

Horror in the Timberway

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in Ratik

Version 1.0

by Greg Jones and Frank Mikes

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Something horrible is happening in the Timberway and while some of this evil has been discovered, more must be uncovered. Unspeakable crimes, hideous happenings and unnatural foulness that chills the blood of even the most hardened adventurer – all this must be revealed before the healing of the Timberway can begin. This adventure contains strong horror elements, so player discretion is advised. A one-round Regional adventure set in Ratik for characters level 3-15 (APLs 4-12).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeon Masters Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Magic Item Compendium* [Andy Collins, Mike Mearls and Stephen Schubert] and *Spell Compendium* [Jeff Grubb, Mike McArtor, Matthew Sernett].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

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

Preparing for Play

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

For several thousand years, since long before the Great Migration, Caer Souldar, a circle of stones in the Timberway, has been a place of worship for Flan druids. It is part of the natural magic of the forest; a place where one trained can monitor and control the natural forces of the forest. However, due to the overwhelming presence of Suel within the Timberway, few Flan have visited the site since the Suel arrived almost 800 years ago.

Naturally enough, the trees near the Caer Souldar grew straighter, crops were more bountiful and the game was a little more abundant than one might normally encounter in the forest.

Because of this, the small village of Anvold was founded here centuries ago. In the beginning, the village prospered. Two families founded the village; the Shaltos, who were tree-fellers and farmers, and the Greens, who were hunters and fur-traders. While the village prospered, the families got along well together but, when game started to be tapped out and the crops began to fail, tensions began to build. A family feud developed and the two families became bitter enemies.

Recently, one of the unseelie fey corrupting the forest, an evil satyr called Tyver, has come to Caer Souldar to re-align the nature of this ancient holy site. To do this he has been performing dark rituals and sacrificing the

blood of innocent, magical creatures in a slow process designed to create a nexus of dark power.

At the same time, the Conwarun, a group of neo-Flan revivalists and druids, decided to investigate a number of the old sites of power within the Timberway. Their plan was to use the power of those ancient sites to reverse some of the damage caused to the Timberway by Lady Katharna Keth's rapacious fiscal policy. They sent three druids, Yasi, Nobar and Elena to the circle. Unfortunately, the druids were captured by Tyver, and have been used in the unseelie fey's dark rituals.

To ensure that he was uninterrupted in his work, Tyver decided to recruit and corrupt some of the local hunters. Tyver started with Gwillam Green, an angry and lonely man, who was easily corrupted with promises of endless food and incredible strength and power. Within days, Tyver had also captured and convinced Gwillam's sister, Kel. Tyver, and had both of the Green siblings partake in a dark ritual that culminated in the consumption of the raw flesh of Yasi and Nobar.

Since then, both of the Green siblings have become much stronger, and gained a number of supernatural powers, but they are dependent upon raw human flesh for sustenance. Wanting more protection, Tyver has convinced Kel to bring her husband, Pead Mark, to be corrupted also. Pead is only part way through the process, but will complete his corruption and transformation when Tyver performs the ritual at the new moon.

Tyver plans to hold a major ritual the night after the PCs arrive, hoping this will permanently change the alignment of the power at Caer Souldar. To perform the ritual, he has engaged the Greens to help him capture four magical creatures of the forest, one for each element. They have a unicorn for earth, a hippogriff for air, a pseudodragon for fire and a nixie for water. Tyver will sacrifice all four as part of the ritual, and Pead will consume the druid, Elena. This will complete Pead's corruption and transformation, and re-align Caer Souldar permanently.

ADVENTURE SUMMARY

The PCs will arrive in the town of Anvold on Moonday, the 13th of Harvester, on the night before the new moon. On the night of the new moon (the 14th), Tyver will perform his ritual, Elena will die and the power of Caer Souldar will be permanently corrupted. This means the PCs have a little less than 30 hours to find Elena from when they arrive to find and stop Tyver.

Introduction: The PCs receive an unsigned note from Lady Harrina Abonhoth, asking them to meet her.

Encounter 1: The PCs are commissioned to investigate the missing druids by Lady Harrina and Ronaldor, a druid of the Conwarun.

Encounter 2: The PCs arrive in the village of Anvold, where they stumble upon a fight between one of the corrupted hunters, Gwillam Green, and the Town Warden's deputies. Without knowing anything about the people involved, the PCs must decide what to do. What

the PCs choose will have repercussions for the rest of the adventure.

Encounter 3: The PCs can gather information about the town and the factions, then go to meet either the Town Warden or the Greens.

Encounter 4: If the PCs met with the Town Warden in Encounter 3, they are sent to arrest the Greens, and must face an angry mob.

Encounter 5: If the PCs met peacefully with the Greens, they can engage their services in seeking Caer Souldar.

Encounter 6: Pead and Kel Mark, of the Green family, lead the PCs into a trap and try to kill them.

Encounter 7: The PCs hear a scream in the forest and find Gwillam Green eating the innkeeper, Donal Walker. After the fight, Donal directs the PCs to Caer Souldar.

Encounter 8: The PCs confront Tyver at Caer Souldar and attempt to rescue the magical creatures and Elena, the surviving druid.

Conclusion: The PCs return to Abonhoth to report to Lady Harrina and Ronaldor.

PREPARATION FOR PLAY

It is recommended, but not essential, that the PCs play RTK7-03 *Strange Days in the Timberway* prior to playing this adventure. Any PCs that have played that adventure will also be familiar with Lady Harrina.

Through this adventure, the PCs may gain access to the Conwarun meta-org. The DM is encouraged to read some of the information on this meta-org and perhaps have certification available for players who choose to join.

Horror Elements: This adventure contains horror elements such as torture and cannibalism. GMs are strongly advised to take the maturity and sensitivities of their players into consideration when preparing Encounters 7, 8 and the Conclusion, and make adjustments accordingly.

Sense Motive: The PCs will likely be asking a lot of questions in this adventure. As such, GMs are recommended to have each player pre-roll 10 or more Sense Motive checks and record the results before play begins. These rolls can then be used during play so that the players only know the result of a Sense Motive check if they successfully discover a deception.

INTRODUCTION

For reasons of their own, the PCs are once again in Abonhoth. Lady Harrina, a minor noble from House Abonhoth, is in need of adventurers and, while her methods are somewhat melodramatic, she has had some success before.

The weather is surprisingly cold for summer, but still far more pleasant than the harsh Ratikan winters. As evening falls, a street urchin approaches you; yes, they seem to have them in every town or city and they exist even here. This street urchin quietly hands you a note.

Each PC (unless they are together) will receive the note. The urchin, if stopped and questioned, will reveal that a nice lady that she doesn't know asked her to give the note to the PC and pointed them out in a crowd about 5 minutes ago. The urchin will ask for money to provide this last piece of information.

The note reads:

Quickly, you must come to the Five Lamps Inn. Speak to no one but your closest adventuring companions. Go straight up the stairs to Room 6; knock twice and then twice more. When someone asks, tell them you are selling jewellery to a special client. This note will self-destruct in 5, 4, 3, 2, 1...

The note is trapped with a timed *prestidigitation* trap. The effect is to ignite the paper, thus destroying it. The effect can be suppressed with a successful *dispel magic* attempt, by disabling the trap, or by simply putting out the fire before it consumes the paper.

✦ **Prestidigitation Trap:** CR 1; spell; timed touch trigger; no reset; spell effect (*prestidigitation*, 1st-level sorcerer/wizard, ignite the paper); Search DC 25; Disable Device DC 25; Market value 70 gp

The PCs can either answer the note, or the adventure ends here.

ONE: THE LADY AND THE FLAN

When the PCs arrive, provided they go to Room 6, they will be let in, although if they don't follow the instructions, Lady Harrina will be disappointed and snippy.

In the room are two people, a man and a woman. Some of you may recognise the woman as Lady Harrina, while the man is a stranger. He is short and gaunt, with dark skin and hair. His face is covered with traditional Flan tattoos and he is wearing rugged leathers that have seen better days.

"Thank you for coming," Lady Harrina says. She will then chide adventurers that didn't follow the instructions. "There are ears and eyes everywhere." She says and then looks around suspiciously as if the eyes and ears were focused on her at this moment. The Flan man just rolls his eyes skyward.

"Yes... perhaps we should tell them why they are here?" he says to her.

"Oh, yes, yes. Quite right. This, by the way," she indicates the Flan man, "is Ronaldor, Druid of the Conwarun. They are a Flan group dedicated to the protection of the land."

Ronaldor says, "What the good lady here is trying to say is that we would like your help. A little over a month ago, we sent several druids of the

Conwarun to check on Caer Souldar, a sacred stone ring in the Timberway."

Lady Harrina interrupts, "You are no doubt aware of the strange events that are currently going on in the Timberway?"

If the PCs do not, she outlines that there are many strange creatures coming from the Timberway, normally gentle creatures that are attacking people, and unusual and destructive magics are erupting from within.

Once again taking control of the conversation, Ronaldor says, "When the druids I sent did not return or contact us, I asked a friend of mine, a cleric of Obad-Hai, to cast a divination spell. This is what he said:

"Those you seek have fallen to darkness. Two have already been consumed by the darkness; the third is soon to share that fate. At the new moon all will be lost, and the power of the fortress will shift to the dark."

Ronaldor then continues, "Naturally disturbed by this information, I asked my friend to cast another divination, asking how I could best save my friends. The answer was to seek the help of Abonhoth's new spy. Hence, I travelled to Abonhoth, and after asking a few questions, I managed to find Lady Harrina. She in turn recommended you."

Lady Harrina speaks with indignation, "The only reason you found me so quickly is that I was aware of your efforts to find me. Had I wished to remain hidden, you would never have found me!"

Ronaldor seems about to respond to Lady Harrina, but instead addresses you, "The new moon is tomorrow night. If you are willing, I would like you to travel to Caer Souldar immediately and find my friends, or at least what has happened to them."

The PCs may ask questions at this stage. Here are some questions the PCs may ask:

Where is Caer Souldar?

It is close to the village of Anvold, about twenty miles over the border into Keth. I will use my powers to transport you to just outside the village.

Why not take us straight to Caer Souldar?

I have never been to Caer Souldar myself, I only know it is near the village of Anvold. As Caer Souldar is a site of great magic, no teleportation magics will work near it. Similarly, it cannot be scried upon, so I cannot check directly upon the fate of my friends.

What is Caer Souldar?

Caer Souldar is an ancient ring of stones, a holy place where the natural forces of the forest interact and can be accessed. The name itself is Ur-Flan. Caer translates directly as fortress; Souldar is a little more

difficult to translate. It means something like source of growth and the energy of life.

Who or what are the Conwarun?

We are a group of Flan nature worshippers who are trying to revive the Flan ways here in Ratik. The name Conwarun means 'Seekers of Wisdom', and we seek to unveil many of the lost secrets and wisdom of Ancient Flan culture

How many and who were the druids sent?

We sent three druids; all were Flan members of the Conwarun. Yasi was the leader, a middle aged woman and by far the most powerful druid of the group. She has a bear as her animal companion, and as that would suggest, she is more of a healer than a warrior. However, she is also rather protective, and can be extremely dangerous when angered.

Nobar is a younger man, with the spirit of a hunter. Quick and bold, he is the warrior of the group. He has a wolf companion.

The youngest member of the group was Elena. She is a young woman, wise beyond her years. She has an owl companion.

What were the druids going to do there?

Yasi was concerned about the damage being done to the Timberway by the current policy of over-hunting and logging in Keth. Having heard of the power of Caer Souldar, she believed that she could help reverse the damage to the forest. The others went as her travelling companions and assistants.

Why wait so long to track down your friends?

I received an animal messenger from Yasi just after she arrived. I knew that the ritual would take several weeks to prepare, so I was not concerned about the lack of contact at first. However, I had expected some sort of contact, so I sent an animal messenger of my own almost a week ago. When that did not return, and as I could not scry the area of Caer Souldar, I sought other measures to discover their fate.

How far is it to Caer Souldar/Anvold?

From here it is about 40 miles as the crow flies, and would take several days to get their on foot. However, I will transport you to just outside Anvold through the use of druidic magic. This can be done as soon as you are ready to leave.

What will we be paid for this?

If you can rescue the druids or, if they are dead, recover their bodies, you will be handsomely rewarded. The Conwarun are not rich in material wealth, but we have discovered a great deal of lost knowledge since our formation. We would be willing to teach you some of what we know, or to craft enhancements for your arms and armour.

Development: Assuming the PCs accept Ronaldor's request, he transports them to Anvold, using *transport via plants*. This allows him to transport four medium-sized creatures; Ronaldor has a *portable hole* that any other PCs can travel in. Large animal companions can be reduced in size, using *reduce animal* and are then be coaxed into the hole.

TWO: THE VILLAGE OF ANVOLD

The PCs arrive just outside the village late in the evening of Moonday, the 13th of Harvester. After wishing them luck, Ronaldor leaves the PCs to their investigations stating that he has urgent business elsewhere, and that someone needs to keep an eye on Lady Harrina before she hurts herself.

When they enter the village, the PCs notice very few people outdoors and, despite the fact that it is late summer, windows are tightly shuttered and all doors closed. The weather conditions are cold and overcast, and it is a day before the new moon for Luna, and two weeks until the autumn festival. There is also a feeling that something is wrong and a general air of foreboding.

As you emerge from the forest into the village of Anvold, you begin to wonder if it has been abandoned. It is late evening, but still it is unusual to see no figures moving among the buildings. Very little light leaks from between the firmly bound shutters and tightly closed doors, nor is there a great deal of noise coming from the poorly-constructed homes.

There are signs of life though. The streets bear signs of recent traffic and there are some noises of animals in pens or inside houses. Rarely, you hear a few muttered words from inside a building as you pass.

Finally, you stand in front of the Three Baron's Inn. It appears to be the town's only inn and you can hear voices and the sounds of people – in fact, it sounds like a fight is in progress inside.

Entering you can see the tableau poorly lit by several guttering lamps. An innkeeper wearing a stained apron and a shocked, unhappy expression cries, "Don't bust the furniture! You might as well let him go now Gwill!"

On the other side of the inn, two men are harassing a large man who currently holds the limp figure of a fourth man in his large hands and seems to be swinging him at his attackers.

The large man has the leanness of a wolf, and the slightly feral cast to his features that seems common here in Keth. He is dressed in well-worn leathers and has the look of a hunter. His assailants are attacking him with saps and, unlike the rest of the people in this inn, appear to be well-fed and well-dressed.

The large man is Gwillam Green, and the three men fighting him are Sholto deputies trying to bring him in. There are about five other people in the inn doing nothing but watching, and the PCs can choose to join either side in the conflict or not get involved.

If they choose not to get involved, five rounds after they enter, Gwillam throws the limp figure he is holding at the two others and runs out the door. The PCs can try to follow Gwillam but he casts *pass without trace* and loses them in the forest.

If they choose to assist Gwillam, it is most likely that they beat the Sholtos, who run if another of their number is downed. Gwillam is a little grateful, and leads the PCs to his ma's house. Gwillam's ma, Krianna Green, provides the same answers to questions that Donal Walker would have provided if he had been assisted (see below), and she also provides them a hut to sleep in for the night. In effect, this means that they have joined the Green faction.

If the PCs choose to assist the Sholtos, their help is gladly accepted and, if Gwillam is successfully subdued, they move him to cells at the Sholtos family estate. Later in the night he escapes, but the Sholtos buy a round for the PCs and agree to offer assistance in the morning – this means that the PCs are affiliated with the Sholtos faction.

Some information the PCs might ask of the GM:

- **Are the deputies/guys with saps wearing a uniform?** They are wearing dark leather jackets with dark patches on them. The patch is the arms of Anvold, a variation on the Keth arms. Due to the lighting, it requires a DC 15 Spot check to see the patch, which requires active skill use if combat has already started.
- **What is the badge?** A DC 15 Knowledge (local-NMR or nobility and royalty) check reveals that it is a variant upon the crest of Keth, likely that of the local authorities.
- **Is anybody using a weapon?** The deputies are using saps, Gwillam is using his fists and the body of the man he is holding.
- **What do the bartender and patrons say about the combatants?** The deputies tried to arrest Gwillam; he fought back. They didn't say what they were arresting him for, but Gwillam is a bit of a troublemaker. He often gets into fights.
- **What is the power of a Town Warden?** On a DC 12 Knowledge (local-NMR) check for non-Ratikans and DC 8 Knowledge (local-NMR) check for Ratikans, the players know that the Warden is appointed by the local Reeve. His job is to collect taxes on behalf of that Reeve. A Warden will often have deputies, but they are not officially supposed to be peacekeepers, though they often fill that role in many communities. All sentences delivered by the Warden need to be ratified by the local Reeve, and the Reeve must judge all major cases personally.
- **What is a Reeve?** On a DC 12 Knowledge (local-NMR) check for non-Ratikans and DC 8 Knowledge

(local-NMR) check for Ratikans, the players know that the Reeve is a travelling judge and tax collector appointed by the ruling lord, Lord Keth. Most freeholds have 2-4 Reeves who travel a circuit within their lands, visiting each community at least once a year.

Creatures: The PCs can either assist Gwillam Green, or the two Shalto deputies, Hans and Retnill. Either way, there is no xp for this encounter as the assistance the PCs receive from whomever they aid balances the threat of the other side.

Note that Gwillam does not show any obvious signs of being a half-fiend. He is a little gaunt and feral looking, but then so are most of the people living in Keth territory at present.

Note: Nobody is using lethal damage in this fight. The Shaltos are using saps, and Gwillam drops the body to use his fists. GMs should make the players aware of this at the start of the fight. Also, due to the newness of his situation, Gwillam has not yet developed any of his half-fiend spell-like abilities.

APL 4 (EL o)

♣**Gwillam:** male half-fiend human ranger 5; hp 40; Appendix 1.

♣**Hans:** male human rogue 1/warrior 1; hp 14; Appendix 1.

♣**Retnill:** male human rogue 1/warrior 1; hp 14; Appendix 1.

♣**Clent (unconscious):** male human rogue 1/warrior 1; hp 14(-18 non-lethal); Appendix 1.

APL 6 (EL o)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 1; hp 51; Appendix 1.

♣**Hans:** male human rogue 2/warrior 2; hp 28; Appendix 1.

♣**Retnill:** male human rogue 2/warrior 2; hp 28; Appendix 1.

♣**Clent (unconscious):** male human rogue 2/warrior 2; hp 28(-32 non-lethal); Appendix 1.

APL 8 (EL o)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 3; hp 81; Appendix 1.

♣**Hans:** male human rogue 3/warrior 3; hp 42; Appendix 1.

♣**Retnill:** male human rogue 3/warrior 3; hp 42; Appendix 1.

♣**Clent (unconscious):** male human rogue 3/warrior 3; hp 42(-46 non-lethal); Appendix 1.

APL 10 (EL o)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 5; hp 105; Appendix 1.

♣**Hans:** male human rogue 4/warrior 4; hp 56; Appendix 1.

♣**Retnill:** male human rogue 4/warrior 4; hp 56; Appendix 1.

♣**Clent (unconscious):** male human rogue 4/warrior 4; hp 56(-60 non-lethal); Appendix 1.

APL 12 (EL o)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 6; hp 128; Appendix 1.

♣**Hans:** male human rogue 5/warrior 5; hp 70; Appendix 1.

♣**Retnill:** male human rogue 5/warrior 5; hp 70; Appendix 1.

♣**Clent (unconscious):** male human rogue 5/warrior 5; hp 70(-74 non-lethal); Appendix 1.

Tactics: Hans and Retnill are trying to flank Gwillam and sap him into unconsciousness. Gwillam is simply trying to escape arrest. If the PCs join in the fight against Gwillam, he tries to make his way to the door without provoking attacks of opportunity.

Treasure: There is no treasure to be gained from this encounter.

Development: If the PCs helped the Shaltos, go to 2A. If they helped Gwillam, go to 2B. If they stayed out of the fight, go to 2C.

2A: HELPING THE SHALTOS

After the fight is over, the PCs have a chance to talk to Hans and Retnill.

Having knocked the big man unconscious, the two deputies proceed to bind him. One of them turns to you and says, "Thanks for your help, I don't know if we could have taken him by ourselves. I'm Hans, and this is my cousin, Retnill. Can we buy you all a drink?"

Assuming the PCs agree, Hans orders a round of drinks while Retnill revives their other cousin, Clent. The Shaltos will not stay long, but they will answer some of the PCs' questions before taking Gwillam away. Some questions the PCs might ask:

Who was the guy we just fought?

He's Gwillam Green. He's trouble he is, always looking to pick a fight. The Town Warden asked us to bring him in for questioning. He resisted, and things turned nasty. That is when you lot walked in.

Who is the Town Warden?

Rallin Sholto's the Warden, he's our uncle. He runs the town and tries to keep everybody safe and fed. Not easy with how rare food is at the moment, and what with all them monsters in the forest.

What does the Town Warden want to question Gwillam about?

Some folks have gone missing lately. Probably got eaten by monsters in the forest. Given as Gwillam is a hunter, the Warden thought he might know something.

Have any druids come through here recently?

Don't know (yelling) Hey Donal, you seen any druid round here recently?

Donal: Sure, they stayed overnight about a month ago, then headed on their way in the morning.

Do you know where Caer Souldar is?

No, but our uncle might. You should come by in the morning, I'm sure he would be happy to chat with you.

What sort of monsters/strange things are there around here?

