

PAL03-08

Random Encounter's

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

Version 1.0

Round 1

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You stop off in Hawkburgh for a well-earned rest and run into some settlers that need help. It seems they have been having problems with animal attacks. Well, you didn't have anything else to do today.

An adventure for APL's 2-8

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to

know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It’s a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10).

Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Theocracy of the Pale. Characters native to The Pale pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Due to the recent influx of refugee's from Tenh, there have been many tent cities and slums appearing in Pale towns. Most of these only last a few weeks before the residents move on but a few are still around. Many of the Tenha are not happy with this nomadic life and on a few occasions several families have pooled their resources to start a settlement; most of these have failed.

There are a few, however, that have managed to sustain themselves for a few months, and the most successful of these is Tenhaus. These Tenha have managed to coax a harvest from the hard ground in the Pale, and have purchased a few sheep to start a flock with. They seemed to be doing quite well until two weeks ago when the animal attacks began to occur.

The first attack was by a pack of wolves killing a few chickens. Three nights later a pair of boars destroyed two chicken coops and a horse corral. Two days after that the path leading to the pasture the sheep use for grazing was so overgrown it took nearly half a day to clean it out again. Then a week ago, one of the settlers, Tiberius, was badly wounded by a bear. That's when the settlement sent someone to Hawkburgh to ask the church for help. Since then, the path to the sheep has been overgrown every morning, and something has been tearing up the crop fields. Last night the settlement was attacked by several swarms of bats, which injured several people.

All of these attacks are being directed by a awakened dire rat druid. Years ago, a human druid, who had gone a little mad from too many years spent alone, awakened the dire rat. The two spent many years together, with the man teaching

the rat. A year ago the man died. All the rat wants now is to be left alone and in peace. Unfortunately for the settlers they have chosen to settle near the rat's home. He hoped they would leave on their own after one hard season but they are actually making a go of it so the rat has decided to take more direct action to get them to leave. He is also a little crazy and is not really open to discussion about leaving.

Some background on the Tenha refugees

Many former residents of the Duchy of Tenh fled to the Theocracy of the Pale to flee the occupation by luz, and more fled from the voracious hordes of Ether creatures. Most Tenha accept their lot as refugees, intending to return to Tenh as soon as it is liberated. However, the devastation of the Ether creatures has made reoccupation a more difficult task than it seemed just a few years ago.

Tenha refugees who expected a long stay away from their homeland usually passed through the Pale to reach the literally greener pastures of the County of Urnst or of Nyronnd. Residents of the Pale struggle constantly against the harsh climate and soil, sustained, only by faith in Pholtus (for the Oeridians) and/or an ancestral attachment to the land (for the native Flan). Most visitors find the place and its people inhospitable, but the wealthy Pale church has been able to provide food and security for refugees for the past few years. Both the Palites and the Tenha agree that the relation will be a temporary one. The proud people of Tenh tend to dislike accepting charity, especially when this apparent charity often has territorial or missionary ambitions behind it.

Therefore, it is rare to find expatriate Tenha choosing to adopt the Pale as their new homeland for the long term. Those who choose to stay do so for one of a few main reasons:

- Actual conversion to the Church of the One True Path, with scorn for Flan ways and the Old Faith
- Fear of luz and other foes, and belief that the military might of the Pale is the only sure defense
- Recognition of greater business opportunities in the Pale than in Tenh
- Desperation or inability to go anywhere else.

The Settlement of Tenhaus

The tiny settlement of Tenhaus consists of six families—five human and one halfling—who fled Tenh soon after the invasion of Iuz, and who have now decided to stay in the Pale.

There are about 50 residents of the settlement: the five human families include 14 men, 12 women, and 15 children; while the halfling family includes a married couple, their 3 children, and her sister. Most of them have relatives who died during the occupation by Iuz. One human woman is an Oeridian originally from the Pale, and married to a Faithful Flan veteran of the Tenh army; that man, Valmur, is regarded as the group's leader. This couple is the center of the relations of the families here, and the others are their friends or associates, or his kinsmen or former army buddies. The adults are mostly commoners (herdsmen or farmers), but also include a weaver and a brewer. Most of the families include unmarried siblings of a married couple, and one of the families includes grandparents. The head of the halfling family, Caleb is a trader who helps connect the settlement to the rest of the Pale. Pholtans may distrust pagan humans, but do not generally care enough to judge non-humans by the laws of Pholtus.

Adventure Summary

The settlement is located at the edge of the Gamboge forest, very near the border with Nyrond, on the edge of the Gamboge.

Encounter One: You Must Return With A Shrub

This is where the party encounters the men from the settlement, and decides if they are going to help them out with their problems.

