

SND5-02

Cold Fury

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

Version 1.0

Round 1

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To help one lost olve, another must be found. Secluded in mountain meadows, a special messenger is needed since only the experienced dare to tread among the evergreens of the Glorioles – especially in winter.

An adventure for APL 4 to 12.

Sequel to SND4-04 *By a Moonlight Shadow* with ties to SND4-02 *Whispers in the Dark*.

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Glorvardum in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

In the year 577 CY, the forces of the Great Kingdom crossed the Greyflood River in what was to become a 6 year long war of attrition. The war culminated in the brief conquest of Sunndi in 583 CY. With the aid of Commander Osson of Almor, the forces of the Great Kingdom within Sunndi were finally defeated at the Battle of Rieuwood in that same year. Six years of war leave their scars both on the land and its people. If the deaths of so many did not cause enough harm, the cruelty of the soldiers of the Great Kingdom was worse. Few that were captured survived with

their bodies and minds intact. Those victims that returned to the embrace of their loving families and friends tended to heal, though even for them the road was long and hard. Those that found their homes empty and desolate due to the depredations of the Great Kingdom's armies faced unimaginable hardship.

Two of these lone souls were the young grey olve Derwyndal [DER-win-dahl] and his younger sister Nysneindre [nis-NEER-drey]. The youngsters and their parents had lived in Pitchfield at the start of the Greyhawk Wars, and when the Sunndian army was overrun in 583 CY, they were unable to escape the city in time. Derwyndal's parents were brutally murdered by the orcs, while a human officer kept Derwyndal and Nysneindre alive. Their lives were not spared out of pity, and the human officer was a cruel man who vented his anger and hatred on the poor olven youngsters. The hardships they had to endure during their brief imprisonment are impossible to describe. When the Glorioles Army marched out to face the Almorian cavalry of Commandant Osson, Nysneindre was taken with them as a slave, while Derwyndal was left for dead in an alley in Pitchfield.

He was found by a Wastrian, who nurtured him back to health for his own nefarious purposes. He became a respected member of olven society, but his mind had shattered and a couple of months before this adventure he kidnapped and brutally murdered several olven women – as described in SND4-04 *By a Moonlight Shadow*. Luckily a group of adventurers put a stop to his reign of terror. They managed to capture him alive, and hand him over to the Elistrair as had been requested in a vision sent by the olven goddess Sehanine Moonbow.

Nysneindre was slightly luckier. Only a few weeks after her brother's "death", Commandant Osson rescued her in person during the Battle of Rieuwood. It was love at first sight, and Osson personally nursed the young olven woman back to health. When Osson left Sunndi for Medegia, he left her with the Elistrair, promising to return once the war would be over. She soon realized she was pregnant, praying for it to be Osson's child, but fearing it was that of her Hextorite captors. Either way, the father was a human, and she deeply dreaded the reaction of her fellow elves. Her greatest fear was to be ostracized and to be alone once again. So when Bomgren, a friend of Osson's, returned alone from Medegia and the disaster of the Battle of the Great Confluence, and asked her to come with him and his soldiers to start anew in the Glorioles, she accepted without much thought.

The result was that both olves never realized the other had survived the war. While trying to heal Derwyndal's shattered mind, his caretakers delved into his past and found references to Nysneindre's survival and brief stay at

the temple's hospital. Realizing that her presence might be a great boon in their attempts to heal Derwyndal, they decided to track her down and ask her to come to the temple in Rieuwood. Since they knew she left with Bomgren and his men, they realized that she now probably lives in Nor Narsel in the Glorioles. Divinations proved that she was alive, but she ignored any magical sendings, so now more mundane methods are needed. But who is brave and foolish enough to enter the Glorioles, especially in the middle of the winter?

Complications

During recent troubles in the Silent Valley (see SND4-02 *Whispers in the Dark*) adventurers killed a necromancer, Taurgern, in a shrine of Nerull. The man was involved in some kind of dark ritual when murdered. In their hurry to help the restless souls of the Valley, the adventurers left the corpse behind for the Caretakers to clean up. By the time the Caretakers arrived it was too late, and Taurgern's restless soul had returned from beyond the grave with a burning desire to destroy his murderers and retrieve his stolen spellbook (which the adventurers took as rightfully theirs).

Taurgern was shrewd enough to realize he lacked the skill to track down his murderers and stolen spellbook. He possessed a minor acolyte of the Caretakers and used him to hire the bloodhound -elite bounty hunters- Krevak, to find and capture (or kill) his murderers as well as to retrieve his spellbook. He himself possessed the Blood Hound's pupil (or at higher APL partner), Rinard, to remain nearby and to make sure Krevak would keep up his end of the bargain. Krevak traced the spellbook to Nor Narsel, which is where he is going now.