All sorts of stuff. People seem to go missing all the time, strange weather and monsters like nothing we've ever seen before. Just last week, some weird thing attacked the village. Terrible cat-like thing with tentacles. Hard to hit, it kept jumping to the side or blurring out or something. Finally killed it and burned the body. I tell you, there's some really strange things about in the forest these days.

After answering the PC's questions, the Shaltos take Gwillam and leave. The PCs can talk to the innkeeper (2C), or just get rooms for the night (go to Encounter 3).

2B: HELPING GWILLAM

Having defeated the Shaltos deputies, Gwillam leaves and the PCs have the chance to go with him.

Having defeated the other two men, the big hunter heads for the door. Turning to you, he asks, "You coming? If y'all stay, there'll be a bunch o' their kin here soon."

The hunter leads you quietly through the village to the far side. There stands a grand old two story farm house with a veranda all around. The house must once have been magnificent, but it is now in poor repair. It is mostly covered in vines and you can see that there are many holes and gaps in the roof and the walls. Most of the timber is starting to rot, and you doubt that the house will last more than another few years before falling down.

The hunter leads you around to the back door and into the kitchen. Sitting by the wood-burning stove is an old woman in a rocking chair. It is hard to make out any of her features as she is covered in multiple layers of shawls and blankets.

As you enter she looks you all over with a glance and says, "Gwillam, who are these people, and what's they doing in my house?"

Gwillam replies, "That bastard warden tried to have me arrested again, these folks helped me out. Thought they could stay the night. You know what them Shaltos'll do to 'em if they try stay'in at the inn."

The old woman responds, "Well, I guess we better offer them some supper. Go get some meat out o' the cold box Gwillam."

Gwillam responds, "Sure thing Ma, but then I'm headin' out into the forest. Don't want to give that bigotted Warden any excuse!"

Turning back to you she says, "I'm Ma Green. Have a seat, we'll have some supper for ya real soon."

Allow the PCs to join in the conversation above at any stage. Ma Green (Krianna) is old and snippy, but grateful to the PCs for helping her son. She is also interested in finding out as much as possible about the PCs.

At this stage the PCs should introduce themselves, and will likely have some questions for the Greens. Some questions the PCs might ask:

Who were the guys attacking Gwillam?

They were the Town Warden's deputies. Rallin Sholto's the Warden here and a bigger misbreed you ain't never want to meet. As we's the only family that can feed itself proper, and the only folks that won't pay his taxes, he sees us as a threat. He has the whole town under his thumb. He taxes all them other folks real harsh so that his kin eat proper, while all the other folks round here starve.

Have any druids come through here recently?

Not that I know of. Not many folk come to Anvold these days, and fewer still stay for any length o' time. I've not seen a proper druid in these parts in years.

Do you know where Caer Souldar is?

Nope, can't say as I've heard of it. But, I'll ask me boys, they might be able to show ya round the old ruins in the forest.

What would the Shaltos do if we tried to stay the night in the inn?

They'd likely sneak in during the night and beat y'all with clubs. Then they'd steal all your stuff and dump y'on the outside o' town. If they was feeling real vindictive, they might even maim ya, or just kill y'all."

Is anything strange happening around here?

All sorts o' strange things happen in the Timberway these days. Folks go missing and we had some strange monster come in here just last week. Terrible cat-like thing with tentacles. Hard to hit, kept jumping to the side or blurring or something. Finally, the young uns killed it and burned the body. I tell ya, there's some real strange things about in the forest these days.

If the PCs think to ask Gwillam about Caer Souldar before he leaves:

Old stone circle, well there's a few of them about, but I didn't know the proper names of any of them. Ask my brother-in-law, Pead, in the mornin', he'll show y'all around."

After a brief supper, the PCs are shown to a small bungalow near the Green house. Unless the PCs intend to approach the Shaltos (Encounter 3), go to Encounter 5.

2C: STAYING NEUTRAL

If the PCs choose not to get involved, five rounds after they enter, Gwillam throws the limp figure he is holding at the two others and runs out the door. The PCs can try to follow Gwillam but he loses them in the forest.

After several more swings, the big hunter lands another blow, stunning one of his opponents. He throws the man in his hands at his final opponent, and bolts out the door. After a few moments, the three downed men slowly pull themselves to their feet. The other occupants of the inn studiously ignore them as they make their way to the exit.

Even after they are gone, the mood in the inn is very subdued. Nobody seems to be commenting upon the incident that just occurred. The innkeeper calls to you, "What can I get you?"

The innkeeper will provide service and has rooms for the PCs to stay in. He can also answer some of their questions, but will not go into great detail unless magically coerced. Some possible questions the PCs may have:

Who was the large man in the fight?

That was Gwillam Green. He's trouble, a violent and moody man, you'd do well to keep away from him.

Who were the guys attacking him?

Those are the Town Warden's deputies. Rallin Sholto is the Warden here, you can see his house on the other side of the town square. Big two storey house, the only stone building in town. If you want to do anything in this town, he's the man you have to talk to.

Who are you?

Donal Walker, I'm the innkeeper and a man who prefers not to take sides. So far I have managed to keep out of the troubles between the Greens and the Town Warden. Probably the only reason I still run this business.

Have any druids come through here recently?

Sure, they stayed overnight about a month ago, then headed on their way in the morning.

Do you know where Caer Souldar is?

No, can't say as I've heard of it. You could probably ask the Town Warden about it or any of the Green family if you prefer. They're hunters and trappers mostly and know the area around here pretty well.

Is anything strange happening around here?

All sorts of strange things happening in the Timberway these days. People going missing and had some strange monster come in here just last week. Terrible cat-like thing with tentacles. Hard to hit, it kept jumping to the side or blurring out or something. Finally killed it and burned the body. I tell you, there's some really strange things about in the forest these days.

Development: The PCs can stay the night in the inn. Go to Encounter 3.

Troubleshooting: If the PCs use *detect evil*, they discover that the entire area has an aura of evil across it. All of the Greens are evil, as are the Shaltos. Of the rest of the town, about a third of them are also evil.

Gwillam and Kel, due to their corrupted nature, have stronger evil auras than most of the people in town. However, as their condition is so new, it is not as strong as it would be for a regular outsider. Treat them as having a Moderate evil aura at APLs 4-10, and a Strong evil aura at APL 12. The rest of the evil townsfolk have Weak evil auras at all APLs.

THREE: SINISTER BEGINNINGS

The PCs are able to rest well in the rooms of the inn's upper floor. However the first PC to emerge and go downstairs discovers no sign of Donal. He has simply vanished and there is no indication as to where he has gone.

Other than the PCs, there is nobody else in the inn. If the PCs search Donal's room, it looks as though the bed has not been used. The back door is closed, but unlocked.

Eventually the PCs will venture out of the inn and should be provided with the map of the town (Players' Handout 2).

Most of the people in town look undernourished and scared, and will only talk to the PCs if directly confronted. Most of the townsfolk will attempt to direct the PCs to the Town Warden, but with a DC 20 Diplomacy or Gather Information check (+5 circumstance bonus if the PCs gives them food), the PCs can discover the following:

- The leader of the town is Rallin Shalto, he is the Town Warden.

- If you want to do anything in this town, you should speak to the Warden.
- The Town Warden lives in the big stone house on the town square.
- The Warden will likely ask for something in return for any help you require.
- Nobody knows what or where Caer Souldar is.
- If the PCs don't want to ask the Town Warden, they could try the Greens.
- The Greens live in a big wooden house near the edge of town.

If the PCs wish to see the Town Warden, go to 3A. If they wish to seek out the Greens, go to 3B.

3A: THE TOWN WARDEN

The Town Warden's house is the largest in the village, even larger than the inn. Upon knocking, you are asked in by a blonde girl, of about 12 years, who asks you to wait a few moments in the large entry hall. She returns through a set of double doors and leads you all into a larger hall where the Town Warden, Rallin Sholto, sits at the head of a large table. Standing behind him are the three deputies you saw in the inn last night. All are armed and wear grim expressions.

"Please, good people, sit down." He gestures to low benches that run either side of the table which will put the heads of all but the tallest well below his own. "I am Rallin Sholto, the Town Warden of Anvold. Now, what can I do for you?"

If the PCs assisted Sholto with Gwillam, Rallin thanks them for their assistance and praise them. If Gwillam was captured, however, Sholto reports that Gwillam managed to escape during the night. Either way, once the PCs have made their request concerning Caer Souldar, read the following:

"Sadly, as you can see, our poor village is beset by a plague. The Greens sit like a pox on us, food is scarce, and coin even more so, especially with thieves and brigands like that foul family. Many good people have gone missing recently, and I suspect that the Green family are responsible. I tried to give them the option of co-operating, but they have rejected that offer. I am now forced to use harsher measures.

Thus, I would like your assistance to bring peace to my town. I need you to arrest and bring here several members of that evil family, in particular their matriarch, Krianna Green. I could send my own deputies, but given what happened last night, I think it likely that violence will occur if my men go to arrest them. You, on the other hand, might be able to bring them in peacefully. Do that and I'll give you every assistance in my power."

If asked about reimbursement, Rallin states that if they want to find Caer Souldar, they need to perform this small task first. If the PCs refuse, then Rallin refuses to tell them how to find Caer Souldar. The people Rallin wants arrested are Krianna Green, her son Gwillam, her daughter Kel, and her son-in-law Pead Mark. In particular though, he wants Krianna.

Development: Whether the PCs accept Rallin's proposal or not, proceed to encounter 4.

Troubleshooting: If the PCs decide to attack the Shaltos, remind the players that the Shaltos are the legitimate authorities in this town, are not being aggressive and that attacking them would constitute an evil act and if they proceed their actions will need to be reported to the Triad.

3B: THE GREENS

You walk to the far side of the village where you find a grand old two-story farm-style house with a veranda all around. The house must once have been magnificent, but it is now in poor repair. It is mostly covered in vines, and you can see that there are many holes and gaps in the roof and the walls. Most of the timber is starting to rot, and you doubt that the house will last more than another few years before falling down.

After checking the front door and finding it locked, jammed and overgrown with vines, you make your way around to the back. The door is open, and sitting by the wood-burning stove is an old woman in a rocking chair. It is hard to make out any of her features as she is covered in multiple layers of shawls and blankets.

As you approach the door she looks you all over with a glance and says, "Who are you people, and what are you doing at my back door?"

The old woman is Krianna Green, and the PCs will need to use Diplomacy to get any information from the old lady. She currently holds an attitude of Unfriendly, and her attitude needs to be shifted to Friendly or better if the PCs are to get any answers from her. PCs can make two attempts, so long as they improve her attitude with the first attempt.

Some questions the PCs might have:

We saw your son, Gwillam, being attacked by the Warden's Deputies last night. What was that about?

Rallin Sholto, the Warden, is a complete and utter misbreed. As we's the only family that can feed itself proper and don't pay his taxes, he sees us as a threat. He has the whole town under his thumb. He taxes all them other folks real harsh so that his kin eat proper, while all the other folks round here starve.

Have any druids come through here recently?

Not as I know of. Not many folks come to Anvold these days, and fewer still stay for any length of time. I've not seen a proper druid in these parts in years.

Do you know where Caer Souldar is?

Nope, can't say as I've heard of it. But, my young uns might. For the right price, I'm sure they'd show y'all round the old ruins in the forest.

Are any of your young uns here now?

Sure, my daughter Kel and her husband Pead Mark are butcherin' today. I can fetch 'em if ya like.

Development: If the PCs have not yet met Rallin Shalto, and decide they want to, go to 3A. Otherwise, go to Encounter five.

FOUR: LEGAL ISSUES

The Greens will soon know which faction the PCs are working with, unless the PCs can reasonably conceal this. The Greens are carefully watching what goes on in the Town Warden's House these days and will know if the PCs go in there. Regardless of whether or not the PCs agreed to Rallin's proposal, the Greens assume that they did.

When the PCs head towards the Greens' house, the following occurs:

As you move through the village, more and more unfriendly faces begin to appear out of houses until you are surrounded by people as you approach Krianna Green's home.

The Greens' home is a grand old two-storey farm-house with a veranda all around. The house must have once been magnificent, but it is now in poor repair. It is mostly covered in vines and you can see that there are many holes and gaps in the roof and the walls. Most of the timber is starting to rot, and you doubt that the house will last more than another few years before falling down.

As you approach, an old woman surrounded by a dozen of her kinfolk walks around the veranda to the front of the house. "What do you want?" She asks in a harsh, accusing tone.

If the PCs are here to arrest Krianna, go to 4A. If they have not accepted Rallin's proposal, and are here to talk to Krianna, go to 4B.

4A: ARRESTING KRIANNA

The crowd's attitude is **Unfriendly**, and PCs may make Diplomacy or Intimidate checks to keep the crowd in check (see Players Handbook pg 71, 72 and 76). The DC of this check is increased by the APL, representing the increased difficulty in managing and controlling a larger crowd at higher APLs. Because the villagers speak Cold Tongue as their native language, all Diplomacy checks

and Intimidate checks in Common are at -2. Many of the villagers do not speak any other language besides these two, so attempts in any other language automatically fail.

Arresting Krianna immediately shifts the crowd's attitude one step toward Hostile. Thus, the PCs must shift the crowd's attitude to Indifferent before they can take her. If the crowd's attitude ever becomes hostile, the people attack.

Creatures: The PCs are facing a mob of angry townsfolk, and need to either calm the mob (Diplomacy), intimidate the mob (Intimidate), or disperse the mob through combat. At this point, none of Krianna's children are present.

At APLs 8+ there are actually multiple mobs that have combined into one mob. This means that the mobs have combined their hit points and hit dice into one pool, but that all other stats (damage, saves etc.) are based on those of a regular mob.

Due to the high likelihood that the PCs will not want to use lethal force against the townsfolk, the EL of this encounter has been adjusted up by one. As such, GMs should encourage PCs to use non-lethal force unless they are being overwhelmed.

APL 4 (EL 7)

👤 **Mob:** human mob (9 squares); hp 132; Appendix 1.

APL 6 (EL 9)

👤 **Mob:** human mob (16 squares); hp 180; Appendix 1.

APL 8 (EL 11)

👤 **Combined Mobs (2):** human mob (32 squares); hp 360; Appendix 1.

APL 10 (EL 13)

👤 **Combined Mobs (4):** human mob (64 squares); hp 720; Appendix 1.

APL 12 (EL 15)

👤 **Combined Mobs (8):** human mob (128 squares); hp 1,440; Appendix 1.

Tactics: This is a classic mob, complete with pitchforks, clubs and burning brands. Their attitude starts as **Unfriendly**, and if their attitude ever shifts to **Hostile** they immediately attack the PCs. At APL 8+ there are multiple mobs that have joined into one enormous mob. The PCs therefore need to deal with the villagers as a single entity. This means that the mobs have combined their hit points and hit dice into one pool, but that all other stats (damage, saves etc.) are based upon a regular mob. The mob swarms over the PCs and attacks mindlessly until dispersed.

If a fight does occur between the PCs and the mob, Krianna runs back into the house and hides. A later search of the house (Search DC 16) finds her crouching

in a cupboard. Gwillam, Kel and Pead are out in the forest and are nowhere to be found.

If the PCs use magic to avoid the mob, the mob attempts to attack the PCs at their next opportunity, which is likely to be after they have delivered Krianna to the Shaltos.

Treasure: There is no treasure to be gained from this encounter. The mob is armed with improvised weapons and has nothing of value.

Development: Rallin Sholto only agree to help the PCs if they return with Krianna. Once they do, he has one of his nephews guide the PCs to a forest path, leading out of town and into the forest to the north-west. The PCs are told that the path travels through the forest for most of a mile before reaching the old stone circle. Go to Encounter 7.

4B: TALKING TO KRIANNA

If the PCs are not here to arrest Krianna, they will need to convince her by making a Diplomacy check. Her current attitude is Hostile, and it will need to be shifted to Friendly or better. PCs are allowed to make two attempts, provided they make a positive shift to her attitude in the first attempt.

If the PCs cannot shift her attitude to Friendly or better and try to arrest her instead, the crowd becomes violent as in 4A above. If the PCs can shift her attitude, she asks the crowd to disperse. Go to Encounter 5, adjusting the text to reflect how the PCs first met the Greens.

If the PCs ask Krianna about the druids or Caer Souldar, she responds by saying:

"I don't know nothin' about nature worshippers of Caer anything! What I do know is the misbreed in charge of this town is trying to kill off my family one by one; we don't have enough to eat and all sorts of weird stuff is coming out of the forest around us. Now you say that you ain't here to have a go at me. Well, that may be, but that don't mean I got to talk to y'all. Y'all can just wait here on the veranda until one of the young uns returns. Maybe they can answer your questions."

Development: If the PCs become hostile towards Krianna, the mob reappears one round later. Krianna goes into the house, and her 'young uns' appear – go to Encounter 5. Rallin Sholto only agrees to help the PCs if they return with Krianna. Once they do, he will have one of his nephews guide the PCs to a forest path, leading to the north-west. The PCs are told that the path travels through the forest for most of a mile before reaching the old stone circle. Go to Encounter 7.

FIVE: MEETING THE GREENS

The PCs can come to this encounter in a number of ways: from helping Gwillam in Encounter 2; by seeking out the Greens directly in Encounter 3; or by refusing Rallin Sholto's offer and talking to Krianna in Encounter 4.

If the PCs have stayed the night with the Greens, read the following:

The next morning, you wake to find Ma Green in the kitchen with a young couple. Ma introduces the young woman as Kel, her daughter, and the young man as Pead Mark, her son-in-law. Kel remains quiet throughout the meal, but Pead happily engages you in polite conversation.

If the PCs came here from Encounter 2: Helping Gwillam, read the following:

Shortly after speaking to the Green matriarch you are approached by a young man and woman. Both are wearing large blood-stained aprons, and have blood covered hands and arms. They have a lean, slightly feral look to them that seems to be common in the people of Keth. The young woman remains silent, leaning against the door-jam, but the young man approaches you with a smile.

"Hi there, I'm Pead. Ma tells me you want to find one o' them old stone circles in the forest. I reckon me and Kel here could show you round."

If the PCs came from Encounters 3 or 4, read the following:

Shortly after speaking to the Green matriarch you are approached by a young man and woman. Both are wearing large blood-stained aprons, and have blood covered hands and arms. They have a lean, slightly feral look to them that seems to be common in the people of Keth. The young woman remains silent, leaning against the door-jam, but the young man approaches you with a smile.

"Hi there, I'm Pead. Ma tells me you want to find one o' them old stone circles in the forest. I reckon me and Kel here could show you round. So, how much is it worth to you to find this place you're after? Ain't many folk in this town could show you the way..."

Pead haggles for the sake of appearances, but will settle on any reasonable amount. With how depressed the economy is in Keth, a reasonable amount is one or two Crowns (gold pieces). If offered 10gp or more, Pead will agree immediately, mumbling something about the PCs wanting to find the place a lot.

Once Pead has agreed to take the PCs to the stone circle, read, or paraphrase the following:

Pead and Kel remove their aprons and clean most of the blood off their arms before collecting weapons from inside the house. Pead casts some protective spells upon himself and Kel, then lead you to the north edge of town. As you approach the forest, Pead says, "You folks might want to keep your eyes open, there's a bunch o' strange stuff in the forest these days!"

At APLs 4-6, Pead casts *mage armor* on both Kel and himself. At APLs 6+ he also casts *false life* on himself. At APL 8+ he casts *greater mage armor* and *dragonskin (white)* on both Kel and himself. If asked about it, Pead will answer honestly that there are dangerous things in the forest, and that he always casts these spells before going out there. Pead will not cast spells on the PCs if asked, claiming (truthfully) that he wants to save the rest of his spells for protecting himself and his wife.

The PCs might want to ask Pead and Kel some questions. Kel is surly, and keeps responding with remarks like 'Ask him', or 'I dunno'. Pead happily answers the PCs' questions, but does so while they walk. Some questions the PCs might ask:

Have any druids come through here recently?

Sure, a group of them showed up about a month ago. They left town again the next mornin'. Didn't say what they was after, and they seemed to know where they was goin'. But I did see them at one of them stone circles the next day. It was to the north, I figured you'd want to start there.

(This is essentially true. A Sense Motive check opposed by Pead's Bluff reveals that he might know more than he is letting on. However, Pead gets a +5 modifier to his Bluff check as he is not lying.)

Did you talk to the druids?

Na, they was gone the next mornin'. I think Gwillam mighta run into 'em though, and I've seen 'em in the forest, but I never spoke to 'em.

(Again, this is essentially true. A Sense Motive check opposed by Pead's Bluff reveals that he might know more than he is letting on. Again, Pead gets a +5 modifier to his Bluff check as he is not lying.)

Have you seen the druids since then? or Where have you seen the druids?

Once or twice I've seen one of them at one of them stone circles. I haven't seen the others though.

(This statement is mostly true. A Sense Motive check opposed by Pead's Bluff reveals that he is holding something back. Pead does not get a bonus on this roll.)

Do you know where Caer Souldar is?

Don't know the names of any of them old stone circles, but I know where a bunch of them are. I can show you the ones I know.

(While this is true, Pead is not stupid and knows contextually exactly which stone circle the PCs are looking for. A Sense Motive check opposed by Pead's

Bluff reveals that Pead might know which stone circle the PCs are after.)

Are you sure you don't know the circle we're after? or Have you seen any druids/strange stuff at any of the stone circles?

Well, I did see a druid at one of them stone circles not that long back. That's probably the one you're after. I was thinking you'd want to start with that one.

(This is true. If the PCs can exceed Pead's Bluff check by 10 or more with a Sense Motive check, they realise that Pead is still holding back.)