Encounter Two: And They Have Sharp Pointy Teeth

The PCs return to the settlement to find that the last few days have been very rough, it has been a week since the men left to find help.

Encounter Three: How Do You Know She's A Witch?

The PCs should be asking some questions here to try and find out what the heck is going on. The

settlers don't really have a clue though. They will tell the PCs a little about the settlement and how it came to be.

Encounters Four: It's Just A Rabbit

The PCs should start looking around the **settlement** for some sign of what is going on. Just in case they don't figure that out, there is another attack their first night in town.

Encounter Five: Stop Oppressing Me

Following a trail a blind man could find, the PCs should come across some of the druid's friends. They aren't real happy see the PCs

Encounter Six: Run Away, Run Away

After the encounter with the druid's friends the druid has taken a little time to get ready. He's not happy to see the PCs either. The PCs may be able to convince the druid to leave if they have a good idea of where else he could go.

Conclusion

The scenario could end one of three ways.

1. The PCs defeat the dire rat druid in combat, whether by subdual, death or driving him off and end his threat to the village.
2. The PCs diplomatically convince the dire rat druid to move somewhere else, perhaps deep inside the Gamboge Forest or even to the Troll Fens where no one ever goes.
3. The PCs lose to the dire rat druid. This will either leave them all dead or returning to the **settlement** to inform them they should move on and let the druid live in peace.

Introduction or Why Am I Here?

The player needs to have a reason for why their PC is in Hawkburgh it could be:

- Just passing through on the way somewhere else.
- Visiting a sick relative
- The Pale just seemed like a nice place to visit

- The PC heard the food at the Pious Pilgrim in Hawkburgh was the best in the Pale
- I'm lost
- I live here, what's your excuse?

There are many inns bearing the name Pious Pilgrim, as it seems every town now has one. The first was in Rakervale, and the owner a man name Wiligant had the idea to build an inn in every town bearing the name, a dream that grows closer to realization each day.

The Pious Pilgrim in Hawkburgh is laid out like every other one, with each of its four walls paying homage to a different aspect of Pholtus. The eastern wall is covered with paintings of the sun, enchanted to give off a soft warm glow on even the darkest night. The southern wall, representing knowledge, is covered from floor to ceiling with full bookshelves. The western wall, representing good, holds the bar serving things that are "good for what ails ya". Finally, the northern wall, representing law, holds the entrance and a fireplace to warm the inn on cold mornings.

You are gathered at a table eating your evening meal with a few other people. The inn is about half full tonight.

This would be a good time for player introductions.

Encounter One: You Must Return With A Shrub

As the PCs are having their meal, the two settlers walk in and head to the bar.

The bartender rings a bell behind the bar and says, quite loudly "Alright you lot, listen up we got some people here wanting to make an announcement." There are two men who look to be of Flan descent, standing by the bar, both appear to be quite old. One speaks with a nervous quiver in his voice, "Hel..hello my name is Connor, sorry to disturb you but I was looking for some help for my village." You notice that most of the patrons have gone back to their meal ignoring the men. He continues, "If you'd like I can explain a little more to you privately."

This is the hook, really.

Assuming that at least one of the PCs asks for more information, he will ask if he and his

companion may sit with them and explain more. These are the things he can tell them:

- His name is Connor, and this is another villager, Gabriel, and they come from Tenhaus, a new Tenhite settlement to the east of here.
- He tells them of the first three attacks; the wolf pack, the boars and the bear attack where Tiberius was injured.
- He will also tell them about the path to the sheep pasture being overgrown, but he doesn't know of any of the things that have happened since the bear attack.
- It was five days ago that they left the settlement. It took them three days to get here.
- They have spent the rest of the time trying to find help. The church said that their resources were spread too thin in the area to divert anyone to help such a small settlement.
- They will only give this information if asked directly. The men have not eaten in two days and have been sleeping in the streets as they only have a few coppers between them.

During the conversation have the PCs make a Spot check DC 10 to notice that the men look very hungry. If a any PC notices and does not offer the men food and drink the XP for the table is reduced by 10 XP times the APL.

If the PCs ask about payment:

- The men will say that their settlement is very poor and that they were hoping the PCs would help out of kindness. They will offer them a place in the barn to sleep, and food.
- If the PCs continue to ask for a reward the settler's attitude will change to Unfriendly and the PCs will need to make a Diplomacy check (DC 25) to change it back to friendly.
- If the PCs cannot change the settler's attitude back to friendly, the men will leave and the adventure is over for the PCs. They gain a total of 10xp.

Assuming that the PCs accept, it is 30 miles to Tenhaus. It will take three days on foot (the

settlers are slow); for any other means of travel check pg.164 in the PHB to see how long it would take. The trip there is uneventful.