As soon as Taurgern learned about it, he made sure a band of giant raiders would also target the small community for a raid. If Krevak would fail, then possessing one oafish giant should be child's play and through it regaining his spellbook would be easy as well.

Of course, if the PCs were actually involved in his murder (played SND4-02 *Whispers in the Dark*) then their presence is only an added bonus...

Note: If the PCs have the spellbook in their own possession, Krevak is trailing them even if they've left it back at home.

Adventure Summary

SND5-02 Cold Fury is a standard scenario consisting of time and location triggered events. The scenario is presented in the most likely order of events, but it is certainly possible that the actions of the PCs modify the order or even the location where a particular encounter

takes place. Each encounter will include advice on how to deal with such changes.

Introduction: A cleric of the Elistrair in Pitchfield approaches the PCs. She asks the adventurers to travel into the Glorioles, find Derwyndal's sister and convince her to return to the temple in Rieuwood. They only have to guard her until her arrival in Pitchfield from where the elves take over.

Encounter 1 [Strangers on the Road]: The trip to Nor Narsel, while not easy, is uneventful. If the PCs come by road, two travelers cross their path. The two are the bloodhound Krevak and his pupil or - at higher APLs - partner Rinard who are hunting down a stolen spellbook and/or the responsible thieves and murderers. Since they are on their way to Nor Narsel, they ask if they can join the PCs. There is, after all, safety in numbers.

If the PCs travel to Nor Narsel by magical means, they meet the two in the hamlet as opposed on the road.

Encounter 2 [Storm in the Mountains]: While the trip is relatively uneventful, the weather takes an unexpected turn for the worse when a blizzard starts. The PCs can choose to settle for the night, though traveling on while by no means easy is probably a better choice.

Encounter 3 [Arrival in Nor Narsel]: If they press on, they soon arrive at the gates of Nor Narsel where they are allowed to enter the hamlet after some talking. The villagers – largely Almorian soldiers stranded here at the end of the Greyhawk Wars - are a suspicious and embittered lot, blaming the world for not helping them during their defeat in Medegia and the destruction of Almor despite their valiant sacrifice. Once inside, the PCs need to find a space to rest, and of course they can wander around and interact with the villagers.

If they stayed in the wilderness, they can arrive several days later when the weather is better but the villagers less hospitable.

Encounter 4 [Cabin Fever]: Krevak and Rinard have found their target and decide to arrest them. If it happens in the wilderness, a fight is inevitable. If it happens in town, the villagers make things more complicated.

This encounter might be avoided entirely with some good bluffing, diplomacy as well as role-playing. Doing so will not be easy and it certainly requires the PCs to know what truly has happened in the Silent Valley (something that the current owner of the spellbook can tell the PCs).

Encounter 5 [A Stubborn Lady]: During the adventure, the PCs will want to find Nysneirdre and try to get her back to Rieuwood. Doing so will not be easy, especially since she has a young half-elf daughter.

Encounter 6 [Raiders]: At some point the villagers learn of a band of orcs and their giant chieftains heading in their direction through a scout in the service of the Royal Warders of the Glorioles. They beg the PCs for aid, more than willing to forget any previous slights in return and offering their friendship as a reward.

Encounter 7 [Ghostly Confrontation]: Furious, Taurgern finally assaults the PCs directly when both his bloodhound and giant raiders have been thwarted. It is up to the PCs to at least temporarily dispose of him.

Note that this encounter can be avoided if the PCs hand over the book, as well as the so-called thief (who bought the book perfectly legally) in earlier encounters, assuming the PCs themselves were not involved in Taurgern's death.

Conclusion: Once the PCs find Nysneirdre and defeated the raiders they can return to Pitchfield to inform the Elistrair of their findings, perhaps even with Nysneirdre and her child in tow. Once this is done the PCs get their reward and the adventure is finished for the time being.