Can I have a look at your spell book?

Do I look like the book reading type?

Troubleshooting: PCs may have other questions, and Pead will continue to answer them. If asked about the strange beings of the forest, he relates the story of the displacer beast that attacked the village a week ago, then proceeds with stories of other magical beasts and aberrations.

If the PCs suspect that Pead is lying to them, or continue to question him about the druids, he continues to be evasive without actually lying. Remember that Pead never actually met two of the druids, and hasn't spoken with the third (only eaten a part of her). Pead is an accomplished liar, and uses a mixture of truth and omission to avoid complete lies.

If the PCs use *detect evil*, they discover that the entire area has an aura of evil across it, and that all of the Greens are evil.

Gwillam and Kel, due to their corrupted nature, have stronger evil auras than most of the people in town. However, as their condition is so new, it is not as strong as it would be for a regular outsider. Treat them as having a *Moderate* evil aura at APLs 4-10, and a *Strong* evil aura at APL 12

Development: If the PCs get belligerent in their questioning, or try using intimidate, Pead tells them:

"Hey, I don't need this. Keep your money, you can find the place yourself!"

Pead and Kel then leave them, circling ahead to ambush them at the trap in Encounter 6. Adjust the text to reflect these circumstances.

If the PCs attack Pead and Kel, use the stats from Encounter six (excluding the trap). If the PCs subdue either Pead or Kel and can intimidate them, the NPCs reveal the path to Caer Souldar, but will not reveal anything else. If the PCs hand Pead and Kel over to the Town Warden, he tells them which path to take to Caer Souldar.

SIX: A LITTLE HELP FROM MY FRIENDS

Pead and Kel take the PCs north, hoping to lead them into a trap. If the PCs got belligerent in Encounter five, they may be making their way on their own. In this case, Pead and Kel have circled ahead of the PCs to ambush them as they come upon the trap. Adjust the following text if necessary.

Pead and Kel will be leading from the front, along a path that is 10 ft. wide. If a PC in the second rank states that they are searching for traps as they go, they can make a Search check to notice the trigger for the trap just before Pead activates it.

Due to over-logging, this section of the Timberway counts as 'sparse forest', and due to over-hunting there are no modifiers to Listen checks from background noise (DMG pg 87).

You have been travelling north for little less than a mile along a well worn track. The forest around you is sparse from over logging, and the new growth is interspersed with stunted bushes and shrubs, uncharacteristic for the Timberway.

As you are walking, Pead puts up his hand and makes a 'shhhh' sound.

At this point, Pead activates the trap during the surprise round by stepping on the trigger (a move action). At the same time, Pead also casts *nerveskitter* on himself as a swift action. The placement of the trigger was designed so that the trap would affect a 15 ft. section of both sides of the path behind the person who activates the trap (see the map for this encounter).

PCs can only do something to stop Pead activating the trap if they act in the surprise round.

PCs are surprised unless:

- One of the PCs notices the trap with a **Search** check as Pead is about to activate it and says something.
- The PCs are suspicious of Pead and Kel after questioning them and state that they are watching for treachery.
- A PC makes a **Sense Motive** check opposed by Pead's **Bluff**.
- A player uses a 'Feign Surprise' card.

If the PCs are surprised, read the following:

You hear a faint click, followed by a whistling sound from the right of the path, as a fusillade of tiny arrows fly out of the undergrowth.

To any PCs that are not surprised, read the following:

As Pead holds up his hand, you notice that he is about to step on a vine. The vine is taught under pressure, and is disguised to one side of the path.

Regardless of whether or not the PCs are surprised, Pead activates the trap on his initiative in the surprise round. Kel is unaware of Pead's actions, so is also surprised by the trap.

Creatures: The PCs are facing treachery from Pead and Kel, and a trap that Pead crated for the PCs. The trap is a homemade, one-use catapult filled with pixie arrows. The effect of the pixie arrows is to put the PCs into a magical *sleep* so they can later be eaten by the Greens.

Due to the newness of her situation, Kel has not yet developed any of her half-fiend spell-like abilities.

APL 4 (EL 7)

☛**Pead Mark:** male human sorcerer 3; hp 15; Appendix 1.

☛**Kel:** female half-fiend human fighter 4; hp 36; Appendix 1.

☛**Fusillade of Pixie Arrows Trap:** CR 3; mechanical; location trigger; no reset; Atk +15 ranged (*sleep*, pixie arrow); multiple targets (fires 1 pixie arrow at each target in 15 ft. cone); poison (pixie *sleep* arrows, DC 15 Will save negates, *sleep* as the spell but effects any hit dice); Search DC 24; Disable Device DC 21.

APL 6 (EL 9)

☛**Pead Mark:** male human sorcerer 5; hp 25; Appendix 1.

☛**Kel:** female half-fiend human fighter 6; hp 54; Appendix 1.

☛**Fusillade of Pixie Arrows Trap:** CR 3; mechanical; location trigger; no reset; Atk +15 ranged (*sleep*, pixie arrow); multiple targets (fires 1 pixie arrow at each target in 15 ft. cone); poison (pixie *sleep* arrows, DC 15 Will save negates, *sleep* as the spell but effects any hit dice); Search DC 24; Disable Device DC 21.

APL 8 (EL 11)

☛**Pead Mark:** male human sorcerer 7; hp 35; Appendix 1.

☛**Kel:** female half-fiend human fighter 8; hp 80; Appendix 1.

☛**Fusillade of Pixie Arrows Trap:** CR 5; mechanical; location trigger; no reset; Atk +18 ranged (*sleep*, pixie arrow); multiple targets (fires 1 pixie arrow at each target in 15 ft. cone); poison (pixie *sleep* arrows, DC 15 Will save negates, *sleep* as the spell but effects any hit dice); Search DC 25; Disable Device DC 25.

APL 10 (EL 13)

☛**Pead Mark:** male human sorcerer 9; hp 45; Appendix 1.

☛**Kel:** female half-fiend human fighter 10; hp 100; Appendix 1.

✦ **Fusillade of Pixie Arrows Trap:** CR 7; mechanical; location trigger; no reset; Atk +20 ranged (*sleep*, pixie arrow); multiple targets (fires 1d3 pixie arrow at each target in 15 ft. cone); poison (pixie *sleep* arrows, DC 15 Will save negates, *sleep* as the spell but effects any hit dice); Search DC 25; Disable Device DC 25.

APL 12 (EL 15)

✦ **Pead Mark:** male human sorcerer 11; hp 55; Appendix 1.

✦ **Kel:** female half-fiend human fighter 11; hp 110; Appendix 1.

✦ **Fusillade of Pixie Arrows Trap:** CR 9; mechanical; location trigger; no reset; Atk +20 ranged (*sleep*, pixie arrow); multiple targets (fires 1d6 pixie arrow at each target in 15 ft. cone); poison (pixie *sleep* arrows, DC 15 Will save negates, *sleep* as the spell but effects any hit dice); Search DC 25; Disable Device DC 25.

Tactics: Pead casts *nervekitter* on himself (+5 initiative) in the surprise round and activates the trap. In the following round he casts an area effect spell to disable the PCs, such as *color spray* or *glitterdust*. In following rounds he casts *draconic might* on Kel (at APL12), or start attacking the PCs with direct damage spells. Kel simply attacks the PCs in the first regular round (but not in the surprise round, she is also surprised by the trap).

Treasure: The PCs can loot the bodies of Pead and Kel. They can also reclaim any money they paid Pead.

👑 **APL 4:** Loot 4 gp; Total 4 gp.

👑 **APL 6:** Loot 54 gp; Total 54 gp.

👑 **APL 8:** Loot 54 gp; Total 54 gp.

👑 **APL 10:** Loot 54 gp; Total 54 gp.

👑 **APL 12:** Loot 54 gp; Total 54 gp.

Troubleshooting: If the PCs are all incapacitated by this encounter, Pead and Kel knock them unconscious, then strip them of all clothing and equipment, tie them up, blindfold them and take them to Gwillam's camp (Encounter 7). Remember that the PCs count as **helpless** (Players Handbook 309) while effected by the pixie *sleep* arrows.

PCs will revive in time to hear Gwillam severing Donal's leg prior to eating it. GMs need to improvise here as it is impossible to anticipate every plan the PCs will come up with. PCs can try to use magic and/or a DC 25 **Escape Artist** check to escape the bindings (opposing Kel's Use Rope check). To do so without Gwillam noticing requires a **Sleight of Hand** check opposed by Gwillam's **Spot**. If Gwillam notices a PC trying to escape, he attempts to subdue them, again using unarmed attacks. All bound PCs count as **blinded** and **helpless** (Players Handbook pgs 305, 309).

If the PCs manage to escape their bonds, they can continue with the adventure, but receive no experience

for this encounter. They can hear Donal's screams. If they head towards them, go to Encounter 7.

If the PCs do not escape, they are sacrificed during the ritual and their bodies found by Ronald, go to **Conclusion D**.

Development: If they PCs defeat Pead and Kel, then, shortly after the end of this fight, but before they leave the area, they hear a cry of terror from the west. If they head towards it, go to Encounter 7.

SEVEN: A GRIM PICNIC

PCs can come to this encounter by following the directions of the Shaltos in Encounter 4, or hearing the screams after the ambush by Pead and Kel in Encounter 6.

Horror Elements: This encounter contains horror elements that may not be suitable for all players. GMs are advised to use the alternate encounter text and alternate development text if they have under-age players at the table, or if they feel that ANY adult players at their table may be offended by the concepts involved in this scene.

The screams get louder and more horrid as you move through the forest. Suddenly you burst into a clearing and see two people at the far end. One of them is Donal Walker, the innkeeper, and he is lying on the ground, screaming in pain as he stares at the stumps that used to be his legs. Next to him is the large, gaunt figure of Gwillam Green.

Gwillam is looking even more feral in the light of day than when you last saw him. He is gaunter, his fingernails looking more like claws and his eyes are wild with madness. As you enter the clearing the cry of a nearby hawk alerts Gwillam to your presence, and he drops Donal's half eaten left leg to the ground as he turns to face you. The clearing is 60 feet across, and Gwillam stands on the far side.

ALTERNATE ENCOUNTER TEXT

The screams get louder as you run through the forest. Suddenly you burst into a clearing and see two people at the far end. One of them is Donal Walker, the innkeeper, and he lying on the ground screaming in pain. Next to him is the large, gaunt figure of Gwillam Green.

Gwillam is looking even more feral in the light of day than when you last saw him. He is gaunter, his fingernails looking more like claws and his eyes are wild with madness. As you enter the clearing the cry of a nearby hawk alerts Gwillam to your presence, and he drops a knife to the ground as he turns to face you. The clearing is 60 feet across, and Gwillam stands on the far side.

Creature: Gwillam has lost control of himself, allowing the ravenous hunger for flesh to consume him. He

cannot be reasoned with, and cannot be cured of his current condition by any magic less powerful than a wish or a miracle.

The hawk is Gwillam's animal companion and, like Gwillam, it has been corrupted. Other than alerting Gwillam to the PCs' presence, it takes no part in the encounter.

If the PCs try to use stealth to approach the clearing and surprise Gwillam, each PC needs to make a DC 24 Hide check. If they succeed on the Hide check, they need to make a Move Silently check opposed by Gwillam's Listen check.

Due to the newness of his situation, Gwillam has not yet developed any of his half-fiend spell-like abilities.

APL 4 (EL 6)

♣**Gwillam:** male half-fiend human ranger 5; hp 45; Appendix 1.

APL 6 (EL 8)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 1; hp 57; Appendix 1.

APL 8 (EL 10)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 3; hp 81; Appendix 1.

APL 10 (EL 12)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 5; hp 105; Appendix 1.

APL 12 (EL 14)

♣**Gwillam:** male half-fiend human ranger 5/barbarian 6; hp 128; Appendix 1.

Tactics: Gwillam rages at APL 6+ and, at all APLs, immediately attacks the nearest PC. He does not stop until all PCs are unconscious, at which point he will go back to his meal.

Gwillam cannot be reasoned with, and cannot be cured of his current condition with any magic less powerful than a wish or a miracle.

Treasure: The PCs can loot Gwillam and his camp. Gwillam has a number of items taken from past victims that he does not know the function of, and so does not use.

👑**APL 4:** Loot 1 gp; Magic 482 gp; vial of coldfire (4 gp), safewing emblem (20 gp), amulet of warmth (83 gp), memento magica 1st level (125 gp), Heward's fortifying bedroll (250 gp); Total 483 gp.

👑**APL 6:** Loot 1 gp; Magic 482 gp; vial of coldfire (4 gp), safewing emblem (20 gp), amulet of warmth (83 gp), memento magica 1st level (125 gp), Heward's fortifying bedroll (250 gp); Total 483 gp.

👑**APL 8:** Loot 1 gp; Magic 732 gp; vial of coldfire (4 gp), safewing emblem (20 gp), amulet of warmth (83 gp),

memento magica 1st level (125 gp), Heward's fortifying bedroll (250 gp), memento magica 2nd level (250 gp); Total 733 gp.

👑**APL 10:** Loot 1 gp; Magic 1,098 gp; vial of coldfire (4 gp), safewing emblem (20 gp), amulet of warmth (83 gp), memento magica 1st level (125 gp), Heward's fortifying bedroll (250 gp), memento magica 2nd level (250 gp), wilding clasp (333 gp); Total 1,066 gp.

👑**APL 12:** Loot 1 gp; Magic 1,098 gp; vial of coldfire (4 gp), safewing emblem (20 gp), amulet of warmth (83 gp), memento magica 1st level (125 gp), Heward's fortifying bedroll (250 gp), memento magica 2nd level (250 gp), wilding clasp (333 gp); Total 1,066 gp.

Development: The man Gwillam was in the process of eating is Donal Walker, the innkeeper. He is still alive, but grievously wounded and close to losing his mind. He is missing both his legs and it requires a regeneration spell to restore them.

Donal is stable, Gwillam applied a tourniquet before chopping off each leg. Donal can tell the PCs the following:

I was throwing some stuff out the back of the inn last night when I got hit over the back of the head. Next thing I know, I wake up to see Gwillam chopping my right leg off. I screamed at him to stop, begged him to stop, but he just ignored me. It was like he couldn't hear me! That was bad enough, but then he began to eat my leg, right here in front of me.

I must have passed out for a while; the next thing I remember is Gwillam carrying a white horse through the clearing. I know it sounds crazy, but that's what I saw! He was being led by a little guy with black-furred goat legs and horns. They went up that path over there.

Then, about ten minutes ago, Gwillam came back. He chopped my other leg off and started eating it. That's when you lot got here.

Why did he do it? I mean, I know we're short of food around here, but what makes a man want to eat somebody?

At this point Donal starts to sob uncontrollably. The PCs can try to make him comfortable, but should continue on to Encounter 8 as soon as possible.

Unless the PCs used magical silence to conceal the sounds of battle, Tyver is aware of their presence. If the PCs silence the battle, but then talk to Donal in this clearing, Tyver can easily hear them talking from this distance.

ALTERNATE DEVELOPMENT TEXT

Development: Donal Walker, the innkeeper is badly wounded, but able to talk to the PCs. Donal can tell the PCs the following:

I was throwing some stuff out the back of the inn last night when I got hit over the back of the head. I don't know how long I was out for, but the next thing I remember is Gwillam carrying a white horse through the clearing. I know it sounds crazy, but that's what I saw! He was being led by a little guy with black furred goat legs and horns. They went up that path over there.

Then, about ten minutes ago, Gwillam came back. He started ranting at me about siding with the Shaltos and was cutting me with his knife. That's when you lot got here.

Donal is willing to wait for the PCs to deal with the 'furry goat guy' before they take him back to the village; he will not come with the PCs. The PCs should continue on to Encounter 8 as soon as possible. If they hesitate, Donal will urge them to 'rescue the white horse' and 'stop the furry man', assuring them he can wait until they return ('I'm not going anywhere, just don't take too long, okay?')

Unless the PCs used magical *silence* to conceal the sounds of battle, Tyver will be aware of their presence. If the PCs *silence* the battle, but then talk to Donal in this clearing, Tyver can easily hear them talking from this distance.

Troubleshooting: If the PCs are running low on resources, they may wish to rest and come back in the morning. If they do so, Tyver will have performed the ritual, killed everything at the clearing, and left by the time they return.

As such, GMs are advised to encourage the players to keep going. If the PCs insist on resting the night, go to Conclusion E.

EIGHT: CAER SOULDAR

It is a short walk from where the PCs leave Donal, to the clearing that contains Caer Souldar, about 200 ft. as the crow flies, or 300 ft. via the path. Due to over-logging, this section of the Timberway counts as 'sparse forest', and due to over-hunting there are no modifiers to Listen checks from background noise (DMG pg 87). The clearing can be seen through the forest from 50 ft away.

Use of the Track feat will reveal the tracks of Tyver's goat feet, and several, booted humanoids (the Greens) over the past few weeks.

If the PCs use extreme measures to ensure stealth, somehow silencing the ravens and the disabling the wolf, Lupera, adjust the following text as appropriate.

You follow the path that Donal pointed out to you. It is little more than a game path, but looks as though it has seen quite a bit of traffic recently. As you move along the path, you cannot help but notice that most of the flora here is twisted and warped. The trees have dropped their leaves, bushes, vines and undergrowth look unnatural and most of the flora is covered in moss, mould and fungus. Apart from a few cawing ravens, the only fauna evident is a gaunt

and mangy wolf and even the wolf, startled by your presence, runs off into the trees.

The path soon ends in a clearing with a ring of stones in the centre. The ring of stones is actually a bit of an anti-climax. Caer Souldar consists of nothing more than four broken menhirs at each of the cardinal points, with broken shards of stone no more than a foot tall completing a circle about 80 feet across. Each menhir is between 5 and 8 feet tall, and each has a worn symbol upon its inward facing surface.

However, each menhir also has a creature tied to it. The northern stone has a tiny draconic creature with ruby coloured scales tied to it. The east stone holds a trussed and muzzled hippogriff, its wings obviously broken in a number of places. The south stone has a four-foot-tall, green humanoid with webbed hands and feet tied to it. Finally, the western stone has a beautiful young, white mare. However, Donal was mistaken, she is not a horse, but a unicorn!

Inside the stone circle a number of symbols have been drawn, and there are a number of ritualistic items carefully placed around the circle. On the far side of the stone circle, on the north-western side, you can see a young flan woman, badly tortured and abused and missing her right arm. Standing behind her is a 5-ft.-tall humanoid, with goat legs covered in black fur. His head bears large spiral horns like those of a ram, but his teeth and claws are those of a predator. He looks upon you all with glowing, demonic eyes and grins, "Ahh, more sacrifices. Splendid!"

The symbols on the four menhirs are the Flan and Ur-Flan symbols representing the four elements. North is fire, east is air, south is water and west is earth.

It is highly unlikely that the PCs will surprise Tyver. He will hear their conflict with Gwillam unless they are able to magically *silence* the sounds of the battle and, even if they do, Tyver will hear their conversation with Donal. He is also able to hear the approach of the PCs, and the reactions of the ravens. Finally, his animal companion, the wolf Lupera, warns him when she sees the PCs on the path.

Creature: Tyver is an evil and corrupted unseelie satyr. His driving goal at this point is to complete the ritual and permanently corrupt the power of Caer Souldar. Therefore, he will not retreat or surrender.

As Tyver probably knows the exact progress of the PCs, he will cast his buff spells so that he has as many active as possible when the PCs arrive. As such, all buff spells of minute per level duration or longer have already been included into the stat block. Tyver will not cast any round per level duration spells until the PCs come into sight.

Note: Due to the power of Caer Souldar, no teleportation magics (such as *dimension door*, *teleport* or *benign transposition*) will work within 100 ft. of the

clearing. The PCs should have been warned of this in Encounter 1. Also, Tyver has cast *unhallow* over Caer Souldar, with no additional spell fixed (Players Handbook pg 297).

APL 4 (EL 5)

☛**Tyver:** male half-fiend satyr druid 2; hp 53; Appendix 1.

APL 6 (EL 7)

☛**Tyver:** male half-fiend satyr druid 5; hp 90; Appendix 1.

APL 8 (EL 9)

☛**Tyver:** male half-fiend advanced satyr druid 6; hp 132; Appendix 1.

APL 10 (EL 11)

☛**Tyver:** male half-fiend advanced satyr druid 9; hp 216; Appendix 1.

APL 12 (EL 13)

☛**Tyver:** male half-fiend advanced satyr druid 11; hp 242; Appendix 1.

Tactics: Tyver begins by casting *entangle* to slow the PCs down, and to divide the party. He follows up with an area effect spell, making sure not to get any of the creatures he intends to sacrifice in the ritual. Once half the party is unconscious or immobilized, Tyver engages in melee combat with the remainder, hoping to capture more sacrifices for the ritual.

At APLs 10 and 12 he casts *summon monster IX* just before the PCs arrive at the circle, using it to summon 1d3 vrock. The vrock attack the PCs directly to keep them off Tyver. Even if there are 3 vrock, they will NOT attempt a *dance of ruin*, as that will likely kill all of Tyver's sacrifices as well.

Tyver has cast *unhallow* over Caer Souldar at all APLs when he has it. He has also already used *blasphemy* to capture the unicorn.

Treasure: One Tyver has been defeated, the PCs can loot the following from him. The coin represents expensive spell components to be used in the ritual. They also find a letter among Tyver's belongings, **Player Handout 3**.

👑**APL 4:** Loot 66 gp; Coin 200 gp; Magic 0 gp; Total 266 gp.