Encounter Two: And They Have Sharp Pointy Teeth

When the PCs reach the settlement read or paraphrase the following: (See Map #1)

The settlement of Tenhaus is not very large at all. As you approach the small settlement, it looks like there may only be around fifty residents. The settlement, in fact consists of about ten small houses and a single larger building, which appears to be a community barn.

As you enter the village, several of the settlers stop what they are doing and watch your party intently as Connor and Gabriel lead you to the barn. As your party approaches the barn an elderly man emerges from inside. Walking up to you he extends his calloused hand and says in a rough voice "I am Valmur, the elder of this village. Since you are with Conner and Gabriel I assume you are here to aid us."

The settlement elder speaks to them and tells them what has happened since the two men left:

- The path to the sheep pasture being overgrown, something tearing up the crop fields, and the bat attack last night.
- He really doesn't know why the attacks are happening. They haven't been doing anything different in the past couple of weeks than what they did during the previous season.
- The only thing he can tell the PCs of any importance is that after the bear attacked, the animal headed into the woods east of the settlement.
- If the PCs ask about the rest of the village, the elder says they will need to ask the rest of the village.
- The settlement is willing to provide the party with room at the barn and food until they have completed the task at hand.

Encounter Three: How Do You Know She's A Witch?

The buildings throughout Tenhaus are built well enough, but will probably not last long without someone around to repair them regularly. All of the buildings have wooden roofs of all the building the barn is the best built, unlike many of the houses the barn has no visible gaps in the walls.

The settlers you are able to speak to are friendly enough, but obviously nervous about dealing with outsiders. This could be due to the recent crackdown by the Church of Pholtus on local druids or just a fear of outsiders. You also notice in your time in town that some of what you first took to be children are actually full-grown halflings.

- Remember, these settlers are commoners but they aren't cowards. They have built this settlement from nothing.
- All of the settlers are proud of what they have here, and none of them want to leave.
- They realize that they can't handle the problems they are having.

The settlers are unable to give the PCs any more information than what Valmur has already given them. On a gather information check of DC15 + APL though, one villager is able to show the party where the attack on Tiberius took place.

Note: if the PCs decide to try and try to track the bear the Survival DC is 25 (Note: This requires the Track feat). If the PCs succeed the Track check Encounter Four A is skipped and instead use Four B.

Encounter Four A: It's Just A Rabbit

After asking around town and not really learning anything your party is shown to the rooms set aside for them in the barn. Your rooms are on the second floor and consists of two adjoined rooms with eight bunks for sleeping in. Just as your group gets settled in and is about to go to sleep, you hear a loud scream outside.

You look out one of the two windows in the room to see some animals attacking a couple settlers in the street.

The attack takes place at least 60 feet or so from the barns front entrance. The creatures are attacking the settlers and tearing up property, but they don't seem to be trying to kill anyone just injuring them.

Creatures: (See Appendix A)

Note: An awakened animal has the intelligence to use good tactics.

Encounter Four B: That Rabbit Is Dynamite

After the PCs are about one hour down the path from the settlement they are attacked. The area more than fifteen minutes from the settlement is heavily wooded.

Read or paraphrase the following:

You've been following the tracks for about an hour now, when you hear a twig off to the side of the path in the forest. The area around you is heavily forested other than the small game trail you are on and the noise could have been caused by anything.

Creatures: (See Appendix A – Encounter Four)

Note: An awakened animal has the intelligence to use good tactics. Also any wolf will trip an opponent every chance it gets.

Encounter Five: Stop Oppressing Me

Having defeated the creatures attacking the town or successfully tracked the bear, the PCs encounter a few more of the druid's friends about two hours outside of the settlement. The area more than fifteen minutes from the settlement is heavily wooded.

Your party has now traveled about two hours along the game path the bear followed. The forest has grown closer as you've progressed and now the game trail is almost non-existent. Very little light filters down to the forest floor at this point and the shadows of the trees have you wary of animals leaping out to attack your party at any moment.

At this point, have the party make listen and spot checks to determine if any of them see or hear the animals that are about to leap out and attack them.

Note: Whether this occurs on the same day as Encounter Four is entirely up to the PCs. Also any wolf will trip an opponent every chance it gets.

Creatures: (See Appendix A – Encounter Five)

Encounter Six: Run Away, Run Away

Note: This occurs on the same day as Encounter Five. If they follow the trail the rest of the way (about ten minutes), the druid is waiting in a clearing for them. If the PCs try to rest or head back to the settlement, the druid attacks them along the way. Have the party make hide, move silently, spot, and listen checks as appropriate. See PHB pg. 76, 78, 79, 83 for modifiers.