Meta-Organizations

The adventure is set in the Glorioles. As such members of some Sunndian meta-organizations gain certain benefits:

- Members of the Barakadar gain free standard upkeep.
- Members of the Morndyr clan gain their +2 competence bonus on Gather Information checks while in Nor Narsel.
- Officers of the Barakadar and the Samryntar have the right to arrest people in Nor Narsel, but they better have a very good reason to do so and that reason should involve the security of the dwur of Glorvardum. Usually the dwur of Glorvardum do not involve themselves with the humans that live on the surface of their kingdom, and in return the humans do not expect the Barakadar to protect them. If the dwur starts to interfere officially in human affairs, the humans might rightfully demand protection from the dwur and that is something the authorities of Glorvardum are not willing to give right now (if ever).
- While there is no temple or shrine dedicated to the dwur gods in Nor Narsel, entrances to Glorvardum are relatively nearby. At the end of the adventure PCs that require clerical aid and gain a reduction of the standard fee due to either favors or meta-organizational benefits with the dwur faiths can easily call upon these favors.

- Members of the Royal Warders of the Glorioles have earned a lot of respect from the inhabitants of Nor Narsel and as such they are treated much more friendly than other strangers. Treat the initial attitude towards this PC as one step better than noted in the scenario.

- Even though the adventure technically takes place in Glorvardum, the dwur do not really care about what happens above ground. As such arcane spellcasters can use their magic without repercussions even if there are dwur witnesses.

Introduction

Before you start running the adventure it is important to note down which players, if any, have played SND4-02 *Whispers in the Dark* and SND4-04 *By a Moonlight Shadow* with the character taking part in this scenario. If a PC has been played in *Whispers in the Dark*, take a look at the AR. Of importance is whether or not the PC possesses Taurgern's spellbook. Note down the name of any PC that has the spellbook as the *primary mark* of Krevak. Any character that played that scenario, but does not own the spellbook is considered a *secondary mark*. It is going to be important further on in the adventure. PCs who have been played in *By a Moonlight Shadow* start with the section Old Friends, otherwise start with New Allies.

Note that if the player has played *Whispers in the Dark* with another PC, you can certainly ask for a short description and name of that PC. Replace the descriptions of the wanted criminals in Encounter 1 for the descriptions of that particular PC. See Encounter 1 for more information.

When you are playing this scenario in a time sensitive environment it is best not to spend too much time on this encounter. The adventure can take a long time to run, and there are more important role-play encounters further on.

Old Friends

People that played SND4-04 *By a Moonlight Shadow* start the adventure with a personal invitation of Moon-maiden Lanagh [LAN-nay]. An elf messenger delivers the message to these PCs – give them Player's Handout 1. Lanagh is a high-ranking priestess of Sehanine Moonbow that was the liaison between the Elistrair and the PCs during the adventure *By a Moonlight Shadow*. Players that need to refresh their memory should wait until the meeting with Lanagh whom they can ask all the questions they want. The date mentioned in the letter is a couple of days in the future, giving the PCs more than enough time to finish their business, make proper arrangements for the journey and to travel to Pitchfield. If the PCs accept the invitation proceed with At the Fountain, else the adventure is over.

New Allies

Vella Ironbeard, proprietor of the famous Broken Manacles tavern, approaches the PCs that have not been part of SND4-04 *By a Moonlight Shadow*. More information on the inn and its owner can be found in among other scenarios SND1-M01 *Freedom of Speech*, which can be downloaded at <http://www.sunndi.org/downloads/index.html> in the mini-module section. The tavern holds little significance to this adventure, since all Vella does is inform the PCs that if they are looking for a job, they should go to the Whispering Fountain at the Temple of the Elistrair at noon of 9 Fireseek. All Vella knows is that the olve priestess Lanagh is looking for brave adventures who are not afraid for a bit of hardship for a task under the sponsorship of the Elistrair.

If the PCs accept the invitation, proceed with At the Fountain, else the adventure is over for them.

At the Fountain

Once the PCs are ready for their meeting at the Whispering Fountain, paraphrase or read aloud the following:

Fireseek is one of the colder months of the year, though cold is a relative term in most parts of Sunndi. In Pitchfield it means that the sky tends to be overcast, it drizzles a lot and the temperatures are cool and mild. The 9th of Fireseek of CY 595 is a beautiful winter day with a clear blue sky and the perfect temperature for a picnic. The gardens of the Temple of the Elistrair look beautiful in the shining sun, and many a citizen of Pitchfield has taken the opportunity for a walk to enjoy this rare beautiful day.

Whether you quickly walk through the gardens, or take your time to enjoy the scenery, you eventually arrive at the Whispering Fountain. It is a beautiful marble fountain depicting the creation scene of the elves with Sehanine Moonbow weeping over the wounded Corellon Larethian at her feet. Several marble benches of a flowing design surround the fountain and patches of green bushes provide some privacy from people strolling through the rest of the gardens. The Whispering Fountain is a somewhat famous local meeting point in Pitchfield. It is in the gardens of the local elven temple, and according to rumors it is protected against divinations of any kind. Whether that is true remains to be seen, but the story sticks and many a secret meeting took place at the marble benches that surround the fountain.