👑**APL 6:** Loot 66 gp; Coin 200 gp; Magic 191 gp; +1 club (191 gp); Total 457 gp.

👑**APL 8:** Loot 66 gp; Coin 100 gp; Magic 691 gp; +1 merciful club (691 gp); Total 857 gp.

👑**APL 10:** Loot 65 gp; Coin 100 gp; Magic 1,037 gp; +1 merciful club (691 gp), +2 leather armour (346 gp); Total 1,202 gp.

👑**APL 12:** Loot 65 gp; Coin 100 gp; Magic 1,037 gp; +1 merciful club (691 gp), +2 leather armour (346 gp), belt of endurance (833 gp); Total 2,035 gp.

Troubleshooting: The PCs can try to prevent the ritual going ahead by either killing or releasing the creatures bound for sacrifice. If the PCs kill any of the creatures, the ritual will not occur, but the PCs also do not get the **Favour of the Forest**.

If the PCs try to release any of the creatures, the effort required and the creature's actions are below:

- **The Pseudodragon:** The pseudodragon is completely trussed. It will take three full rounds to free it. Once freed, the pseudodragon will help by aiding in the attack, it knows that Tyver won't kill it. For stats, refer to pg 210 of the Monster Manual.
- **The Hippogriff:** The hippogriff requires a standard action to free (cutting the rope), but is in too much pain from its broken wings to help. The hippogriff is on only 4 hit points, and will fly away if healed of its damage.
- **The Nixie:** Freeing the nixie requires a full-round action. Once free, the nixie flees.
- **The Unicorn:** The unicorn requires a standard action to free (cutting the rope). Once free she will help by using her *cure* spells on the PCs, including casting *neutralize poison* if required, then she will join in the combat to the best of her ability. For stats refer to pg 249 of the Monster Manual.

Development: If the PCs defeat Tyver, go to Conclusion A. If the PCs retreat, but manage to rescue Elena, go to Conclusion B. If the PCs retreated and did not stop the ritual, go to Conclusion C. If all of the PCs were killed by Tyver, go to Conclusion D.

CONCLUSION

Depending upon the outcome of Encounter 8, the PCs can come to one of five conclusions. Conclusion A is for complete success, Conclusion B is if the PCs retreat from Encounter 8 but rescue Elena, Conclusion C is if the PCs retreat without Elena, Conclusion D is if all the PCs die, and Conclusion E is if the PCs don't get to Caer Souldar on time.

All of these conclusions assume that the PCs intend to report their findings to Lady Harrina Abonhoth and Ronaldor. If the PCs choose not to do so, GMs may need to adapt the following conclusions, and the availability of favours, especially the **Further Appreciation of House Abonhoth** and the **Invitation of Lady Harrina**. If the PCs decide to hand over any of the antagonists to the Keth authorities, the Keth authorities will accept custody of the prisoners, but the PCs receive no further reward from Keth.

CONCLUSION A: SUCCESS

If the PCs defeated Tyver, give the PCs the documents found among Tyver's possessions, then read the following. Adjust the text if any of the sacrifices did not survive the battle.

Horror Elements: This conclusion contains horror elements that may not be suitable for all players. GMs are advised to edit all references to cannibalism if any of the players are under-age, or if they feel that ANY players at their table may be offended by such concepts. Potentially offensive portions of the read aloud text have been put in brackets.

After the Battle:

You have defeated Tyver, the unseelie satyr that has been trying to corrupt the holy site of Caer Souldar, and rescued those he intended to sacrifice.

Elena, the young druidess, is able to tell you something about the plans of the evil fey. "We arrived here just over a month ago, and this evil creature all three of us soon after we arrived. On the night of the new moon he sacrificed Yasi and Nobar, (and had Gwillam and Kel eat them as they died. I could see the darkness move into those poor souls, but there was nothing I could do).

"I think that Tyver felt that such a ritual, while also killing our animal companions, would be enough to permanently corrupt Caer Souldar. However, he was wrong, and he was extremely angry when he realized this. So for the last month he has been gathering more appropriate sacrifices. (He also convinced the siblings to bring another of their family to corrupt. That is how I lost my arm, and if the ritual had gone ahead tonight, I would have been a part of the sacrifice, and Pead would have been fully corrupted).

"Had Tyver succeeded, this site would now be a source of power for much evil. There are dozens of such sites throughout the Timberway, ancient sites from the time of the Ur-Flan. But there are only a handful as powerful as Caer Souldar, and only one more powerful in the territory of Keth.

"The Heart of the Forest is a place which exists to the Conwarun only in the oldest lore of our order. I do not know what it is, only that it was venerated in ancient times and that it was hidden when the Suel came. Protected for centuries by the Fey, and believed unfindable by mortals, it is now under threat.

"From what Tyver has said, I believe that there has been an unseen war here in Keth, between the Seelie and Unseelie courts of the Fey. Obviously, the Unseelie Court has gained the upper hand and as a result, the whole of the Timberway is under threat."

Elena is very grateful to the PCs, and attempts to answer any of their questions, but does not have much more useful information than this. She insists upon performing

a funeral service for her two companions, but leaves their remains here at Caer Souldar.

If the PCs manage to capture Tyver, he refuses to talk. A *charm monster* spell can be used to coerce Tyver into revealing the information above, albeit from his own perspective. He will not reveal the location of the Heart though, telling his new 'friend' that it's a secret.

In any event, if Tyver, Kel or Pead are captured, they die a few hours afterwards. Their capture is known to Tyver's fellows, who ensure they won't be able to give anything away

Returning to Abonhoth:

Returning to Abonhoth is like waking up from a nightmare. The land is again in late summer, the sun is shining and the horrors of the Timberway are left behind you in the lands of Keth. The beauty and bounty of Abonhoth seem to contrast so starkly with the darkness hidden within Keth's boundaries, and the suffering of the people that live there.

However, you now have a much better idea of what is causing the damage to the lands of Keth, and information that leads you to the court and town of Keth.

Ronaldor and Lady Harrina are happy to welcome you back, but are shocked by Elena's condition. Both ask you to relate all of what occurred, and what you surmise.

Once you have finished your tale, Ronaldor says, "I am extremely grateful to you all for rescuing Elena, and I am in your debt. As promised before you left, I will offer what knowledge my order has, and for those of you not interested in such knowledge, I offer to craft you an item of magic."

Lady Harrina says, "You have all performed amazing deeds of valour and bravery. I would like to thank you all on behalf of my House, and I am sure that Abonhoth will make its gratitude public as soon as it can.

"The information you have brought back gives us a new place to look. If these dark creatures are linked to the court of Keth, then we need to continue our investigations there. However, we cannot just go to the court of Keth without a pretext. Which is why I would like to invite you all to be a part of my entourage when I attend the Keth tournament in spring. Will you come, and help me to end this horrific menace?"

Favours: The PCs receive the **Favour of the Conwarun**, the **Friendship of the Forest** (provided they did not kill any of the creatures themselves), the **Further Appreciation of House Abonhoth**, the **Invitation of Lady Harrina** and **The Letter**.

CONCLUSION B: THE PCS RETREATED, BUT RESCUED ELENA

If the PCs retreated from Tyver, then Tyver completed the ritual and escaped. If the nixie and any one other sacrifice were killed in the fight, then the ritual does not succeed. However, the PCs can still find out some information from Elena.

Horror Elements: This conclusion contains horror elements that may not be suitable for all players. GMs are advised to edit all references to cannibalism if there is an underage player at the table, or if they feel that ANY players at their table may be offended by such concepts. Potentially offensive portions of the read aloud text have been put in brackets.

If Tyver succeeded in the ritual:

Your retreat from the powerful fey, which, while necessary, leaves you with a bitter taste in your mouth. At midnight you saw a huge, dark storm over the Timberway, centred upon Caer Souldar. Obviously, the satyr has succeeded in corrupting the holy site of Caer Souldar.

What the PCs learn from Elena:

Elena, the young druidess, is able to tell you something about the plans of the evil fey. "We arrived here just over a month ago, and this evil creature all three of us soon after we arrived. On the night of the new moon he sacrificed Yasi and Nobar, (and had Gwillam and Kel eat them as they died. I could see the darkness move into those poor souls, but there was nothing I could do).

"I think that Tyver felt that such a ritual, while also killing our animal companions, would be enough to permanently corrupt Caer Souldar. However, he was wrong, and he was extremely angry when he realized this. So for the last month he has been gathering more appropriate sacrifices. (He also convinced the siblings to bring another of their family to corrupt. That is how I lost my arm, and if the ritual had gone ahead tonight, I would have been a part of the sacrifice, and Pead would have been fully corrupted).

"Had Tyver succeeded, this site would now be a source of power for much evil. There are dozens of such sites throughout the Timberway, ancient sites from the time of the Ur-Flan. But there are only a handful as powerful as Caer Souldar, and only one more powerful in the territory of Keth.

"The Heart of the Forest is a place which exists to the Conwarun only in the oldest lore of our order. I do not know what it is, only that it was venerated in ancient times and that it was hidden when the Suel came. Protected for centuries by the Fey, and believed unfindable by mortals, it is now under threat.

"From what Tyver has said, I believe that there has been an unseen war here in Keth, between the Seelie and Unseelie courts of the Fey. Obviously, the Unseelie Court has gained the upper hand and as a result, the whole of the Timberway is under threat."

Elena is very grateful to the PCs, and attempts to answer any of their questions, but does not have much more useful information than this.

Returning to Abonhoth:

Returning to Abonhoth is like waking up from a nightmare. The land is again in late summer, the sun is shining and the horrors of the Timberway are left behind you in the lands of Keth. The beauty and bounty of Abonhoth seem to contrast so starkly with the darkness hidden within Keth's boundaries, and the suffering of the people that live there.

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Lady Harrina says, "You have all performed amazing deeds of valour and bravery. I would like to thank you all on behalf of my House, and I am sure that Abonhoth will make its gratitude public as soon as it can.

"I find it difficult to believe that something this widespread could be occurring in Keth without the knowledge of the ruling Lord. Therefore, I intend to travel to the court of Keth, and continue our investigations there. However, we cannot just go to the court of Keth without a pretext. Which is why I would like to invite you all to be a part of my entourage when I attend the Keth tournament in spring. Will you come, and help me to end this horrific menace?"

Favours: The PCs receive the Favour of the Conwarun, the Further Appreciation of House Abonhoth, and the Invitation of Lady Harrina.

CONCLUSION C: THE PCS RETREATED WITHOUT ELENA

If the PCs retreated from Tyver, then Tyver completed the ritual and escaped. If the nixie and any one other sacrifice were killed in the fight, then the ritual does not succeed. If the ritual failed, adjust the following text.

If the PCs return the following morning for the bodies of the druids, there is nothing to be found, all three have been completely destroyed.

If Tyver successfully completes the ritual:

Your retreat from the powerful fey, which, while necessary, leaves you with a bitter taste in your mouth. At midnight you saw a huge, dark storm over the Timberway, centred upon Caer Souldar. Obviously, the satyr has succeeded in corrupting the holy site of Caer Souldar.

Returning to Abonhoth:

Returning to Abonhoth is like waking up from a nightmare. The land is again in late summer, the sun is shining and the horrors of the Timberway lie behind you in Keth. The beauty and bounty of Abonhoth seem to contrast so starkly with the darkness hidden within Keth's boundaries, and the suffering of the people that live there.

Your investigations have yielded little information; just disturbing images of what the Fey are doing in Keth's territory.

Ronaldor and Lady Harrina are happy to welcome you back, but are saddened that you were unable to rescue any of the druids. Both ask you to relate all of what occurred, and what you surmise.

Once you have finished your tale, Ronaldor says, "I am sorry you could not rescue my brother and sisters. Hopefully, you will continue to fight against the darkness at work in Keth."

Lady Harrina says, "I would like to thank you all on behalf of my House, and I am sure that Abonhoth will make its gratitude public as soon as it can."

"I find it difficult to believe that something this widespread could be occurring in Keth without the knowledge of the ruling Lord. Therefore, I intend to travel to the court of Keth, and continue our investigations there. However, we cannot just go to the court of Keth without a pretext. Which is why I would like to invite you all to be a part of my entourage when I attend the Keth tournament in spring. Will you come, and help me to end this horrific menace?"

Favours: The PCs receive the Further Appreciation of House Abonhoth, and the Invitation of Lady Harrina.

CONCLUSION D: THE PCS WERE ALL KILLED

If Tyver or the Greens killed all the PCs, the satyr leaves their dead bodies at Gwillam's clearing near Caer Souldar when he leaves, along with their equipment. After Tyver completes his ritual, Ronaldor feels the change in power within the Timberway, and casts *screy* to discover what happened at Caer Souldar. Learning of the death of the PCs, he travels to Caer Souldar to rescue their bodies.

After employing the services of a cleric to cast *speak with dead* upon each PC, Ronaldor will either reincarnate them free of charge or use the PC's wealth to have *raise dead* cast on them at normal cost (450 gp for the spellcasting, plus 5,000 gp for the material component) as per the PC's wishes.

The PCs who choose to return to life, will awaken in Abonhoth castle.

*You have found your death at the hands of the powerful fey, but due to the efforts of Ronaldor, death is not permanent. Ronaldor managed to retrieve your bodies, and either reincarnated you himself, or used your equipment to pay for a cleric to cast *raise dead* upon you. You don't know why the satyr left you unmolested, but you now have a chance for revenge.*

Your investigations have yielded little information; just disturbing images of what the fey are doing in Keth's territory.

Ronaldor and Lady Harrina are happy to welcome you back, but are saddened by the deaths of yourselves, and the three druids of the Conwarun. Ronaldor is able to tell you that the satyr succeeded in the casting of his ritual, and that Caer Souldar is now permanently corrupted. He then asks you to relate all of what occurred, and what you surmise.

Once you have finished your tale, Ronaldor says, "I am sorry you could not rescue my brother and sisters. However, your willingness to die for the people of my order left me in your debt. To repay that debt, I felt it my duty to gather your bodies, and if possible, have you brought back. Hopefully, you will continue to fight against the darkness at work in Keth."

Lady Harrina says, "I would like to thank you all on behalf of my House, and I am sure that Abonhoth will make its gratitude public as soon as it can."

"I find it difficult to believe that something this widespread could be occurring in Keth without the knowledge of the ruling Lord. Therefore, I intend to travel to the court of Keth, and continue our investigations there. However, we cannot just go to the court of Keth without a pretext. Which is why I would like to invite you all to be a part of my entourage when I attend the Keth tournament in spring. Will you come, and help me to end this horrific menace?"

Favours: The PCs receive the Further Appreciation of House Abonhoth, and the Invitation of Lady Harrina.

CONCLUSION E: THE PCS WERE TOO LATE

If the PCs did not make it to Caer Souldar in time, Tyver succeeds in casting his ritual and all the sacrifices die. If they travel to Caer Souldar the next morning, they can find nothing of the sacrifices or the dead druids.

Your battles with the Greens left you unable to face whatever was at Caer Souldar. Around midnight, you discovered the consequences of your decision. A huge, dark storm broke over the Timberway, centred upon an area to the north-west of Anvold, where you assume Caer Souldar is located. Obviously, the creatures at the holy site succeeded in casting some dark ritual, as you can all feel the dark power that now emanates from Caer Souldar.

Visiting the site the next morning, you can find nothing but a number of blood stains. Whatever died here in the ritual, its remains have obviously been taken. The stone circle now radiates dark power, and all of you have to fight to avoid being sick as you approach.

Returning to Abonhoth is like waking up from a nightmare. The land is again in late summer, the sun is shining and the horrors of the Timberway lie behind you in Keth. The beauty and bounty of Abonhoth seem to contrast so starkly with the darkness hidden within Keth's boundaries, and the suffering of the people that live there.

Your investigations have yielded little information, just disturbing images of the corruption in Keth's territory.

Ronaldor and Lady Harrina are happy to welcome you back, but are saddened that you were unable to rescue any of the druids. Both ask you to relate all of what occurred, and what you surmise.

Once you have finished your tale, Ronaldor says, "I am sorry you could not rescue my brother and sisters. Hopefully, you will continue to fight against the darkness at work in Keth."

Lady Harrina says, "I find it difficult to believe that something this widespread could be occurring in Keth without the knowledge of the ruling Lord. Therefore, I intend to travel to the court of Keth, and continue our investigations there. However, we cannot just go to the court of Keth without a pretext. Which is why I would like to invite you all to be a part of my entourage when I attend the Keth tournament in spring. Will you come, and help me to end this horrific menace?"

Favours: The PCs receive the **Invitation of Lady Harrina**.

The End.

EXPERIENCE POINT SUMMARY

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

Encounter 4

Disperse the mob

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	420 XP

Encounter 6

Defeat Kel, Pead and the trap

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	420 XP

Encounter 7

Defeat Gwillam

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 8

Defeat Tyver

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Story Award

Objective(s) met: Rescue Elena

APL 4	70 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP

Discretionary roleplaying award

APL 4	65 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 6: A Little Help from my Friends

APL 4: Loot 4 gp; Total 4 gp.

APL 6: Loot 54 gp; Total 54 gp.

APL 8: Loot 54 gp; Total 54 gp.

APL 10: Loot 54 gp; Total 54 gp.

APL 12: Loot 54 gp; Total 54 gp.

Encounter 7: A Grim Picnic

APL 4: Loot 1 gp; Magic 482 gp; *vial of coldfire* (4 gp), *safewing emblem* (20 gp), *amulet of warmth* (83 gp), *memento magica 1st level* (125 gp), *Heward's fortifying bedroll* (250 gp); Total 483 gp.

APL 6: Loot 1 gp; Magic 482 gp; *vial of coldfire* (4 gp), *safewing emblem* (20 gp), *amulet of warmth* (83 gp), *memento magica 1st level* (125 gp), *Heward's fortifying bedroll* (250 gp); Total 483 gp.

APL 8: Loot 1 gp; Magic 732 gp; *vial of coldfire* (4 gp), *safewing emblem* (20 gp), *amulet of warmth* (83 gp), *memento magica 1st level* (125 gp), *Heward's fortifying bedroll* (250 gp), *memento magica 2nd level* (250 gp); Total 733 gp.

APL 10: Loot 1 gp; Magic 1,098 gp; *vial of coldfire* (4 gp), *safewing emblem* (20 gp), *amulet of warmth* (83 gp), *memento magica 1st level* (125 gp), *Heward's fortifying bedroll* (250 gp), *memento magica 2nd level* (250 gp), *wildling clasp* (333 gp); Total 1,066 gp.

APL 12: Loot 1 gp; Magic 1,098 gp; *vial of coldfire* (4 gp), *safewing emblem* (20 gp), *amulet of warmth* (83 gp), *memento magica 1st level* (125 gp), *Heward's fortifying bedroll* (250 gp), *memento magica 2nd level* (250 gp), *wildling clasp* (333 gp); Total 1,066 gp.

Encounter 8: Caer Souldar

APL 4: Loot 66 gp; Coin 200 gp; Magic 0 gp; Total 266 gp.

APL 6: Loot 66 gp; Coin 200 gp; Magic 191 gp; +1 *club* (191 gp); Total 457 gp.

APL 8: Loot 66 gp; Coin 50 gp; Magic 691 gp; +1 *merciful club* (691 gp); Total 807 gp.

APL 10: Loot 65 gp; Coin 150 gp; Magic 1,037 gp; +1 *merciful club* (691 gp), +2 *leather armour* (346 gp); Total 1,202 gp.

APL 12: Loot 65 gp; Coin 150 gp; Magic 1,037 gp; +1 *merciful club* (691 gp), +2 *leather armour* (346 gp), *belt of endurance* (833 gp); Total 2,035 gp.

Total Possible Treasure

APL 4: Loot: 71 gp; Coin: 200 gp; Magic: 482 gp; Total: 753 gp (max 650 gp)

APL 6: Loot: 91 gp; Coin: 200 gp; Magic: 673 gp; Total: 964 gp (max 900 gp)

APL 8: Loot: 91 gp; Coin: 50 gp; Magic: 1,423 gp; Total: 1,564 gp (max 1,300 gp)

APL 10: Loot: 90 gp; Coin: 150 gp; Magic: 2,102 gp; Total: 2,342 gp (max 2,300 gp)

APL 12: Loot: 90 gp; Coin: 150 gp; Magic: 3,100 gp; Total: 3,340 gp (max 3,300 gp)

Special

☛ **Favour of the Conwarun:** For rescuing Elena, you have gained an influence point with the Conwarun. In addition, the Conwarun will give you the following:

-Open access to the following spells from SpC: o- *dawn, naturewatch*; 1st- *ram's might, snowshoes*; 2nd- *align fang, healing sting*; 3rd- *align fang-mass*.

-Regional access to purchase or craft any **one** of the following at normal price: *wild armour enhancement* (DMG), *beastskin armour enhancement* (CV), *woodwalk armour enhancement* (RW), *acid, cold, electricity and fire resistance armour enhancements* (DMG) or any +1 bonus equivalent weapon special ability from the DMG.

Item chosen: _____

Purchased on AR: _____

Friendship of the Forest: For rescuing the creatures Tyver was to sacrifice, you have been blessed by the power of Caer Souldar. This blessing grants you a +2 bonus on all Handle Animal and Wild Empathy checks.

