilchans deny any mistake whatsoever. Other sympathetic souls in the Zilchan High Temple confirmed the misallocation, but turned up missing when we sought additional information.

I'm sure you agree that it is not like the Zilchans to misplace any amount of coin, much less a large sum. We fear there may be some dire outside influence at work. Please investigate with our blessings and report all your findings to our Chapterhouse in Loftwick.

In the Holy Seven's Good Service,

Du'Brin, Priest of Allitur

Undersecretary to his Eminence, Reyndrith, High Priest of Allitur to the Yeomanry and Counselor of the High Council of the Sevenfold Church

Player Handout #3

Our righteous Comrade-in-Arms,

Strange tidings arise from the Church of Zilchus. We have recently discovered a misallocation of funds earmarked to the construction of an orphanage dedicated to the Archpaladin. As is customary, we deposited a lump sum, and the Zilchans handled routine disbursement. However, some of the funds were missing when we chose to audit. The money was replaced and the Zilchans deny any mistake on their part. We both know that it is more likely that one of us supped with a Hextorite than that a Zilchan overlook the merest copper common, much less thousands of freegold.

I fear that in their greed they have fallen under the influence of evil forces. The trail leads hence to a Zilchan priest in Shalehal, named Hamund. Go to Shalehal and see what you can discover about the goings on there, and report back to my office in the Bastion in Loftwick. I may call upon you at a later time when we have learned more of the corruption in the Zilchan ranks.

Fraternally yours,

Patris Sebastian,

Sentinel of the Illuminating Bolt