The druid's clearing is roughly circular and about 70 feet across. Surrounded by tree and dense undergrowth all around. He is opposite the PCs as they enter the clearing.

As you enter the clearing, you see a strange thing, although, considering the creatures you've seen the past two days, perhaps not that strange. A rat (at APL 6 and 8 he is wildshaped into a bear), ***four feet long with short spiky hair and glowing red eyes wearing a necklace and the same look of intelligence you have seen in some of the creature you fought earlier. Standing beside him is another rat*** (at APL 2-4) or ***a bear*** (at APL 6-8). ***As you enter the clearing, the rat speaks in a surprisingly powerful and pleasant voice.***

"I see that you two legs just were not smart enough to get the message to leave. I am afraid that is bad for you, if those other two legs had just left none of this would have happened. Now I see that I must kill you all to finally have my peace."

As he finishes the 'rat' motions to his companion who advances on you.

At this point, everybody should be rolling initiative. If a PC wishes to try Diplomacy, they will have to do it in initiative order. For Diplomacy, consider the druid 'Hostile' and to get him to listen to the PCs they need to get him to 'Friendly' (DC 35 plus the APL). If a PC wishes to try to talk the druid into

moving elsewhere it is DC 50. If at any point, one of the PCs harms the druid or his companion then Diplomacy will not work.

Creatures: (See Appendix B – Encounter Six)

Tactics: The druid will use is summoning spells while his companion protects him. He will use as many spells as he can to buff his companion after that. And then any direct damage spells.

Also the druid is not stupid, if it is apparent that he will lose he will run from the fight. Notice that the terrain around the clearing is overgrown, thus the druid can move un impeded thru it, and has trackless step meaning it can't be tracked, so he is most likely to get away.

Conclusion

At the conclusion of the adventure read the appropriate conclusion listed below. If the party defeated the druid in combat, read conclusion A. Read conclusion B if the party was able to convince the druid to move somewhere else and read conclusion C if the party actually lost the battle with the druid.

Conclusion A:

Your party has slain the strange rat causing all of the problems for the settlement of Tenhaus. Searching the area near where the druid was when you entered the clearing you find a small cache of belongings and some coins. You also find a diary of the mad druid Fanckis, telling the story of the rat.

Returning to the settlement with the news, the settler's hold, what for them must be, a feast. They even slaughter a lamb for the meal. At the end of the meal, Valmur rises and speaks "A toast to the hero's who helped save our new life in the Pale". The entire settlement raises their glass, and there are many 'thank you's' and 'great job's' heard. Continuing he says "We owe you a debt that we can not be repaid, we offer what little we have as payment for this. Finally if there is ever anything one of us can do for you do not hesitate to ask, for without you we would once again be mere nomads." With that he raises his glass once more tears in his eyes, as the rest of the town loudly cheers loudly.

After the meal you are given many animal hides, and a few coins, perhaps all of their meager savings.

Conclusion B:

After some tough negotiating with the strange rat, you have convinced the creature how much easier it would be for him to move somewhere less inhabited then for an entire settlement to move. He has agreed to move to the new location you suggested and has promised to leave the settlement of Tenhaus in peace.

Returning to the settlement with the news, the settler's hold, what for them must be, a feast. They even slaughter a lamb for the meal. At the end of the meal, Valmur rises and speaks "A toast to the hero's who helped save our new life in the Pale". The entire settlement raises their glass, and there are many 'thank you's' and 'great job's' heard. Continuing he says "We owe you a debt that we can not be repaid, we offer what little we have as payment for this. Finally if there is ever anything one of us can do for you do not hesitate to ask, for without you we would once again be mere nomads." With that he raises his glass once more tears in his eyes, as the rest of the town loudly cheers loudly.

After the meal you are given many animal hides, and a few coins, perhaps all of their meager savings.

Conclusion C

You return to the settlement of Tenhaus at a quick pace. The strange rat creature has beaten you with little trouble. You bring with you those of your companions who fell in battle and were able to retrieve. As you reach the settlement of Tenhaus, Valmur comes out to meet you. He sees your sorry state and asks, "What happened?"

He listens intently as you tell him the tale of your failure. He begins to cry as he moves to order the rest of the settlers to start gathering up their belongings. He shouts for other settlers to gather the small flock of sheep and prepare to drive them to some more hospitable location since these so called heroes have failed them.

The End

Experience Point Summary

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

Encounter One

If the PCs noticed the men's hunger and didn't offer food they lose this much XP. Subtract this number from the total they gain.