In addition, the unicorn is willing to join a female character of elven, half-elven or human heritage as an Unusual Paladin's Mount (DMG 204-5) or as a cohort (DMG 199). The hippogriff is willing to join any paladin as an Unusual Paladin's Mount (DMG 204-5). The pseudodragon is willing to join any character of good alignment as a Special Cohort (DMG 199). The pseudodragon can be taken as a 6th level equivalent cohort, and progresses by character class. It has the following stats:

Pseudodragon sorcerer 1; 27hp (3HD); Str 4, Dex 18, Con 14, Int 14, Wis 12, Cha 16; Languages: Cold Tongue, Common, Draconic, Sylvan; Feats: Eschew Materials^B, Practiced Spellcaster, Weapon Finesse; Skills (ranks): Bluff +4(1), Concentration +7(5), Diplomacy +10(5), Hide +21(5), Knowledge (nature) +7(5), Listen +6(5), Search +7(5), Sense Motive +6(5), Spellcraft +6(4), Spot +6(5).

Further Appreciation of House Abonhoth: Though House Abonhoth appreciates what you have done, they still cannot publicly acknowledge your efforts. However, Lady Harrina promises that your efforts will be acknowledged in the future.

Invitation of Lady Harrina: Lady Harrina has invited you to be a part of her entourage when she attends the Keth tournament.

The Letter: You have a letter addressed to Tyver from a functionary in Keth's court.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APLs 4-6:

- *Vial of coldfire* (Adventure; *Frostburn*; 50gp)
- *Safewing emblem* (Adventure; CL 3rd; RW; 250gp)
- *Amulet of warmth* (Adventure; CL 3rd; RDr; 1,000 gp)
- *Memento magica 1st Lvl* (Adventure; CL 17th; RDr; 1,500 gp)
- *Heward's fortifying bedroll* (Adventure; CL 3rd; CM; 3,000gp)

APL 8 (all of APL 4-6 plus the following):

- *Memento magica 2nd Lvl* (Adventure; CL 17th; *RDr*; 3,000 gp)
- *+1 merciful club* (Adventure, DMG)

APL 10 (all of APLs 4-8 plus the following):

- *Wilding clasp* (Adventure; CL 5th; *MIC*; 4,000gp)

APL 12 (all of APL 4-10 plus the following):

- *Belt of endurance* (Adventure; CL 9th; *A&EG*; 10,000gp)

2: THE VILLAGE OF ANVOLD

GWILLAM GREEN

CR 6

Male half-fiend human ranger 5

CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 40 (5 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 15

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

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee unarmed strike +10 (1d3+5 non-lethal) or; unarmed strike +8 (1d3+5 non-lethal) and unarmed strike +8 (1d3+2 non-lethal)

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

Base Atk +5; **Grp** +10

Atk Options spells, smite good 1/day (+5 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 15, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting

Skills Hide +12, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +11

Possessions combat gear

SHALTO DEPUTIES

CR 2

Male human rogue 1/warrior 1

LE Medium humanoid (human-Suel)

Init +2; **Senses** Listen +3, Spot +3

Languages Cold Tongue, Common

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 14 (2 HD);

Fort +4, **Ref** +4, **Will** -1

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee sap +2 (1d6+1 non-lethal)

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

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

Atk Options Combat expertise, sneak attack +1d6.

Combat Gear leather armour, sap, handaxe.

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

SQ Trapfinding

Feats Combat Expertise, Persuasive

APPENDIX 1: APL 4

Skills Balance +6, Bluff +6, Diplomacy +6, Escape Artist +6, Gather Information +4, Intimidate +6, Knowledge (local-NMR) +5, Listen +3, Spot +3, Search +5, Tumble +6

Possessions combat gear

4: LEGAL ISSUES

REDUCED MOB

CR 6

Human mob

N Huge human mob

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

Languages Cold Tongue, Common

AC 8, touch 8, flat-footed 8

(-2 size, +0 Dex)

hp 132 (22 HD);

Fort +7, **Ref** +7, **Will** +7

Speed 20 ft. in no armour (4 squares), base movement 20 ft.;

Melee Swarm (5d6)

Space 15 ft.; **Reach** 0 ft.

Base Atk +11; **Grp** +15

Atk Options swarm, trample

Combat Gear none

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

SQ Mob anatomy

Feats Improved Bull Rush, Improved Overrun **Skills** N/A

Possessions none

Swarm (Ex): A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are non-magical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage to 2d6 points + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on the mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and

thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by non-lethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume that 30% of its number are slain and reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

6: A LITTLE HELP FROM MY FRIENDS

KEL MARK (NE GREEN) **CR 5**

Female half-fiend human fighter 4

CE Medium outsider (augmented humanoid)(human-Suel)(native)

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

Languages Cold Tongue, Common, Sylvan

AC 21, touch 15, flat-footed 16

(+5 Dex, +4 armor, +1 shield, +1 natural)

hp 36 (4 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 14

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

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +9 (1d4+6/19-20) or;
dagger +7 (1d4+6/19-20) and
dagger +7 (1d4+4/19-20)

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

Base Atk +4; **Grp** +8

Atk Options smite good 1/day (+4 damage), two-weapon fighting.

Combat Gear daggers (6)

Abilities Str 18, Dex 20, Con 15, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Weapon Focus (dagger), Two-Weapon Fighting, Improved Initiative, Quick Draw, Two-Weapon Defense, Weapon Specialization (dagger)

Skills Balance +8, Climb +8, Craft (butcher) +9, Jump +7

Possessions combat gear

PEAD MARK **CR 3**

Male human sorcerer 3

CE Medium humanoid (human-Suel)

Init +1; **Senses** Listen +2, Spot +2

Languages Cold Tongue, Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armour)

hp 15 (3 HD)

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

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +0 (1d4-1)

Ranged crossbow +2 (1d8/19-20)

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

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

Atk Options spells, point blank shot, precise shot

Combat Gear dagger, light crossbow, 20 bolts, spell component pouch

Sorcerer Spells Known (CL 3rd):

1st (6/day)—color spray, mage armor $\frac{1}{2}$ $\frac{1}{2}$,
nerveskitter

0 (6/day)—detect magic, message, prestidigitation,
ray of frost, read magic

$\frac{1}{2}$ Already cast

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

SQ Summon familiar (snake)

Feats Persuasive, Point Blank Shot, Alertness, Precise Shot

Skills Bluff +13, Concentration +8, Craft (trapmaking) +7, Intimidate +4, Listen +2, Spellcraft +7, Spot +2

Possessions combat gear

7: A GRIM PICNIC

GWILLAM GREEN **CR 6**

Male half-fiend human ranger 5

CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 40 (5 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 15

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

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee 2 x claws +10 (1d4+5) and;
bite +5 (1d6+2)

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

Base Atk +5; **Grp** +10

Atk Options spells, smite good 1/day (+5 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 15, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting

Skills Hide +12, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +11

Possessions combat gear

SYLUS**CR 1**

Female fiendish hawk (animal companion)

CE Tiny magical beast (augmented animal)

Init +3; **Senses** Listen +2, Spot +14**Languages** n/a**AC** 17, touch 15, flat-footed 14

(+2 size, +3 Dex, +2 natural)

hp 6 (1 HD);**Resist** cold 5, fire 5; **SR** 6**Fort** +2, **Ref** +5, **Will** +2**Speed** 10 ft. in no armour (6 squares), base movement 10 ft.; fly 60 ft. (average)**Melee** talons +5 (1d4-2)**Space** 2½ ft.; **Reach** 0 ft.**Base Atk** +0; **Grp** -10**Atk Options** smite good 1/day (+1 damage)**Combat Gear** none**Abilities** Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6**SQ** Darkvision 60 ft., low-light vision, link, share spells.**Feats** Weapon Finesse**Skills** Listen +2, Spot +14**Possessions** none

8: CAER SOULDAR**TYVER THE CORRUPTER****CR 5**

Male half-fiend satyr druid 2 (non-associated)

NE Medium outsider (augmented fey)(native)

Init +4; **Senses** Listen +19, Spot +19**Languages** Sylvan, Cold Tongue, Common, Druidic**AC** 19, touch 14, flat-footed 15

(+4 Dex, +5 natural)

hp 53 (7 HD); DR 5/cold iron and magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17**Fort** +7, **Ref** +8, **Will** +10**Speed** 40 ft. (50 ft.) in no armour (10 squares), base movement 40 ft.;**Melee** 2 x claws +8 (1d4+4) and; bite +5 (1d6+2)**Ranged** shortbow +8 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +7**Atk Options** spells, spell-like abilities, smite good 1/day (+7 damage)**Combat Gear** mw mighty (+4) composite shortbow, 20 arrows, 20 blunt arrows, spell component pouch**Druid Spells Prepared** (CL 6th):

1st—entangle, longstrider †

0—cure minor wound, detect magic, guidance, read magic

Spell-Like Abilities (CL 7th):

4th—poison 3/day, unholy blight

2nd—darkness 3/day, desecrate

† Already cast

Abilities Str 18, Dex 18, Con 17, Int 14, Wis 17, Cha 14

SQ Darkvision 60 ft., low-light vision, animal companion (wolf), nature sense, wild empathy, woodland stride**Feats** Alertness, Multi-attack, Weapon Focus (claw), Practiced Spellcaster**Skills** Bluff +10, Concentration +7, Diplomacy +4, Hide +16, Knowledge (nature) +12, Listen +19, Move Silently +16, Perform +14, Spot +19, Spellcraft +6, Survival +11**Possessions** combat gear

LUPERA**CR 1**

Female fiendish wolf (animal companion)

CE Medium magical beast (augmented animal)

Init +2; **Senses** Listen +3, Spot +3**Languages** n/a**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 16 (2 HD);**Resist** cold 5, fire 5; **SR** 7**Fort** +5, **Ref** +5, **Will** +1**Speed** 50 ft. in no armour (10 squares), base movement 50 ft.;**Melee** bite +3 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +2**Atk Options** trip, smite good 1/day (+2 damage)**Combat Gear** none**Abilities** Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6**SQ** Darkvision 60 ft., low-light vision, scent, link, share spells.**Feats** Track, Weapon Focus (bite)**Skills** Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1(+5 when tracking by scent)**Possessions** none

APL 6

2: THE VILLAGE OF ANVOLD

GWILLAM GREEN

CR 8

Male half-fiend human ranger 5/barbarian 1
CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13
(+4 Dex, +2 armor, +1 natural)

hp 51 (6 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

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

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee unarmed strike +11/+6 (1d3+5 non-lethal) or; unarmed strike +9/+4 (1d3+5 non-lethal) and unarmed strike +9 (1d3+2 non-lethal)

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

Base Atk +6; **Grp** +11

Atk Options spells, smite good 1/day (+5 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 15, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack

Skills Hide +12, Intimidate +5, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +12

Possessions combat gear

SHALTO DEPUTIES

CR 4

Male human rogue 2/warrior 2
LE Medium humanoid (human-Suel)

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

Languages Cold Tongue, Common

AC 15, touch 13, flat-footed 12
(+3 Dex, +2 armor)

hp 28 (4 HD);

Fort +5, **Ref** +6, **Will** -1

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee sap +4 (1d6+1 non-lethal)

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

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

Atk Options Combat expertise, sneak attack +1d6.

Combat Gear leather armour, sap, handaxe.

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

SQ Trapfinding, evasion

Feats Combat Expertise, Persuasive, Alertness

Skills Balance +8, Bluff +7, Diplomacy +9, Escape Artist +7, Gather Information +8, Intimidate +10, Knowledge (local-NMR) +6, Listen +6, Spot +6, Search +6, Tumble +10

Possessions combat gear

4: LEGAL ISSUES

MOB

CR 8

Human mob

N Gargantuan human mob

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

Languages Cold Tongue, Common

AC 6, touch 6, flat-footed 6
(-4 size, +0 Dex)

hp 180 (30 HD);

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

Speed 20 ft. in no armour (4 squares), base movement 20 ft.;

Melee Swarm (5d6)

Space 15 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** +23

Atk Options swarm, trample

Combat Gear none

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

SQ Mob anatomy

Feats Improved Bull Rush, Improved Overrun **Skills** N/A

Possessions none

Swarm (Ex): A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are non-magical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage to 2d6 points + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on the mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this

manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by non-lethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume that 30% of its number are slain and reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

6: A LITTLE HELP FROM MY FRIENDS

KEL MARK (NE GREEN) **CR 8**

Female half-fiend human fighter 6

CE Medium outsider (augmented humanoid)(human-Suel)(native)

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

Languages Cold Tongue, Common, Sylvan

AC 22, touch 15, flat-footed 17

(+5 Dex, +4 armor, +2 shield, +1 natural)

hp 54 (6 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

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

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee mw dagger +12/+7 (1d4+6/19-20) or;
mw dagger +10/+5 (1d4+6/19-20) and
mw dagger +10/+5 (1d4+4/19-20)

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

Base Atk +6; **Grp** +10

Atk Options smite good 1/day (+6 damage), improved two-weapon fighting.

Combat Gear mw daggers (2), daggers (4)

Abilities Str 18, Dex 20, Con 15, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Weapon Focus (dagger), Two-Weapon Fighting, Improved Initiative, Quick Draw, Two-Weapon Defense, Weapon Specialization (dagger), Improved Two-Weapon Fighting, Improved Two-Weapon Defence

Skills Balance +9, Climb +11, Craft (butcher) +11, Jump +10

Possessions combat gear

PEAD MARK **CR 5**

Male human sorcerer 5

CE Medium humanoid (human-Suel)

Init +1; **Senses** Listen +2, Spot +2

Languages Cold Tongue, Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armour)

hp 25 +12 temps (5 HD)

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

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +1 (1d4-1)

Ranged crossbow +3 (1d8/19-20)

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

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

Atk Options spells, point blank shot, precise shot

Combat Gear dagger, light crossbow, 20 bolts, spell component pouch

Sorcerer Spells Known (CL 5th):

2nd (5/day)—false life ‡, glitterdust

1st (7/day)—mage armor ‡ ‡, magic missile, nerveskitter, orb of old-lesser

0 (6/day)—detect magic, ghost sounds, message, prestidigitation, ray of frost, read magic

‡ Already cast

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

SQ Summon familiar (snake)

Feats Persuasive, Point Blank Shot, Alertness, Precise Shot

Skills Bluff +16, Concentration +10, Craft (trapmaking) +9, Intimidate +5, Listen +2, Spellcraft +9, Spot +2

Possessions combat gear

7: A GRIM PICNIC

GWILLAM GREEN **CR 8**

Male half-fiend human ranger 5/barbarian 1

CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 51 (6 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

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

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee 2 x claws +11 (1d4+5) and;
bite +9 (1d6+2)

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

Base Atk +6; **Grp** +11

Atk Options spells, smite good 1/day (+6 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 15, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack
Skills Hide +12, Intimidate +5, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +12
Possessions combat gear

GWILLAM (RAGING) CR 8

AC 15, touch 12, flat-footed 11
(+4 Dex, +2 armor, +1 natural, -2 raging)
hp 63 (6 HD); **DR** 5/magic
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16
Fort +10, **Ref** +8, **Will** +4
Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;
Melee 2 x claws +13 (1d4+7) and;
bite +11 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +13
Atk Options smite good 1/day (+6 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.
Abilities Str 24, Dex 18, Con 19, Int 14, Wis 12, Cha 10

SYLUS CR 1

Female fiendish hawk (animal companion)
CE Tiny magical beast (augmented animal)
Init +3; **Senses** Listen +2, Spot +14
Languages n/a
AC 17, touch 15, flat-footed 14
(+2 size, +3 Dex, +2 natural)
hp 6 (1 HD);
Resist cold 5, fire 5; **SR** 6
Fort +2, **Ref** +5, **Will** +2
Speed 10 ft. in no armour (6 squares), base movement 10 ft.; fly 60 ft. (average)
Melee talons +5 (1d4-2)
Space 2½ ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -10
Atk Options smite good 1/day (+1 damage)
Combat Gear none
Abilities Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6
SQ Darkvision 60 ft., low-light vision, link, share spells.
Feats Weapon Finesse
Skills Listen +2, Spot +14
Possessions none

9: CAER SOULDAR

TYVER THE CORRUPTER CR 7

Male half-fiend satyr druid 5 (non-associated)
NE Medium outsider (augmented fey)(native)
Init +6; **Senses** Listen +26, Spot +22
Languages Sylvan, Cold Tongue, Common, Druidic
AC 25, touch 16, flat-footed 19
(+6 Dex, +9 natural)

hp 80 (10 HD); **DR** 5/cold iron and magic
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20
Fort +8, **Ref** +11, **Will** +12
Speed 40 ft. (50 ft.) in no armour (10 squares), base movement 40 ft.;
Melee +1 *club* +10 (1d6+4) or;
2 x claws +10 (1d4+4) and;
bite +8 (1d6+2)
Ranged shortbow +12 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +9
Atk Options spells, spell-like abilities, smite good 1/day (+10 damage), wild shape
Combat Gear +1 *club*, mw mighty (+4) composite shortbow, 20 arrows, 20 blunt arrows, spell component pouch
Druid Spells Prepared (CL 9th):
3rd—corona of cold, energy vortex
2nd—barkskin ✎, cat's grace ✎, listening lorecall ✎
1st—entangle, longstrider(x2) ✎ ✎, vigor-lesser
0—cure minor wound(x2), detect magic, guidance, read magic
Spell-Like Abilities (CL 10th):
4th—contagion, poison 3/day, unholy blight
2nd—darkness 3/day, desecrate
✎ Already cast

Abilities Str 18, Dex 18(22), Con 17, Int 14, Wis 18, Cha 14
SQ Darkvision 60 ft., low-light vision, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1/day, *blindsense* 30 ft.
Feats Alertness, Multi-attack, Weapon Focus (claw), Practiced Spellcaster, Natural Bond
Skills Bluff +10, Concentration +15, Diplomacy +4, Hide +16, Knowledge (nature) +14, Listen +26, Move Silently +16, Perform +14, Spot +22, Spellcraft +10, Survival +14
Possessions combat gear

LUPERA CR 3

Female fiendish wolf (animal companion)
CE Medium magical beast (augmented animal)
Init +3; **Senses** Listen +3, Spot +3
Languages n/a
AC 19, touch 13, flat-footed 16
(+3 Dex, +6 natural)
hp 54 (6 HD); **DR** 5/magic
Resist cold 5, fire 5; **SR** 11
Fort +8, **Ref** +8, **Will** +3
Speed 50 ft. (60 ft.) in no armour (12 squares), base movement 50 ft.;
Melee bite +7 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options trip, smite good 1/day (+6 damage)
Combat Gear none
Abilities Str 15, Dex 17, Con 16, Int 3, Wis 12, Cha 6
SQ Darkvision 60 ft., low-light vision, scent, link, share spells, evasion, devotion.

Feats Track, Weapon Focus (bite), Dodge
Skills Hide +11, Listen +3, Move Silently +4, Spot
+3, Survival +1(+5 when tracking by scent)
Possessions none

2: THE VILLAGE OF ANVOLD

GWILLAM GREEN

CR 10

Male half-fiend human ranger 5/barbarian 3
CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13
(+4 Dex, +2 armor, +1 natural)

hp 81 (8 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +10, **Ref** +9, **Will** +3

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee unarmed strike +13/+8 (1d3+5 non-lethal) or; unarmed strike +11/+6 (1d3+5 non-lethal) and unarmed strike +11 (1d3+2 non-lethal)

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

Base Atk +8; **Grp** +13

Atk Options spells, smite good 1/day (+8 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement, uncanny dodge, trapsense +1

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack

Skills Craft (butcher) +6, Hide +12, Intimidate +11, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +14

Possessions combat gear

SHALTO DEPUTIES

CR 6

Male human rogue 3/warrior 3
LE Medium humanoid (human-Suel)

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

Languages Cold Tongue, Common

AC 15, touch 13, flat-footed 12
(+3 Dex, +2 armor)

hp 42 (6 HD);

Fort +7, **Ref** +8, **Will** +1

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee sap +6 (1d6+1 non-lethal)

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

Base Atk +5; **Grp** +6

Atk Options Combat expertise, sneak attack +2d6.

Combat Gear leather armour, sap, handaxe.

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

SQ Trapfinding, evasion, trapsense +1

Feats Combat Expertise, Persuasive, Alertness, Improved Initiative

Skills Balance +8, Bluff +8, Diplomacy +10, Escape Artist +8, Gather Information +9, Intimidate +13, Knowledge (local-NMR) +6, Listen +8, Spot +8, Search +7, Tumble +12

Possessions combat gear

4: LEGAL ISSUES

COMBINED MOBS (2)

CR 10

Human mob

N Gargantuan human mobs

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

Languages Cold Tongue, Common

AC 6, touch 6, flat-footed 6
(-4 size, +0 Dex)

hp 360 (60 HD);

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

Speed 20 ft. in no armour (4 squares), base movement 20 ft.;

Melee Swarm (5d6)

Space 15 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** +23

Atk Options swarm, trample

Combat Gear none

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

SQ Mob anatomy

Feats Improved Bull Rush, Improved Overrun **Skills** N/A

Possessions none

Swarm (Ex): A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are non-magical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage to 2d6 points + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on the mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative

levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by non-lethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume that 30% of its number are slain and reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

6: A LITTLE HELP FROM MY FRIENDS

KEL MARK (NE GREEN) **CR 10**

Female half-fiend human fighter 8

CE Medium outsider (augmented humanoid)(human-Suel)(native)

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

Languages Cold Tongue, Common, Sylvan

AC 28, touch 15, flat-footed 23

(+5 Dex, +6 armor, +2 shield, +5 natural)

hp 80 (8 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +9, **Ref** +7, **Will** +3

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee mw dagger +14/+9 (1d4+6/17-20) or;

mw dagger +12/+7 (1d4+6/17-20) and

mw dagger +12/+7 (1d4+4/17-20)

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

Base Atk +8; **Grp** +12

Atk Options smite good 1/day (+8 damage), improved two-weapon fighting.