APL2 -20 xp; APL4 -40 xp; APL6 -60 xp;

APL8 -80 xp;

Encounter Four

APL2 90 xp; APL4 150 xp; APL6 210 xp;

APL8 270 xp;

Encounter Five

APL2 90 xp; APL4 150 xp; APL6 210 xp;

APL8 270 xp;

Encounter Six

APL2 150 xp; APL4 210 xp; APL6 240 xp;

APL8 330 xp;

Story Award

Objective(s) met: If the PCs offer to help the settler's, with money, rebuilding the village, etc. after the end of the mod

APL2 45 xp; APL4 70 xp; APL6 90 xp;

APL8 115 xp;

Discretionary role-playing award

APL2 45 xp; APL4 65 xp; APL6 90 xp;

APL8 110 xp;

Total possible experience:

APL2 420 xp; APL4 645 xp; APL6 840 xp;

APL8 1095 xp;

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six: Run Away, Run Away

APL 2: L: 150 gp; C: 150 gp

APL 4: L: 200 gp; C: 200 gp; M: 35 gp

APL 6: L: 250 gp; C: 200 gp; M: 1600 gp

APL 6: L: 300 gp; C: 200 gp; M: 1875 gp

Conclusion:

APL 2: L: 75 gp; C: 35 gp

APL 4: L: 85 gp; C: 35 gp

APL 6: L: 95 gp; C: 35 gp

APL 8: L: 105 gp; C: 35 gp

Total Possible Treasure

APL 2: L: 225 gp; C: 185 gp - Total: 410 gp

APL 4: L: 285 gp; C: 235 gp; M: 35 gp - Total: 555 gp

APL 6: L: 345 gp; C: 235 gp; M: 1600 gp - Total: 800 gp

APL 8: L: 405 gp; C: 235 gp; M: 1875 gp - Total: 1250 gp

Items for the Adventure Record

Item Access

APL 2: None

APL 4: APL 2 Items

Potion of Magic Fang; 50 gp

Potion of Restoration, Lesser; 300 gp

APL 6: APL 2&4 Items

Eyes of the Eagle; 2,500

Boots of Springing and Striding; 5,500 gp

APL 8: APL 2, 4 & 6 Items

Amulet of Natural Armor +3; 18,000 gp

Potion of Greater Magic Fang (+1 to all natural weapons); 750 gp

Appendix A: (APL 2)

Encounter Four (EL 3)

Awakened Wolf

CR2; Medium Magical Beast (augmented animal)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip (+5)

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +8*; Languages: Common, Sylvan

Feats: Track^B, Dodge, Weapon Focus (bite)

Wolves are pack hunters known for their persistence and cunning.

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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

Wolf

CR1; Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Feats: Track^B, Weapon Focus (bite)

Wolves are pack hunters known for their persistence and cunning.

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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

Encounter Five (EL 3)

Awakened Boar

CR3; Medium Magical Beast (augmented animal)

Hit Dice: 5d8+18 (40 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +3/+6

Attack: Gore +6 melee (1d8+4)

Full Attack: Gore +6 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 16, Dex 10, Con 17, Int 12, Wis 13, Cha 6

Skills: Listen +10, Spot +11, Swim +6; Languages: Common, Sylvan

Feats: Alertness, Toughness

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

Appendix A: (APL 4)

Encounter Four (EL 5)

Awakened Boar (2)

CR3; Medium Magical Beast (augmented animal)

Hit Dice: 5d8+18 (40 hp), (40 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +3/+6

Attack: Gore +6 melee (1d8+4)

Full Attack: Gore +6 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 16, Dex 10, Con 17, Int 12, Wis 13, Cha 6

Skills: Listen +10, Spot +11, Swim +6;

Languages: Common, Sylvan

Feats: Alertness, Toughness

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +8*; Languages: Common, Sylvan

Feats: Track^B, Dodge, Weapon Focus (bite)

Wolves are pack hunters known for their persistence and cunning.

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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

Encounter Five (EL 5)

Awakened Wolf (3)

CR2; Medium Magical Beast (augmented animal)

Hit Dice: 4d8+8 (26 hp), (26 hp), (26 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip (+5)

Appendix A: (APL 6)

Encounter Four (EL 7)

Awakened Brown Bear (2)

CR5; Large Magical Beast (augmented animal)
Hit Dice: 8d8+40 (76 hp), (76 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Claw +13 melee (1d8+8)
Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft, low-light vision, scent
Saves: Fort +11, Ref +7, Will +3
Abilities: Str 27, Dex 13, Con 20, Int 12, Wis 12, Cha 8
Skills: Listen +12, Spot +12, Swim +23; Languages: Common, Sylvan
Feats: Endurance, Run, Track

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Encounter Five (EL 7)

Awakened Wolf (4)

CR2; Medium Magical Beast (augmented animal)
Hit Dice: 4d8+8 (26 hp), (26 hp), (26 hp), (26 hp)
Initiative: +2
Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip (+5)

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +8*; Languages: Common, Sylvan

Feats: Track^B, Dodge, Weapon Focus (bite)

Wolves are pack hunters known for their persistence and cunning.