Combat Gear mw daggers (2), daggers (4)

Abilities Str 18, Dex 20, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Weapon Focus (dagger), Two-Weapon Fighting, Improved Initiative, Quick Draw, Two-Weapon Defense, Weapon Specialization (dagger), Improved Two-Weapon Fighting, Improved Two-Weapon Defence, Improved Critical (dagger)

Skills Balance +10, Climb +14, Craft (butcher) +13, Jump +14

Possessions combat gear

PEAD MARK

CR 7

Male human sorcerer 7

CE Medium humanoid (human-Suel)

Init +5; **Senses** Listen +2, Spot +2

Languages Cold Tongue, Common

AC 21, touch 11, flat-footed 20

(+1 Dex, +6 armour, +4 natural)

hp 35 +14 temps (7 HD)

Resist cold 10

Fort +4, **Ref** +3, **Will** +5

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +2 (1d4-1)

Ranged crossbow +4 (1d8/19-20)

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

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

Atk Options spells, point blank shot, precise shot, empower spell

Combat Gear dagger, light crossbow, 20 bolts, spell component pouch

Sorcerer Spells Known (CL 7th):

3rd (5/day)—dragonskin (white) $\frac{1}{2}$ $\frac{1}{2}$, mage armor—greater $\frac{1}{2}$ $\frac{1}{2}$, *empowered magic missile*, *empowered orb of cold-lesser*, *empowered orb of fire-lesser*, *empowered ray of enfeeblement*

2nd (7/day)—false life $\frac{1}{2}$, glitterdust, web, *empowered ray of frost*

1st (7/day)—magic missile, nerveskitter, orb of cold-lesser, orb of fire-lesser, ray of enfeeblement

0 (6/day)—detect magic, ghost sounds, message, prestidigitation, ray of frost, read magic

$\frac{1}{2}$ Already cast

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

SQ Summon familiar (snake)

Feats Persuasive, Combat Casting, Alertness, Improved Initiative, Empower Spell

Skills Bluff +18, Concentration +12, Craft (trapmaking) +11, Intimidate +5, Listen +2, Spellcraft +11, Spot +2

Possessions combat gear

7: A GRIM PICNIC

GWILLAM GREEN

CR 10

Male half-fiend human ranger 5/barbarian 3

CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 81 (8 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +10, **Ref** +9, **Will** +3

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee 2 x claws +13 (1d4+5) and;

bite +11 (1d6+2)

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

Base Atk +8; **Grp** +13

Atk Options spells, smite good 1/day (+8 damage), favored enemy (human) +4, favored enemy

(animal) +2, two-weapon fighting, power attack, favored power attack, rage.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement, uncanny dodge, trapsense +1

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack

Skills Craft (butcher) +6, Hide +12, Intimidate +11, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +14

Possessions combat gear

GWILLAM (RAGING)

CR 10

AC 15, touch 12, flat-footed 11
(+4 Dex, +2 armor, +1 natural, -2 raging)

hp 97 (8 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +12, **Ref** +9, **Will** +5

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee 2 x claws +15 (1d4+7) and;
bite +13 (1d6+3)

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

Base Atk +8; **Grp** +15

Atk Options smite good 1/day (+8 damage), favored enemy (human) +4, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.

Abilities Str 24, Dex 18, Con 20, Int 14, Wis 12, Cha 10

SYLUS

CR 1

Female fiendish hawk (animal companion)

CE Tiny magical beast (augmented animal)

Init +3; **Senses** Listen +2, Spot +14

Languages n/a

AC 17, touch 15, flat-footed 14
(+2 size, +3 Dex, +2 natural)

hp 6 (1 HD);

Resist cold 5, fire 5; **SR** 6

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

Speed 10 ft. in no armour (6 squares), base movement 10 ft.; fly 60 ft. (average)

Melee talons +5 (1d4-2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -10

Atk Options smite good 1/day (+1 damage)

Combat Gear none

Abilities Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6

SQ Darkvision 60 ft., low-light vision, link, share spells.

Feats Weapon Finesse

Skills Listen +2, Spot +14

Possessions none

9: CAER SOULDAR

TYVER THE CORRUPTER

CR 9

Male half-fiend satyr druid 6 (non-associated)

NE Medium outsider (augmented fey)(native)

Init +6; **Senses** Listen +30, Spot +26

Languages Sylvan, Cold Tongue, Common, Druidic

AC 27, touch 16, flat-footed 21

(+6 Dex, +2 armour, +9 natural)

hp 116 (13 HD); **DR** 5/cold iron and 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 23

Fort +8, **Ref** +11, **Will** +12

Speed 40 ft. (50 ft.) in leather armour (10 squares), base movement 40 ft.;

Melee +1 *merciful club* +14/+9 (1d6+6 plus 1d6 non-lethal) or;

2 x claws +14 (1d4+6) and;

bite +11 (1d6+3)

Ranged shortbow +14/+9 (1d6+4)

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

Base Atk +7; **Grp** +13

Atk Options spells, spell-like abilities, smite good 1/day (+13 damage), wild shape, power attack

Combat Gear +1 *merciful club*, leather armour, mw mighty (+4) composite shortbow, 20 arrows, 20 blunt arrows, spell component pouch

Druid Spells Prepared (CL 10th):

3rd—corona of cold, energy vortex(x2)

2nd—barkskin †, cat's grace †, bull's strength †, listening lorecall †

1st—entangle, longstrider(x2) † †, vigor-lesser

0—cure minor wound(x2), detect magic, guidance, read magic

Spell-Like Abilities (CL 13th):

8th—unholy aura 3/day

7th—blasphemy †

5th—unhallow †

4th—contagion, poison 3/day, unholy blight

2nd—darkness 3/day, desecrate

† Already cast

Abilities Str 18(22), Dex 18(22), Con 18, Int 14, Wis 18, Cha 14

SQ Darkvision 60 ft., low-light vision, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 2/day, *blindsense* 30 ft., *blindsight* 15ft.

Feats Alertness, Multi-attack, Weapon Focus (claw), Practiced Spellcaster, Natural Bond, Power Attack

Skills Bluff +14, Concentration +19, Diplomacy +4, Hide +18, Knowledge (nature) +16, Listen +30, Move Silently +18, Perform +16, Spot +26, Spellcraft +12, Survival +15

Possessions combat gear

LUPERA

CR 3

Female fiendish wolf (animal companion)

CE Medium magical beast (augmented animal)

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

Languages n/a

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)
hp 72 (8 HD); **DR** 5/magic
Resist cold 10, fire 10; **SR** 13
Fort +9, **Ref** +10, **Will** +3

Speed 50 ft. (60 ft.) in no armour (12 squares), base movement 50 ft.;
Melee bite +10/+5 (1d8+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options trip, smite good 1/day (+8 damage)
Combat Gear none

Abilities Str 16, Dex 18, Con 17, Int 3, Wis 12, Cha 6
SQ Darkvision 60 ft., low-light vision, scent, link, share spells, evasion, devotion, multiattack.
Feats Track, Weapon Focus (bite), Dodge
Skills Hide +14, Listen +3, Move Silently +5, Spot +3, Survival +1(+5 when tracking by scent)
Possessions none

APL 10

2: THE VILLAGE OF ANVOLD

GWILLAM GREEN

CR 12

Male half-fiend human ranger 5/barbarian 5
CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 105 (10 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20

Fort +11, **Ref** +9, **Will** +3

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee unarmed strike +15/+10 (1d3+5 non-lethal) or; unarmed strike +13/+8 (1d3+5 non-lethal) and unarmed strike +13 (1d3+2 non-lethal)

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

Base Atk +10; **Grp** +15

Atk Options spells, smite good 1/day (+10 damage), favored enemy (human) +7, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage 2/day.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):
1st—Pass without trace

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement, improved uncanny dodge, trapsense +1

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack, Improved Favored Enemy

Skills Craft (butcher) +14, Hide +12, Intimidate +13, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +16

Possessions combat gear

SHALTO DEPUTIES

CR 8

Male human rogue 4/warrior 4

LE Medium humanoid (human-Suel)

Init +7; **Senses** Listen +10, Spot +10

Languages Cold Tongue, Common

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 armor)

hp 56 (8 HD);

Fort +8, **Ref** +9, **Will** +1

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee sap +8/+3 (1d6+1 non-lethal)

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

Base Atk +7; **Grp** +8

Atk Options Combat expertise, sneak attack +2d6.

Combat Gear leather armour, sap, handaxe.

Abilities Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10

SQ Trapfinding, evasion, trapsense +1, uncanny dodge

Feats Combat Expertise, Persuasive, Alertness, Improved Initiative

Skills Balance +8, Bluff +9, Diplomacy +11, Escape Artist +10, Gather Information +10, Intimidate +15, Knowledge (local-NMR) +6, Listen +10, Spot +10, Search +8, Tumble +14

Possessions combat gear

4: LEGAL ISSUES

COMBINED MOBS (4)

CR 12

Human mob

N Gargantuan human mobs

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

Languages Cold Tongue, Common

AC 6, touch 6, flat-footed 6

(-4 size, +0 Dex)

hp 720 (120 HD);

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

Speed 20 ft. in no armour (4 squares), base movement 20 ft.;

Melee Swarm (5d6)

Space 15 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** +23

Atk Options swarm, trample

Combat Gear none

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

SQ Mob anatomy

Feats Improved Bull Rush, Improved Overrun

Skills N/A

Possessions none

Swarm (Ex): A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are non-magical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage to 2d6 points + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so

spells or effects that target specific numbers of creatures can have an effect on the mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by non-lethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume that 30% of its number are slain and reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

6: A LITTLE HELP FROM MY FRIENDS

KEL MARK (NE GREEN)

CR 12

Female half-fiend human fighter 10

CE Medium outsider (augmented humanoid)(human-Suel)(native)

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

Languages Cold Tongue, Common, Sylvan

AC 29, touch 15, flat-footed 24

(+5 Dex, +6 armor, +2 shield, +6 natural)

hp 100 (10 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20

Fort +10, **Ref** +8, **Will** +4

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee mw dagger +17/+12 (1d4+6/17-20) or;

mw dagger +15/+10 (1d4+6/17-20) and

mw dagger +15/+10 (1d4+4/17-20)

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

Base Atk +10; **Grp** +14

Atk Options smite good 3/day (+10 damage), improved two-weapon fighting.

Combat Gear mw daggers (2), daggers (4)

Abilities Str 18, Dex 20, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Weapon Focus (dagger), Two-Weapon Fighting, Improved Initiative, Quick Draw, Two-Weapon Defense, Weapon Specialization (dagger), Improved Two-Weapon Fighting, Improved Two-Weapon Defence, Improved Critical

(dagger), Extra Smiting, Greater Weapon Focus (dagger)

Skills Balance +10, Climb +16, Craft (butcher) +15, Craft (leatherworker) +4, Jump +16 **Possessions** combat gear

PEAD MARK

CR 9

Male human sorcerer 9

CE Medium humanoid (human-Suel)

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

Languages Cold Tongue, Common

AC 23, touch 12, flat-footed 21

(+2 Dex, +6 armour, +5 natural)

hp 45 +16 temps (9 HD)

Resist cold 10

Fort +5, **Ref** +5, **Will** +6

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +3 (1d4-1)

Ranged crossbow +5 (1d8/19-20)

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

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

Atk Options spells, point blank shot, precise shot, empower spell, maximize spell

Combat Gear dagger, light crossbow, 20 bolts, spell component pouch

Sorcerer Spells Known (CL 9th):

4th (4/day)—orb of cold, voice of the dragon $\frac{1}{2}$, empowered scorching ray, maximized magic missile, maximized orb of cold-lesser, maximized orb of fire-lesser, maximized ray of enfeeblement
3rd (7/day)—dragonskin (white) $\frac{1}{2}$ $\frac{1}{2}$, fireball, mage armor-greater $\frac{1}{2}$ $\frac{1}{2}$, empowered magic missile, empowered orb of cold-lesser, empowered orb of fire-lesser, empowered ray of enfeeblement, maximized ray of frost

2nd (7/day)—false life $\frac{1}{2}$, glitterdust, scorching ray, web, empowered ray of frost

1st (7/day)—magic missile, nerveskitter, orb of cold-lesser, orb of fire-lesser, ray of enfeeblement

0 (6/day)—detect magic, ghost sounds, mage hand, message, prestidigitation, ray of frost, read magic

$\frac{1}{2}$ Already cast

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

SQ Summon familiar (snake)

Feats Persuasive, Combat Casting, Alertness, Improved Initiative, Empower Spell, Maximize Spell

Skills Bluff +30, Concentration +14, Craft (trapmaking) +13, Intimidate +15, Listen +2, Spellcraft +13, Spot +2

Possessions combat gear

7: A GRIM PICNIC

GWILLAM GREEN

CR 12

Male half-fiend human ranger 5/barbarian 5

CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13
 (+4 Dex, +2 armor, +1 natural)
hp 105 (10 HD); **DR** 5/magic
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20
Fort +11, **Ref** +9, **Will** +3

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;
Melee 2 x claws +15 (1d4+7) and; bite +13 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +15
Atk Options spells, smite good 1/day (+10 damage), favored enemy (human) +7, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage 2/day.
Combat Gear leather armour
Ranger Spells Prepared (CL 2nd):
 1st—Pass without trace

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10
SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement, improved uncanny dodge, trapsense +1
Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack, Improved Favored Enemy
Skills Craft (butcher) +14, Hide +12, Intimidate +13, Knowledge (nature) +12, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +16
Possessions combat gear

GWILLAM (RAGING) CR 12

AC 15, touch 12, flat-footed 11
 (+4 Dex, +2 armor, +1 natural, -2 raging)
hp 125 (10 HD); **DR** 5/magic
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20
Fort +13, **Ref** +9, **Will** +5

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;
Melee 2 x claws +17 (1d4+7) and; bite +15 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +17
Atk Options smite good 1/day (+10 damage), favored enemy (human) +7, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.
Abilities Str 24, Dex 18, Con 20, Int 14, Wis 12, Cha 10

SYLUS CR 1

Female fiendish hawk (animal companion)
 CE Tiny magical beast (augmented animal)
Init +3; **Senses** Listen +2, Spot +14
Languages n/a

AC 17, touch 15, flat-footed 14
 (+2 size, +3 Dex, +2 natural)
hp 6 (1 HD);

Resist cold 5, fire 5; **SR** 6

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

Speed 10 ft. in no armour (6 squares), base movement 10 ft.; fly 60 ft. (average)

Melee talons +5 (1d4-2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -10

Atk Options smite good 1/day (+1 damage)

Combat Gear none

Abilities Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6

SQ Darkvision 60 ft., low-light vision, link, share spells.

Feats Weapon Finesse

Skills Listen +2, Spot +14

Possessions none

9: CAER SOULDAR

TYVER THE CORRUPTER

CR 11

Male half-fiend satyr druid 8 (7 non-associated/1 associated)

NE Medium outsider (augmented fey)(native)

Init +6; **Senses** Listen +32, Spot +28

Languages Sylvan, Cold Tongue, Common, Druidic

AC 30, touch 16, flat-footed 24

(+6 Dex, +4 armour, +10 natural)

hp 166 (15 HD); **DR** 5/cold iron and 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 25

Fort +14, **Ref** +14, **Will** +16

Speed 40 ft. (50 ft.) in leather armour (10 squares), base movement 40 ft.;

Melee +1 *merciful club* +16/+11 (1d6+6 plus 1d6 non-lethal) or;

2 x claws +16 (1d4+6) and;

bite +13 (1d6+3)

Ranged shortbow +16/+11 (1d6+4)

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

Base Atk +9; **Grp** +15

Atk Options spells, spell-like abilities, smite good 1/day (+15 damage), wild shape, power attack

Combat Gear +1 *merciful club*, +2 *leather armour*, mw mighty (+4) composite shortbow, 20 arrows, 20 blunt arrows, spell component pouch

Druid Spells Prepared (CL 12th):

4th—arc of lightning, freedom of movement †, resistance-greater †

3rd—bear's endurance †, corona of cold, energy vortex, vigor

2nd—barkskin, cat's grace †, bull's strength †, listening lorecall †

1st—entangle, longstrider(x2) † †, vigor-lesser(x2)

0—cure minor wound(x2), detect magic(x2), guidance, read magic

Spell-Like Abilities (CL 15th):

8th—horrid wilting, unholy aura 3/day

7th—blasphemy †

5th—unhallow †

4th—contagion, poison 3/day, unholy blight

2nd—darkness 3/day, desecrate

† Already cast

Abilities Str 18(22), Dex 18(22), Con 18(22), Int 14, Wis 19, Cha 14

SQ Darkvision 60 ft., low-light vision, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day, wild shape (large), *blindsight* 30 ft., *blindsight* 15ft.

Feats Alertness, Multi-attack, Weapon Focus (claw), Practiced Spellcaster, Natural Bond, Power Attack, Natural Spell

Skills Bluff +14, Concentration +24, Diplomacy +4, Hide +18, Knowledge (nature) +16, Listen +32, Move Silently +18, Perform +16, Spot +28, Spellcraft +12, Survival +20

Possessions combat gear

LUPERA

CR 3

Female fiendish wolf (animal companion)

CE Medium magical beast (augmented animal)

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

Languages n/a

AC 20, touch 14, flat-footed 16
(+4 Dex, +6 natural)

hp 72 (8 HD); **DR** 5/magic

Resist cold 10, fire 10; **SR** 13

Fort +9, **Ref** +10, **Will** +3

Speed 50 ft. (60 ft.) in no armour (12 squares), base movement 50 ft.;

Melee bite +10/+5 (1d8+3)

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

Base Atk +6; **Grp** +9

Atk Options trip, smite good 1/day (+8 damage)

Combat Gear none

Abilities Str 16, Dex 18, Con 17, Int 3, Wis 12, Cha 6

SQ Darkvision 60 ft., low-light vision, scent, link, share spells, evasion, devotion, multiattack.

Feats Track, Weapon Focus (bite), Dodge

Skills Hide +14, Listen +3, Move Silently +5, Spot +3, Survival +1(+5 when tracking by scent)

Possessions none

2: THE VILLAGE OF ANVOLD

GWILLAM GREEN

CR 14

Male half-fiend human ranger 5/barbarian 6
CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 117 (11 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +12, **Ref** +10, **Will** +4

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee unarmed strike +16/+11/+6 (1d3+5 non-lethal) or;

unarmed strike +14/+9/+4 (1d3+5 non-lethal) and unarmed strike +14 (1d3+2 non-lethal)

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

Base Atk +11; **Grp** +16

Atk Options spells, smite good 1/day (+11 damage), favored enemy (human) +7, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage 2/day.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement, improved uncanny dodge, trapsense +2

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack, Improved Favored Enemy

Skills Craft (butcher) +16, Hide +12, Intimidate +14, Knowledge (nature) +13, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +17

Possessions combat gear

SHALTO DEPUTIES

CR 10

Male human rogue 5/warrior 5

LE Medium humanoid (human-Suel)

Init +7; **Senses** Listen +10, Spot +10

Languages Cold Tongue, Common

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 armor)

hp 70 (10 HD);

Fort +8, **Ref** +9, **Will** +1

Speed 30 ft. in leather armour (6 squares), base movement 30 ft.;

Melee sap +9/+4 (1d6+1 non-lethal)

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

Base Atk +8; **Grp** +9

Atk Options Combat expertise, sneak attack +3d6.

Combat Gear leather armour, sap, handaxe.

Abilities Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10

SQ Trapfinding, evasion, trapsense +1, uncanny dodge

Feats Combat Expertise, Persuasive, Alertness, Improved Initiative, Dodge

Skills Balance +8, Bluff +10, Diplomacy +12, Escape Artist +13, Gather Information +11, Intimidate +17, Knowledge (local-NMR) +6, Listen +12, Spot +12, Search +8, Tumble +16

Possessions combat gear

4: LEGAL ISSUES

COMBINED MOBS (8)

CR 14

Human mob

N Gargantuan human mobs

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

Languages Cold Tongue, Common

AC 6, touch 6, flat-footed 6

(-4 size, +0 Dex)

hp 1440 (240 HD);

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

Speed 20 ft. in no armour (4 squares), base movement 20 ft.;

Melee Swarm (5d6)

Space 15 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** +23

Atk Options swarm, trample

Combat Gear none

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

SQ Mob anatomy

Feats Improved Bull Rush, Improved Overrun

Skills N/A

Possessions none

Swarm (Ex): A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are non-magical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage to 2d6 points + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on the mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by non-lethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume that 30% of its number are slain and reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

6: A LITTLE HELP FROM MY FRIENDS

KEL MARK (NE GREEN) CR 14

Female half-fiend human fighter 11
CE Medium outsider (augmented humanoid)(human-Suel)(native)

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

Languages Cold Tongue, Common, Sylvan

AC 29, touch 15, flat-footed 24

(+5 Dex, +6 armor, +2 shield, +6 natural)

hp 110 (11 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +10, **Ref** +8, **Will** +4

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee mw dagger +18/+13/+8 (1d4+6/17-20) or;
mw dagger +16/+11/+6 (1d4+6/17-20) and
mw dagger +16/+11 (1d4+4/17-20)

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

Base Atk +11; **Grp** +15

Atk Options smite good 3/day (+11 damage), improved two-weapon fighting.