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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

Awakened Black Bear

CR3; Medium Magical Beast (augmented animal)

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+9

Attack: Claw +8 melee (1d4+5)

Full Attack: 2 claws +8 melee (1d4+5) and bite +3 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 feet, low-light vision, scent

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 20, Dex 13, Con 15, Int 12, Wis 12, Cha 8

Skills: Climb +11, Listen +9, Spot +9, Swim +11, Languages: Common, Sylvan

Feats: Endurance, Run

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

Appendix A: (APL 8)

Encounter Four (EL 9)

Awakened Brown Bear (3)

CR5; Large Magical Beast (augmented animal)
Hit Dice: 8d8+40 (76 hp), (76 hp), (76 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Claw +13 melee (1d8+8)
Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft, low-light vision, scent
Saves: Fort +11, Ref +7, Will +3
Abilities: Str 27, Dex 13, Con 20, Int 12, Wis 12, Cha 8
Skills: Listen +12, Spot +12, Swim +23; Languages: Common, Sylvan
Feats: Endurance, Run, Track

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Awakened Black Bear (3)

CR3; Medium Magical Beast (augmented animal)
Hit Dice: 5d8+10 (32 hp), (32 hp), (32 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +4/+9
Attack: Claw +8 melee (1d4+5)
Full Attack: 2 claws +8 melee (1d4+5) and bite +3 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 feet, low-light vision, scent

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 20, Dex 13, Con 15, Int 12, Wis 12, Cha 8

Skills: Climb +11, Listen +9, Spot +9, Swim +11, Languages: Common, Sylvan

Feats: Endurance, Run

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

Encounter Five (EL 9)

Awakened Brown Bear (2)

CR5; Large Magical Beast (augmented animal)
Hit Dice: 8d8+40 (76 hp), (76 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Claw +13 melee (1d8+8)
Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft, low-light vision, scent
Saves: Fort +11, Ref +7, Will +3
Abilities: Str 27, Dex 13, Con 20, Int 12, Wis 12, Cha 8
Skills: Listen +12, Spot +12, Swim +23; Languages: Common, Sylvan
Feats: Endurance, Run, Track

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Awakened Wolf (5)

CR2; Medium Magical Beast (augmented animal)

Hit Dice: 4d8+8 (26 hp), (26 hp), (26 hp), (26 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip (+5)

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +8*; Languages: Common, Sylvan

Feats: Track^B, Dodge, Weapon Focus (bite)

Wolves are pack hunters known for their persistence and cunning.

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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

Appendix B: (APL 2)

Encounter Six (EL 5)

Awakened Dire Rat Druid

CR 5; Drd4; Small Magical Beast (augmented animal)

Hit Dice: 7d8+21 (52 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 17 (+1 size, +5 Dex, +1 natural), touch 16, flat-footed 12

Base Attack/Grapple: +5/+0

Attack: Bite +10 melee (1d4-1 plus disease)

Full Attack: Bite +10 melee (1d4-1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Spells, Animal Companion

Special Qualities: Darkvision 60 ft, low-light vision, scent, nature sense, wild empathy (+3), woodland stride, trackless step, resist natures lure

Saves: Fort +9, Ref +8, Will +10

Abilities: Str 8, Dex 20, Con 17, Int 12, Wis 18, Cha 8

Skills: Climb +13, Hide +12, Listen +11, Move Silently +11, Spot +11, Swim +13, Handle Animal +3, Knowledge (Nature): +10, Concentration+7, Spellcraft +5, Survival +10; Languages: Common, Sylvan, Druidic

Feats: Alertness, Still Spell, Spell Focus: Conjuraton, Weapon Finesse^B

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories. A dire rat can grow to be up to 4 feet long and weigh over 50 pounds. Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

Spells per day: 5/4/3

Base save DC = 14+ Spell level

0- Light x2, Flare x3 (Fort DC 14)

1st – Still Resistance, Still Detect Magic, Still Read Magic, Still Create Water

2nd – Still Entangle (Reflex DC 15), Still produce Flame x2

Possession: Divine Focus (sprig of holly) – tied around neck, Spell component pouch on harness around chest.

Animal Companion – Dire Rat

Small Animal

Hit Dice: 3d8+3 (16 hp)

Initiative: +4

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 18 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 12

Base Attack/Grapple: +2/-2

Attack: Bite +6 melee (1d4 plus disease)

Full Attack: Bite +6 melee (1d4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Low-light vision, scent, link, share spells, Evasion, Tricks:

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +6, Swim +11

Feats: Alertness, Combat Reflexes, Weapon Finesse^B

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Tricks (Ex): *Attack:* Companion will attack humanoids, monstrous humanoids, giants, and other animals on command. *Defend:* Companion will defend its master automatically.

Appendix B: (APL 4)

Encounter Six (EL 7)

Awakened Dire Rat Druid

CR 7; Drd6; Small Magical Beast (augmented animal)

Hit Dice: 9d8+36 (76 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 17 (+1 size, +5 Dex, +1 natural), touch 16, flat-footed 12

Base Attack/Grapple: +6/+1

Attack: Bite +11 melee (1d4-1 plus disease)

Full Attack: Bite +11 melee (1d4-1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Spells, Animal Companion

Special Qualities: Darkvision 60 ft, low-light vision, scent, nature sense, wild empathy (+7), Wild shape 2/day, woodland stride, trackless step, resist nature's lure

Saves: Fort +11, Ref +9, Will +11

Abilities: Str 8, Dex 20, Con 18, Int 12, Wis 18, Cha 8

Skills: Climb +13, Hide +12, Listen +11, Move Silently +11, Spot +11, Swim +13, Handle Animal +5, Knowledge (Nature): +12, Concentration+12, Spellcraft +7, Survival +10; Languages: Common, Sylvan, Druidic

Feats: Alertness, Still Spell, Spell Focus: Conjunction, Natural Spell, and Weapon Finesse^B

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories. A dire rat can grow to be up to 4 feet long and weigh over 50 pounds. Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

Spells per day: 5/4/4/3

Base save DC = 14+ Spell level

0- Create Water; Detect Magic, Read Magic, Resistance, Cure Minor Wounds

1st – Produce Flame, Entangle, Faerie Fire, Cure Light Wounds

2nd – Barkskin (+3 AC) x2, Bull Strength, Soften Earth and Stone

3rd – Call Lightning, Wind Wall, Greater Magic Fang (+2 enhancement)

Possession: Divine Focus (sprig of holly) – tied around neck, Spell component pouch on harness around chest.

Animal Companion – Dire Rat

Small Animal

Hit Dice: 5d8+5 (27 hp)

Initiative: +4

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 20 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 12

Base Attack/Grapple: +3/+0

Attack: Bite +7 melee (1d4+1 plus disease)

Full Attack: Bite +7 melee (1d4+1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Low-light vision, scent, link, share spells, Evasion, Devotion, Tricks.

Saves: Fort +5, Ref +8, Will +5

Abilities: Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +6, Move Silently +4, Spot +6, Swim +11

Feats: Alertness, Combat Reflexes, Weapon Finesse^B

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Tricks (Ex): *Attackx2:* Companion will attack any target on command. *Defend:* Companion will defend its master automatically.

Appendix B: (APL 6)

Encounter Six (EL 9)

Awakened Dire Rat Druid

CR 9; Drd8; Small Magical Beast (augmented animal)

Hit Dice: 11d8+44 (93 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 17 (+1 size, +5 Dex, +1 natural), touch 16, flat-footed 12

Base Attack/Grapple: +8/+3

Attack: Bite +13 melee (1d4-1 plus disease)

Full Attack: Bite +13 melee (1d4-1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Spells, Animal Companion

Special Qualities: Darkvision 60 ft, low-light vision, scent, nature sense, wild empathy (+7), Wild shape 3/day, Wild Shape (Large), woodland stride, trackless step, resist natures lure

Saves: Fort +12, Ref +9, Will +12

Abilities: Str 8, Dex 20, Con 18, Int 12, Wis 18, Cha 8

Skills: Climb +13, Hide +12, Listen +11, Move Silently +11, Spot +11, Swim +13, Handle Animal +5, Knowledge (Nature): +12, Concentration+16, Spellcraft +8, Survival +10; Languages: Common, Sylvan, Druidic

Feats: Alertness, Still Spell, Spell Focus: Conjuraton, Natural Spell, and Weapon Finesse^B

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories. A dire rat can grow to be up to 4 feet long and weigh over 50 pounds. Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex

and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Spells per day: 6/5/4/4/3

Base save DC = 14+ Spell level

0- Create Water; Detect Magic, Read Magic, Resistance, Cure Minor Wounds

1st – Produce Flamex2, Entangle, Faerie Fire, Cure Light Wounds

2nd – Barkskin (+3 AC) x2, Bull Strength, Bear's Endurance

3rd – Call Lightning, Wind Wall, Greater Magic Fang (+2 enhancement), Poison

4th – Dispel Magic, Flame Strike, Freedom of Movement

Possession: Divine Focus (sprig of holly) – tied around neck, Spell component pouch on harness around chest.