Combat Gear mw daggers (2), daggers (4)

Abilities Str 18, Dex 20, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Weapon Focus (dagger), Two-Weapon Fighting, Improved Initiative, Quick Draw, Two-Weapon Defense, Weapon Specialization (dagger), Improved Two-Weapon Fighting,

Improved Two-Weapon Defence, Improved Critical (dagger), Extra Smiting, Greater Weapon Focus (dagger)

Skills Balance +10, Climb +16, Craft (butcher) +15, Craft (leatherworker) +9, Jump +16

Possessions combat gear

KEL WITH DRACONIC MIGHT CR 14

AC 29, touch 15, flat-footed 24

(+5 Dex, +6 armor, +2 shield, +6 natural)

hp 130 (11 HD); DR 5/magic

Immune poison, sleep, paralysis

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +12, **Ref** +8, **Will** +4

Melee mw dagger +20/+15/+10 (1d4+8/17-20) or;

mw dagger +18/+13/+8 (1d4+8/17-20) and

mw dagger +18/+13 (1d4+5/17-20)

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

Base Atk +11; **Grp** +17

Atk Options smite good 3/day (+11 damage), improved two-weapon fighting.

Combat Gear mw daggers (2), daggers (4)

Abilities Str 18(22), Dex 20, Con 16(20), Int 14, Wis 12, Cha 10(12)

PEAD MARK CR 11

Male human sorcerer 11

CE Medium humanoid (human-Suel)

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

Languages Cold Tongue, Common

AC 23, touch 12, flat-footed 21

(+2 Dex, +6 armour, +5 natural)

hp 55 +17 temps (11 HD)

Resist cold 10,

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

Speed 30 ft. in no armour (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4-1)

Ranged crossbow +6 (1d8/19-20)

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

Base Atk +5; **Grp** +4

Atk Options spells, point blank shot, precise shot, empower spell, maximize spell

Combat Gear dagger, light crossbow, 20 bolts, spell component pouch

Sorcerer Spells Known (CL 11th):

5th (4/day)—cone of cold, draconic might, *empowered fireball*, *maximized scorching ray*

4th (6/day)—dimension door, orb of cold, voice of the dragon $\frac{1}{2}$, *empowered scorching ray*, *maximized magic missile*, *maximized orb of cold-lesser*, *maximized orb of fire-lesser*, *maximized ray of enfeeblement*

3rd (7/day)—dispel magic, dragonskin (white) $\frac{1}{2}$ $\frac{1}{2}$, fireball, mage armor-greater $\frac{1}{2}$ $\frac{1}{2}$, *empowered magic missile*, *empowered orb of cold-lesser*, *empowered orb of fire-lesser*, *empowered ray of enfeeblement*, *maximized ray of frost*

2nd (7/day)—false life †, glitterdust, scorching ray, Tasha's hideous laughter, web, *empowered ray of frost*

1st (7/day)—magic missile, nerveskitter, orb of cold-lesser, orb of fire-lesser, ray of enfeeblement

0 (6/day)—detect magic, ghost sounds, light, mage hand, message, prestidigitation, ray of frost, read magic

† Already cast

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

SQ Summon familiar (snake)

Feats Persuasive, Combat Casting, Alertness, Improved Initiative, Empower Spell, Maximize Spell

Skills Bluff +32, Concentration +16, Craft (trapmaking) +15, Intimidate +15, Listen +2, Spellcraft +15, Spot +2

Possessions combat gear

7: A GRIM PICNIC

GWILLAM GREEN

CR 14

Male half-fiend human ranger 5/barbarian 6

CE Medium outsider (augmented humanoid)(human-Suel)(native)

Init +4; **Senses** Listen +9, Spot +9

Languages Cold Tongue, Common, Sylvan

AC 17, touch 14, flat-footed 13

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

hp 117 (11 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +12, **Ref** +10, **Will** +4

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee 2 x claws +16 (1d4+7) and; bite +14 (1d6+3)

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

Base Atk +11; **Grp** +16

Atk Options spells, smite good 1/day (+11 damage), favored enemy (human) +7, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage 2/day.

Combat Gear leather armour

Ranger Spells Prepared (CL 2nd):

1st—Pass without trace

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10

SQ Darkvision 60 ft., animal companion (hawk), wild empathy, fast movement, improved uncanny dodge, trapsense +2

Feats Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting, Endurance, Close-Quarters Fighting, Favored Power Attack, Improved Favored Enemy

Skills Craft (butcher) +16, Hide +12, Intimidate +14, Knowledge (nature) +13, Listen +9, Move Silently +12, Spot +9, Search +10, Survival +17

Possessions combat gear

GWILLAM (RAGING)

CR 14

AC 15, touch 12, flat-footed 11

(+4 Dex, +2 armor, +1 natural, -2 raging)

hp 139 (11 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20

Fort +14, **Ref** +10, **Will** +6

Speed 40 ft. in leather armour (6 squares), base movement 40 ft.;

Melee 2 x claws +18 (1d4+7) and; bite +16 (1d6+3)

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

Base Atk +11; **Grp** +18

Atk Options smite good 1/day (+11 damage), favored enemy (human) +7, favored enemy (animal) +2, two-weapon fighting, power attack, favored power attack, rage.

Abilities Str 24, Dex 18, Con 20, Int 14, Wis 12, Cha 10

SYLUS

CR 1

Female fiendish hawk (animal companion)

CE Tiny magical beast (augmented animal)

Init +3; **Senses** Listen +2, Spot +14

Languages n/a

AC 17, touch 15, flat-footed 14

(+2 size, +3 Dex, +2 natural)

hp 6 (1 HD);

Resist cold 5, fire 5; **SR** 6

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

Speed 10 ft. in no armour (6 squares), base movement 10 ft.; fly 60 ft. (average)

Melee talons +5 (1d4-2)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -10

Atk Options smite good 1/day (+1 damage)

Combat Gear none

Abilities Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6

SQ Darkvision 60 ft., low-light vision, link, share spells.

Feats Weapon Finesse

Skills Listen +2, Spot +14

Possessions none

9: CAER SOULDAR

TYVER THE CORRUPTER

CR 13

Male half-fiend satyr druid 10 (7 non-associated/3 associated)

NE Medium outsider (augmented fey)(native)

Init +6; **Senses** Listen +35, Spot +31

Languages Sylvan, Cold Tongue, Common, Druidic

AC 30, touch 16, flat-footed 24

(+6 Dex, +4 armour, +10 natural)

hp 186 (17 HD); **DR** 5/cold iron and 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 27

Fort +15, **Ref** +15, **Will** +18

Speed 40 ft. (50 ft.) in leather armour (10 squares), base movement 40 ft.;

Melee +1 *merciful club* +17/+12 (1d6+6 plus 1d6 non-lethal) or;
2 x claws +17 (1d4+6) and;
bite +14 (1d6+3)

Ranged shortbow +17/+12 (1d6+4)

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

Base Atk +10; **Grp** +16

Atk Options spells, spell-like abilities, smite good 1/day (+17 damage), wild shape, power attack

Combat Gear +1 *merciful club*, +2 *leather armour*, *belt of endurance*, mw mighty (+4) composite shortbow, 20 arrows, 20 blunt arrows, spell component pouch

Druid Spells Prepared (CL 14th):

5th—death ward †, rejuvenation cocoon(x2)

4th—arc of lightning(x2), freedom of movement †, resistance-greater †

3rd—corona of cold, energy vortex(x2), vigor(x1)

2nd—barkskin †, bear's endurance †, cat's grace †, bull's strength †, listening lorecall †

1st—entangle, longstrider(x2) † †, vigor-lesser(x3)

0—cure minor wound(x2), detect magic(x2), guidance, read magic

Spell-Like Abilities (CL 17th):

9th—summon monster IX (fiend only)

8th—horrid wilting, unholy aura 3/day

7th—blasphemy †

5th—unhallow †

4th—contagion, poison 3/day, unholy blight

2nd—darkness 3/day, desecrate

† Already cast

Abilities Str 18(22), Dex 18(22), Con 18(22), Int 14, Wis 20, Cha 14

SQ Darkvision 60 ft., low-light vision, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4/day, wild shape (large), *blindsense* 30 ft., *blindsight* 15ft.

Feats Alertness, Multi-attack, Weapon Focus (claw), Practiced Spellcaster, Natural Bond, Power Attack, Natural Spell

Skills Bluff +14, Concentration +26, Diplomacy +4, Hide +18, Knowledge (nature) +14, Listen +35, Move Silently +18, Perform +16, Spot +31, Spellcraft +15, Survival +24

Possessions combat gear

LUPERA

CR 4

Female fiendish wolf (animal companion)

CE Medium magical beast (augmented animal)

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

Languages n/a

AC 22, touch 14, flat-footed 18

(+4 Dex, +8 natural)

hp 90 (10 HD); **DR** 5/magic

Resist cold 10, fire 10; **SR** 15

Fort +10, **Ref** +11, **Will** +4

Speed 50 ft. (60 ft.) in no armour (6 squares), base movement 50 ft.;

Melee bite +11/+6 (1d8+3)

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

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

Atk Options trip, smite good 1/day (+8 damage)

Combat Gear none

Abilities Str 17, Dex 19, Con 17, Int 3, Wis 12, Cha 6

SQ Darkvision 60 ft., low-light vision, scent, link, share spells, evasion, devotion, multiattack.

Feats Track, Weapon Focus (bite), Dodge, Evasion

Skills Hide +16, Listen +3, Move Silently +5, Spot +3, Survival +1(+5 when tracking by scent)

Possessions none

FEATS

Close—Quarters Fighting

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefits: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Source: *Complete Warrior* 97

Favored Power Attack

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

Source: *Complete Warrior* 98

Improved Favored Enemy

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5

Benefit: You deal an extra 3 point of damage to your favored enemies. This benefit stacks with any

APPENDIX 2: NEW RULES ITEMS

existing favored enemy bonus gained from another class.

Source: *Complete Warrior* 101

Improved Toughness

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

Source: *Complete Warrior* 101

Improved Two—Weapon Defence

You gain significant defensive advantages while fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class.

When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Special: A fighter may select Improved Two-Weapon Defence as one of his fighter bonus feats.

Source: *Complete Warrior* 101

Natural Bond

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add 3 to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the PHB). This bonus can never make your effective druid level exceed your character level.

Source: *Complete Adventurer* 111

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefits: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If

he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane* 82

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component Two small iron rods.

Source: *Spell Compendium* 15

Corona Of Cold

Evocation [Cold]

Level: Cleric 3, druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

As you complete the spell you feel your extremities turn ice cold, numb, and sluggish. The feeling subsides as the cold drains away from your body into the air around you, causing your breath to emerge as white puffs in the now-chill air.

You are surrounded by a protective aura of cold that also causes damage to others within its radius. You gain resistance to fire 10. Starting in the round you cast the spell, corona of cold also deals 1d12 points of cold damage each round at the beginning of your turn to all other creatures within the area. A successful save prevents the damage caused by the spell in that round, but does not prevent damage in future rounds. Creatures damaged by the spell shiver uncontrollably, taking a –2 penalty to their Strength and Dexterity and moving at half speed for as long as they remain within the area; these penalties do not stack with consecutive rounds of damage or additional corona of cold spells.

Source: *Spell Compendium* 52

Draconic Might

Transmutation

Level: Paladin 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, your ally's face is covered briefly with a fine pattern of yellow scales. The scales fade, but the golden radiance remains.

The subject of the spell gains a +4 enhancement bonus to Strength, Constitution, and Charisma. It also gains a +4 enhancement bonus to natural armor. Finally, it has immunity to magic sleep and paralysis effects.

Special: Sorcerers cast this spell at +1 caster level.

Source: *Spell Compendium* 72

Dragonskin

Transmutation

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You say nothing, but make the motions in the prescribed pattern and hold the dragon's scale aloft. Your flesh erupts with hard, colorful scales.

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as

energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Source: *Spell Compendium* 73

Energy Vortex

Evocation [see text]

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Energy wells up inside you and explodes outwards in a furious burst.

When you cast *energy vortex*, you can choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

The descriptor of this spell is the energy type you choose when you cast it.

Source: *Spell Compendium* 81

Listening Lorecall

Divination

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You feel conscious of your ears as they warm noticeably. Sounds that seem as though they should be muffled become clear to you.

You gain a +4 insight bonus on Listen checks. In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 feet. If you have 12 or more ranks in Listen, you gain blindsight out to 15 feet.

A *silence* spell or effect negates the blindsense or blindsight granted by a *listening lorecall* spell.

Source: *Spell Compendium* 133

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* 136

Nerveskitter

Transmutation

Level: Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.

You cast this spell when you and your party roll initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Source: *Spell Compendium* 146

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid.

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your quick, precise movements culminate in your open palm facing towards your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th Level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

Orb of Cold

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 4, warmage 4
Effect: One orb of cold

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an orb of cold must make a Fortitude save or be blinded for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Cold, Lesser

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1
Effect: One orb of cold

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

This spell functions like lesser orb of acid, except that it deals cold damage.

Source: *Spell Compendium* 151

Orb of Fire, Lesser

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 1
Effect: One orb of fire

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward facing palm.

This spell functions like lesser orb of acid, except it deals fire damage.

Source: *Spell Compendium* 151

Rejuvenation Cocoon

Conjuration (Healing)
Level: Druid 5

Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 2 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You pass your hand over the body of your friend, drawing a cocoon of glowing yellow-green energy about him.

When you cast the spell, the rejuvenation cocoon forms around the subject. One round after the cocoon forms, it heals the subject of 10 points of damage per caster level (maximum 150 hit points) and purges the subject of poison and disease. At the end of the second round, the rejuvenation cocoon dissipates and the subject emerges, able to move and act freely.

The cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon. The subject can't move from the space it is in while cocooned, however. The cocoon has hardness 10 and 10 hit points per caster level. If it is destroyed, the spell ends.

Material Component: A cocoon of a butterfly.

Source: *Spell Compendium* 172

Resistance, Greater

Abjuration
Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4
Duration: 24 hours

Just as you touch the spell's subject, a feeling of peace and watchful guardianship fills your being.

This spell functions like resistance (PH 272), except as noted here.

You grant the subject a +3 resistance bonus on saves.

Source: *Spell Compendium* 174

Vigor

Conjuration (Healing)
Level: Cleric 3, druid 3
Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like lesser vigor, except as noted here and that it grants fast healing 2.

Source: *Spell Compendium* 229

Vigor, Lesser

Conjuration (Healing)
Level: Clr1, Drd1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 rounds + 1 round/level (max 15 rounds)
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229

Voice of the Dragon

Transmutation

Level: Bard 4, Dragon 4, sorcerer/ wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

As you speak the words of the spell and inscribe the motions in the air, your voice deepens, taking on a resonance that makes the listener think of authority, power, and great age.

You gain a +10 enhancement bonus on Bluff, Diplomacy, and Intimidate checks. You also gain the ability to speak and understand (but not read) Draconic.

At any time before the spell's duration expires, you can use a standard action to target a creature with a suggestion effect, which functions identically to the spell of that name (PH 285), including range, duration, and other effects. Doing this causes the voice of the dragon spell to end, though the suggestion itself lasts for the normal duration thereafter.

Special: Sorcerers cast this spell at +1 caster level.

Source: *Spell Compendium* 232

CREATURES

Mobs

An angry mob represents the most dangerous form of crowd. An angry mob might not be enraged at the PCs, but as a general rule the mob mentality overrides the desires and goals of an individual in a mob, and PCs who happen to get in the way could find themselves the focus of the mob's rage.

A mob is treated like a single entity similar to a swarm, except it is made up of larger creatures. A mob can be composed of Small, Medium or Large creatures, but all the individual creatures must be of the same type. A mob that incorporates a crowd of goblins and a crowd of chokers is best modeled by two separate

mobs. You can use the following template to create specific types of mobs.

"Mob" is an acquired template that can be added to any Small, Medium or Large creature. Generally, mobs are transitory; after forming, a mob lasts for, at most, 1d4+1 hours before breaking up. Most mobs break up naturally far sooner, once the condition that caused their formation is no longer a factor. A mob uses all the base creature's statistics and special abilities except as noted here.

Size and Type: A mob is a Gargantuan creature composed of either forty-eight Small or Medium creatures or twelve Large creatures. The mob's type remains unchanged from the base creature.

Hit Dice: A mob has a single pool of Hit Dice and hit points. All mobs have 30 Hit Dice; this number represents the mob's mentality and physical mass rather than its race or class, since the individual members of a mob don't use their own abilities or experience to aid the whole. The type of Hit Dice rolled is set by the mob's racial Hit Dice, not any class levels the mob might have. Thus a mob of commoners would roll d8s for Hit Dice, not d4s.

Reducing a mob to 0 hp or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Mobs are never staggered or reduced to a dying state by damage.

Initiative: A mob's initiative modifier is always +0.

Speed: A mob's speed is 10 feet slower than that of the base creature.

Armor Class: As the base creature, modified by –4 for the mob's Gargantuan size.

Base Attack: Since all mobs have 30 Hit Dice, their base attack bonuses are set depending on their type.

Grapple: As base attack bonus, modified by +12 for its size, and as appropriate for its Strength modifier.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Space/Reach: A mob occupies a square 20 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A mob can move through squares occupied by

enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Larger mobs are represented by multiples of single mobs. The area occupied by larger mobs is completely shapeable, though the mob usually remains in contiguous squares.

Attack Options: A mob's mentality is fueled by emotion; as a result, the individual creatures that make up the mob are unable to use any attack options that require actions, such as breath weapons, spell-like abilities, and the like. If the base creature has attack options that affect the damage it deals (such as poison, energy drain, ability damage, improved grab, constrict, rend, or swallow whole), those special attacks function normally on any creature damaged by the mob. Attack options such as gaze weapons that function constantly continue to function normally. The save DCs for any of these attacks should be based on the mob's 30 Hit Dice.

In addition, mobs gain one or both of the following attack options.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage of 2d6 points + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Special Qualities: A mob retains all of the special qualities of the base creature. In addition, it gains the following special quality.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on the mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent

level loss. A mob takes half again as much damage from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume that 30% of its number are slain and reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Saves: A mob's saving throws are calculated as for a 30 Hit Dice creature of its type. A mob's base good save is +17, and its bad save is +9.

Abilities: A mob's abilities are the same as the base creature, except that its Intelligence, Wisdom, and Charisma score drops to 10. If the base creature's Intelligence, Wisdom or Charisma scores are already lower than 10, they do not change.

Skills: Same as the base creature; do not recalculate based on the mob's 30 Hit Dice. The mob's new Intelligence, Wisdom, or Charisma scores might grant some skills different modifiers.

Feats: Same as the base creature; all mobs gain Improved Bull Rush and Improved Overrun as bonus feats.

Organization: Solitary, pair, or gang (3-12 mobs).

Challenge Rating: 8, or +2 if the base creature's CR is 7 or higher.

Source: DMG II 59

APPENDIX 3: THE VILLAGE OF ANVOLD

While Anvold clearly has the population to be classed as a town, the population is about 360 within the walls with another 50 or so living within a 20 mile radius, the lack of amenities mean that the place is often overlooked. Consequently, even the locals refer to the place as a village.

The town is dominated by two families, the Sholtos and the Greens. The Greens were among the first to settle in the area and were hunters and trappers who managed to do very well during a boom in the fur trade. Several more families quickly followed, including the Sholtos who were tree fellers and supplied wood for ship building. They also used the land cleared for farming and it was both of these things that set them at odds with the Greens. With the land cultivated and the trees being felled, there was less game around for both furs and food.

Initially this wasn't much of a problem, the Greens just ventured a little further afield. However, demand for both wood and furs continued to grow and House Keth's unrestrictive laws encouraged exploitation. Times soon started to become hard and now, with even more oddness coming from the Timberway, the town is on the brink of disaster. Food has become very scarce and about once a week someone in the town dies of disease, starvation or cold.

The town itself is located on the banks of a small creek that runs along its eastern side. While the creek is not deep, the ground is very muddy and thus it has not been walled. The wall around the village is a simple palisade of wooden posts driven into the ground. The defences are further 'enhanced' with pits sloping down to the palisade from the outside. These defences were put in about 10 years ago and while most of the wooden spikes are gone from the muddy ditches, a few of them still exist to show that they were there in the first place.