Wildshaped Awakened Dire Rat Druid - Brown Bear shape

Large Animal

Hit Dice: 11d8+44 (93 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +8/+20

Attack: Claw +15 melee (1d8+8)

Full Attack: 2 claws +15 melee (1d8+8) and bite +10 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent, link, share spells, Tricks

Saves: Fort +12, Ref +5, Will +12

Abilities: Str 27, Dex 13, Con 19, Int 12, Wis 18, Cha 8

Skills: Listen +4, Spot +7, Swim +12

Feats: Alertness, Still Spell, Spell Focus: Conjuraction, Natural Spell

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks (Ex): *Attackx2:* Companion will attack any target on command. *Defend:* Companion will defend its master automatically.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Animal Companion – Brown Bear

Large Animal

Hit Dice: 6d8+24 (51 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+16

Attack: Claw +11 melee (1d8+8)

Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent, link, share spells, Tricks

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +7, Swim +12

Feats: Endurance, Run, Track

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks (Ex): *Attackx2:* Companion will attack any target on command. *Defend:* Companion will defend its master automatically.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Appendix B: (APL 8)

Encounter Six (EL 11)

Awakened Dire Rat Druid (Supplement A has stat blocks for the augmented summoned animals)

CR 11; Drd10; Small Magical Beast (augmented animal)

Hit Dice: 13d8+52 (110 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 17 (+1 size, +5 Dex, +1 natural), touch 16, flat-footed 12

Base Attack/Grapple: +9/+4

Attack: Bite +14 melee (1d4-1 plus disease)

Full Attack: Bite +14 melee (1d4-1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Spells, Animal Companion

Special Qualities: Darkvision 60 ft, low-light vision, scent, nature sense, wild empathy (+7), Wild shape 4/day, Wild Shape (Large), woodland stride, trackless step, resist nature's lure, venom immunity

Saves: Fort +13, Ref +10, Will +13

Abilities: Str 8, Dex 20, Con 18, Int 12, Wis 19, Cha 8

Skills: Climb +13, Hide +12, Listen +11, Move Silently +11, Spot +11, Swim +13, Handle Animal +5, Knowledge (Nature): +12, Concentration+16, Spellcraft +8, Survival +10; Languages: Common, Sylvan, Druidic

Feats: Alertness, Still Spell, Spell Focus: Conjuraton, Augment Summoning, Natural Spell, and Weapon Finesse^B

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories. A dire rat can grow to be up to 4 feet long and weigh over 50 pounds. Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Spells per day: 6/5/5/4/4/2

Base save DC = 14+ Spell level

0- Create Water; Detect Magic, Read Magic, Resistance, Cure Minor Wounds

1st – Produce Flame, Entangle, Faerie Fire, Cure Light Wounds

2nd – Barkskin (+3 AC) x2, Bull Strength, Bear's Endurance, Resist Energy

3rd – Call Lightning, Wind Wall, Greater Magic Fang (+2 enhancement), Poison

4th – Dispel Magic, Flame Strike, Freedom of Movement, Air Walk

5th – Call Lightning Storm, Animal Growth

Possession: Divine Focus (sprig of holly) – tied around neck, Spell component pouch on harness around chest.

Wildshaped Awakened Dire Rat Druid - Brown Bear shape

Large Animal

Hit Dice: 13d8+44 (110 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +9/+21

Attack: Claw +16 melee (1d8+8)

Full Attack: 2 claws +16 melee (1d8+8) and bite +11 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent, link, share spells, Tricks

Saves: Fort +13, Ref +5, Will +13

Abilities: Str 27, Dex 13, Con 19, Int 12, Wis 18, Cha 8

Skills: Listen +4, Spot +7, Swim +12

Feats: Alertness, Still Spell, Spell Focus: Conjuraton, Augment Summoning, Natural Spell
These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks (Ex): *Attackx2:* Companion will attack any target on command. *Defend:* Companion will defend its master automatically.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Animal Companion – Brown Bear

Large Animal

Hit Dice: 8d8+32 (68 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+19

Attack: Claw +14 melee (1d8+9)

Full Attack: 2 claws +14 melee (1d8+9) and bite +9 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent, link, share spells, Evasion, Tricks

Saves: Fort +10, Ref +8, Will +4

Abilities: Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6

Skills: Listen +6, Spot +7, Swim +12

Feats: Endurance, Run, Track

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks (Ex): *Attackx2:* Companion will attack any target on command. *Defend:* Companion will defend its master automatically.

Skills: A brown bear has a +4 racial bonus on Swim checks.