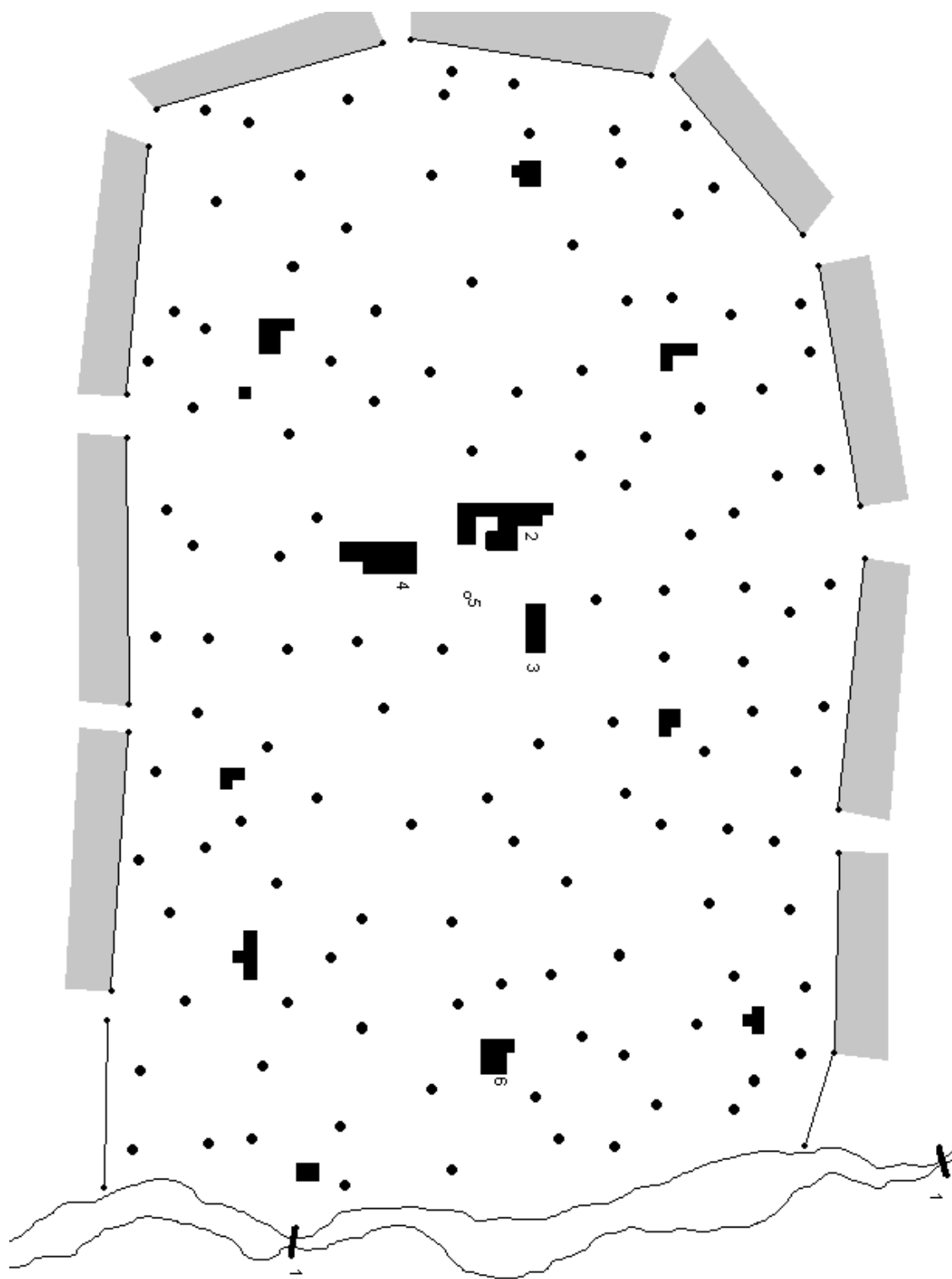
Inside the town, most of the buildings are small, circular huts made of wattle and daub with thatched roofs. There will usually be a hole in the centre of the roof to let smoke from a central fire out. They are small and cramped and sometimes hold up to seven people in their single room. This is how most people live.

As noted above, there are few amenities in this town. There is no priest or cleric, the last one died in a large forest fire that swept through the town 16 years ago. It burned several buildings, including the temple, and no one ever considered building a new one.

All members of both the Sholto and Green family are evil. The hatred between these two families and the general harshness of conditions has given them a ruthless disposition. Desperation and the same harsh conditions have led much of the rest of the town to slide in a moral sense and any detection magic will reveal that about 70% of the population are also evil.

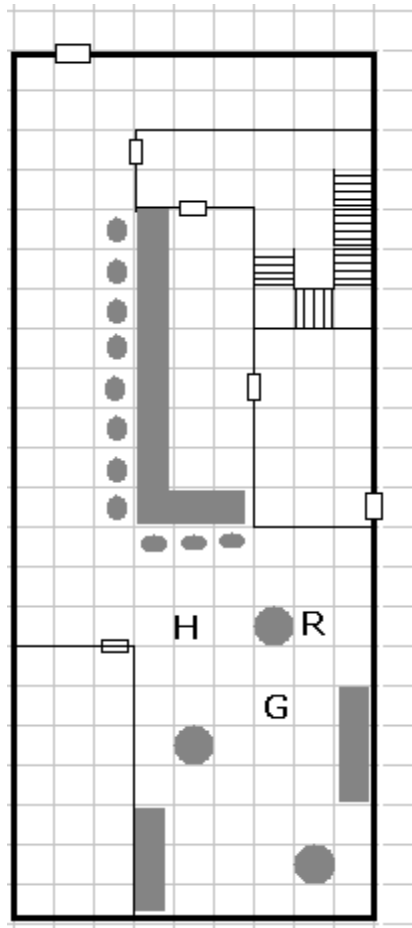
Key to the town map.

1. Bridges across the creek – these are about the only means to cross the muddy, weed filled creek without being hip deep in mud. They are simply flattened logs with a couple of posts hammered into them and a rope for a handrail.
2. The Sholto's homestead – this is the only stone building in the town and easily the biggest structure. The Sholto's old house was burned down in the fire 16 years ago and this new, large and rambling structure was built. It is where Rallin Sholto runs the town and one area keeps the only blacksmith in town – an alcoholic imported Suel man named Tol Edvardson. His work is terrible and the prices are high but there is no competition allowed in the town.
3. General Store – this is run by Rallin's brother in law, Oldin Bren-Sholto (he's happily taken on the Sholto name), he is passably handsome but a complete toady to his father in law. There is very little available here that the adventurers would want and the prices are high.
4. The Three Barons Inn – while not as run down or dishevelled as many of the buildings in town, it doesn't rival the Sholto homestead next to it. Donal Walker runs the place and works very hard to remain neutral in the town's politicking. Prices for his rooms are high because he sees so little traffic but prices for drinks are good. Food costs have begun to go up alarmingly though.
5. The well – is a typical well in every way.
6. The Green's house – is a large but dilapidated structure. It is by now the oldest structure in the village and there are many wagers in town (some even with the Greens themselves) over how much longer it will stay up. It is covered in vines and weeds with several holes in the boards of the walls and roof.

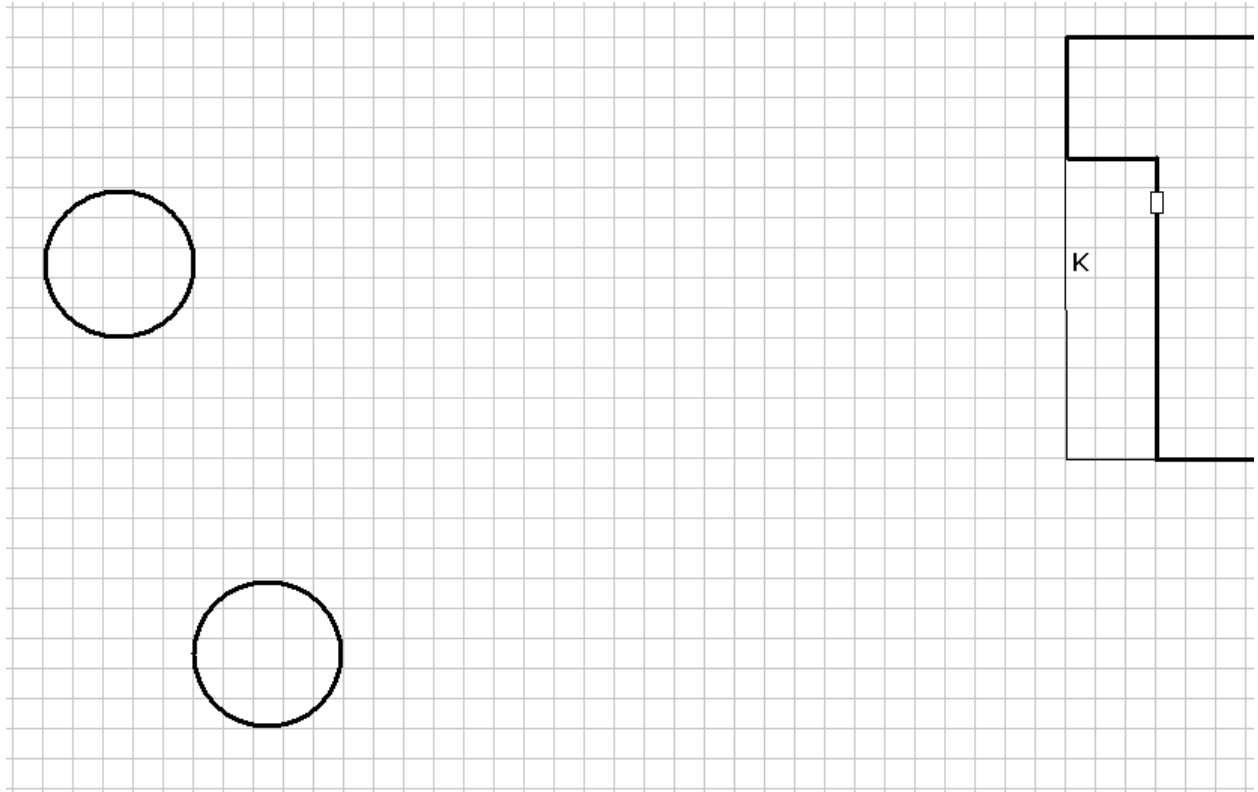


APPENDIX 4: ENCOUNTER MAPS

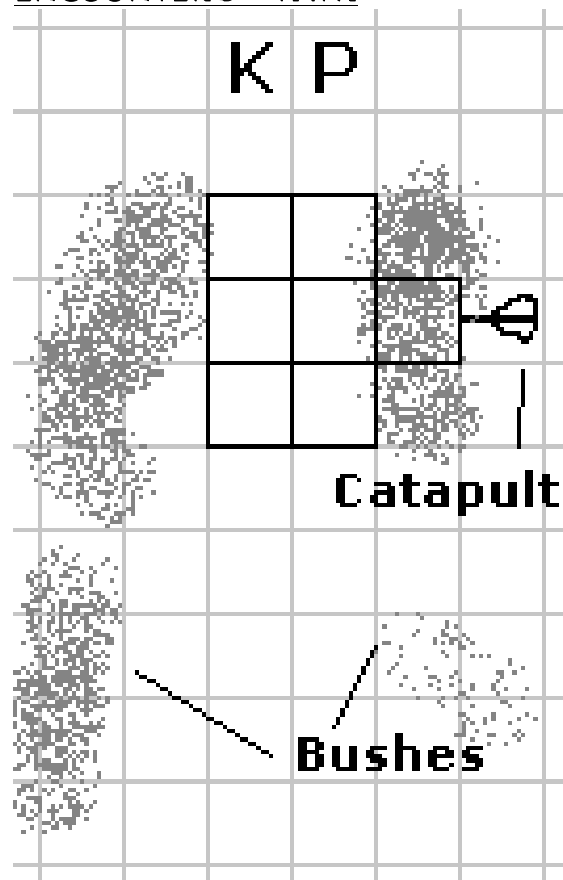
ENCOUNTER 2 – THREE BARON’S INN



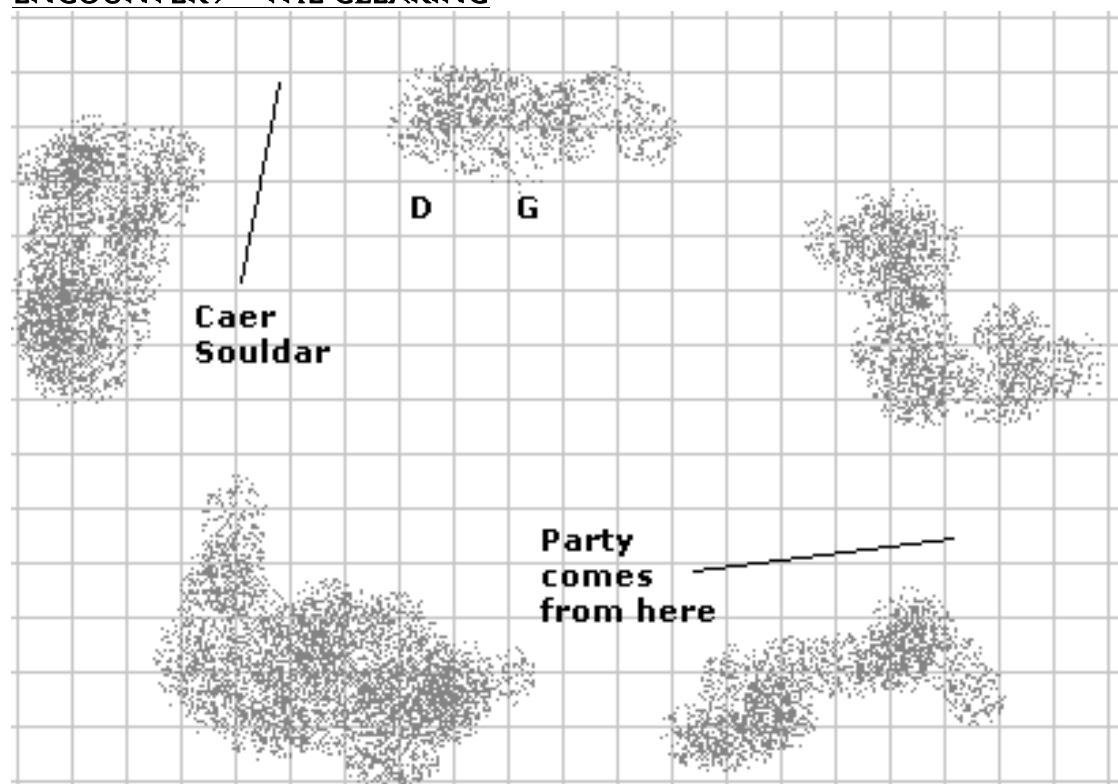
ENCOUNTER 4 – THE GREENS' HOME



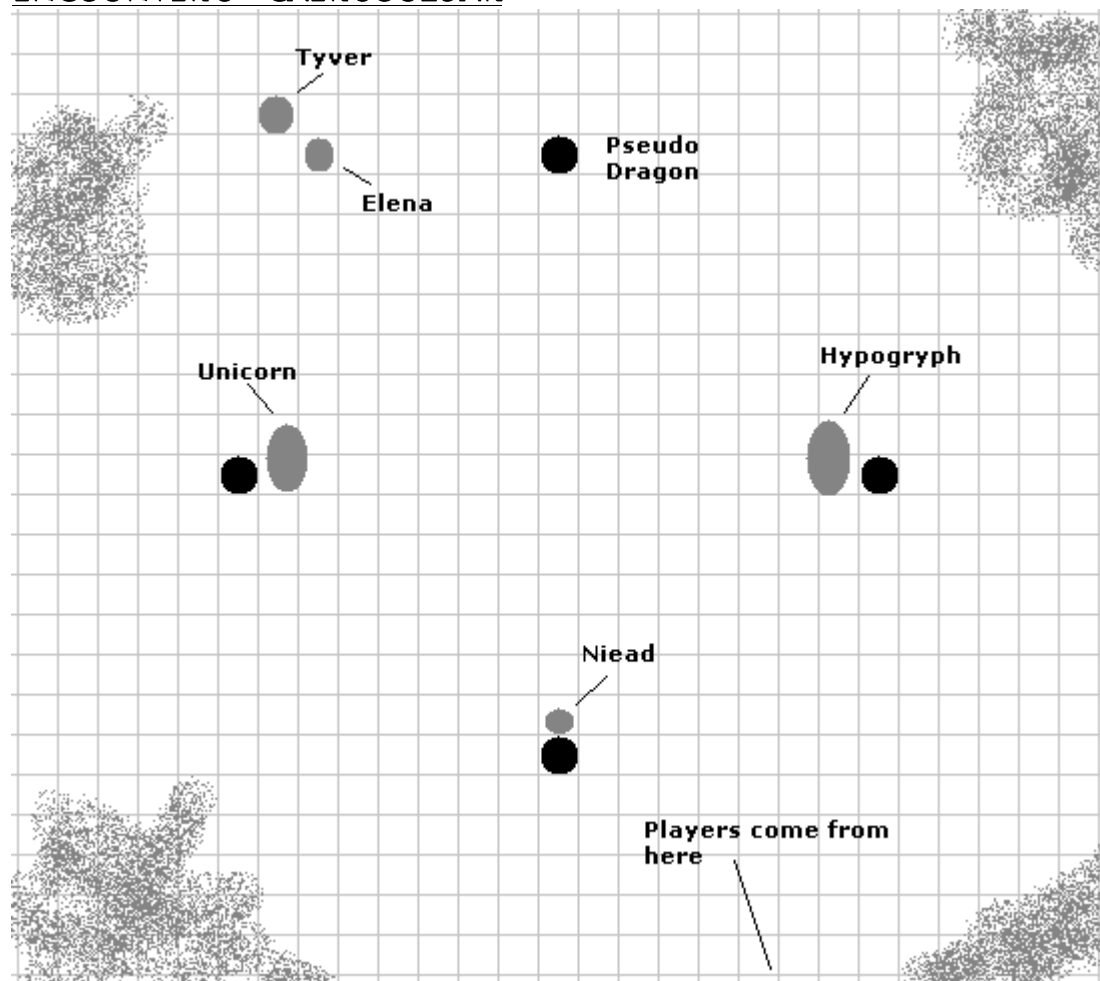
ENCOUNTER 6 – PATH



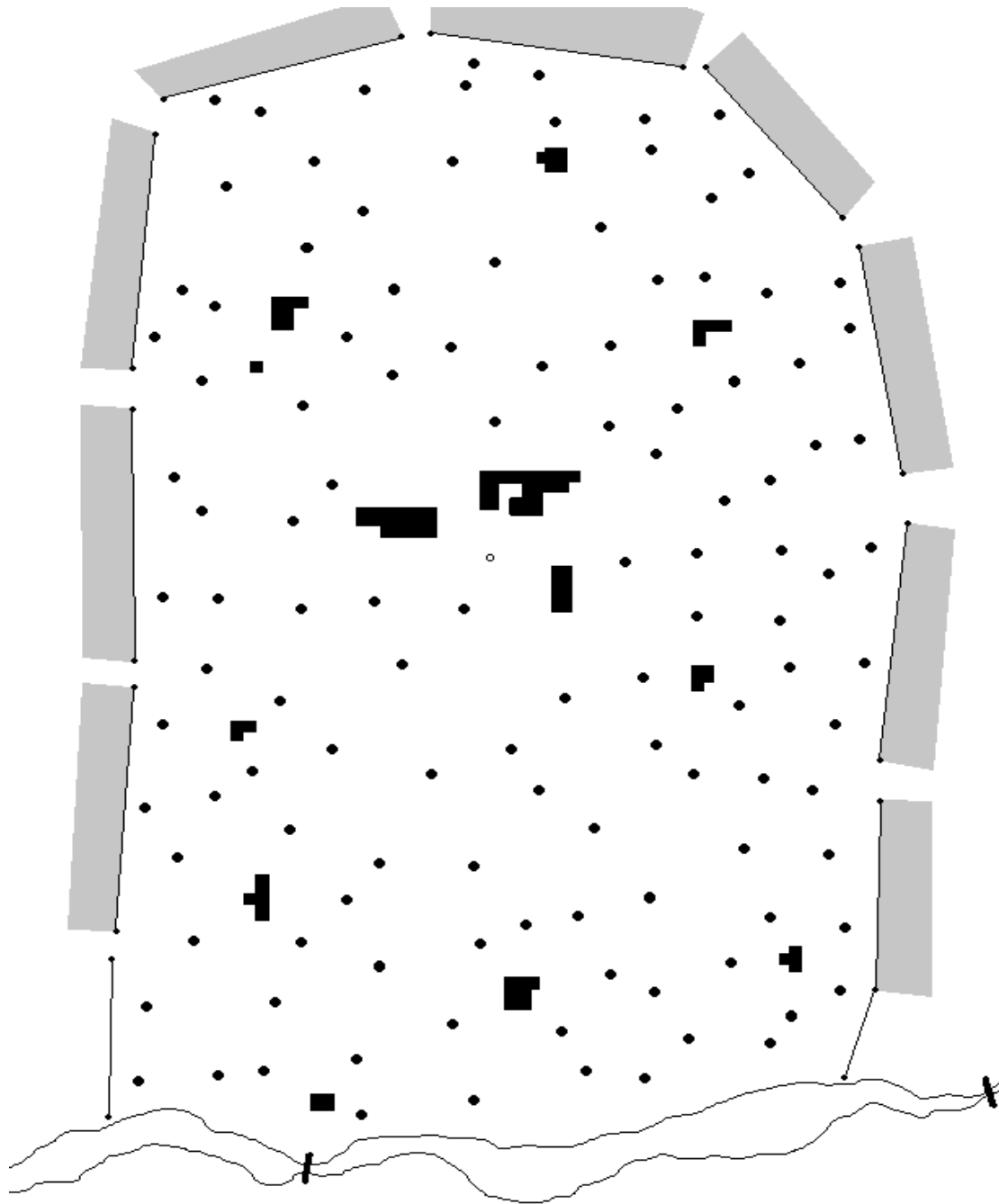
ENCOUNTER 7 – THE CLEARING



ENCOUNTER 8 – CAER SOULDAR



The Village of Anvold



PLAYER HANDOUT 2

Dear Tyver

Thank-you for the feathers, they worked perfectly for her Ladyship's new hat. However, the griffon hide was too yellow for a cloak to meet her needs.

Could you try to find something a little more white? She doesn't like dragon hide and you know how she feels about common materials, so I won't even suggest bear or winter wolf.

What are the chances of you needing a unicorn any time soon? The hide would work perfectly for a new cloak, and we can always find uses for the horn.

Yours,

Finian

Assistant Chamberlain of
Lady Katharna Keth