Several other adventuring types are already sitting or standing at the fountain, with others arriving from different directions. There is no apparent sign of Moon-maiden Lanagh yet.

Allow the PCs to introduce themselves to each other and to talk a bit in character. After a few minutes, Moon-Maiden Lanagh arrives. She warmly greets old acquaintances and politely introduces herself to people new to her. Once introductions have been made, she quickly comes to business. She realizes fully well that adventurers tend to be an impatient lot.

☛ **Lanagh:** Female grey elf Clr5; AL CG.

Appearance: Lanagh is a tall slender olven woman with long silver hair and large blue eyes. Like all grey olve, her skin is pale, almost like marble. Her smile is almost radiant, putting people quickly at ease. She wears simple grey robes and a silver holy symbol of Sehanine Moonbow.

Personality: Lanagh is quick to smile, and she has a good sense of humour. She lacks the typical aloofness of most grey olve and treats all people as equals. She is especially good at comforting grieving people, and she is a resolute organizer. This gained her the position as the cleric in charge of burials, though as one of the higher-level clerics in the temple, she does not shrink from healing duty.

The text below assumes the group consists of a mix of PCs that played SND4-04 *By a Moonlight Shadow* and PCs that did not. Change the text where necessary if the situation is different.

"Well, I am sure you are curious why the Elistrair has called upon you for aid," Lanagh starts with a firm soft voice. "As some of you are well aware, several olven ladies were brutally murdered a couple of months ago here in Pitchfield. At first it looked like the culprit was a cultist of some sort, but soon adventurers," nodding gratefully in the direction of some of you, "learned that it was the grey olve Derwyndal who had lost his way due to events in the Greyhawk Wars. He proved to be a dangerous opponent, but the adventurers skilfully managed to capture him alive and deliver him into the care of the faithful of Sehanine Moonbow."

"The last couple of months the clergy has been trying to heal his shattered mind, but they are not making much progress. While searching for ways to aid in the healing process, we learned that he has a younger sister named Nysneirdre [nis-NEER-drey]. Derwyndal thinks a Hextorite captain from Ivid's armies murdered her - the same captain that had used him as a slave for a short time and had left him for dead in Pitchfield. It looks like Derwyndal is incorrect. We have found documents in our temple that speak of a young grey olven lady by the name of Nysneirdre who spent some time in our hospital shortly

after Sunndi's liberation in CY 583. According to these documents, Commandant Osson brought her to the hospital shortly before he left to undertake his doomed assault on Medegia. She left the hospital with a group of survivors of Osson's army. According to her caretakers she was pregnant, and afraid to be ostracized by the olve for having a half-olven child."

"What happened with her since that time, we do not know. Some of the caretakers remembered the name of the man with whom she went away. With that name it proved relatively easy to learn that her most likely home is a small community of Almorian refugees in the Glorioles known as Nor Narsel, assuming she still is alive of course. We sent a message to that village, but we never got a reply. Whether it ever arrived or not we do not know, but the trip is dangerous even in the best of seasons and now in winter it is even worse. Hence we are looking for some adventurers to find out whether or not she still is alive and to ask her to return home. Her brother is still alive, and he needs her presence to be healed. It might be a good idea not to mention what her brother did. Are you willing to deliver this message?"

The PCs are sure to have many questions, and Lanagh tries to answer them to the best of her ability. Below follow a few of the more likely questions and her answers.

Why do you try to heal a serial killer?

"The mental wounds Derwyndal suffered during the Greyhawk Wars never healed. In fact a human Wastrian made it worse and manipulated him into becoming a murderer. It is our sacred task to try returning any olve back into the moonlight even one so enshrouded in darkness as Derwyndal. Life is too precious to destroy if it can be avoided, and his death will not return those he killed."

Why can't you wait for spring?

"Apparently Derwyndal learned about his sister's survival and is accusing his caretakers of lying. To prevent being forced to start anew with the healing process, they need Nysneidre as quickly as possible."

How do we get there?

"By foot I presume, though you might have other travelling methods available that I am unaware of. I do have a map on how to get to the village. It was given to us by the Royal Warders of the Glorioles," smiling, "so any complaints about its accuracy can be directed to them."

What dangers can we expect on the road?

"I have never been to the mountains, nor did they ever capture my interest. The dwur of Glorvardum keep the region relatively safe, but in the winter they do not patrol the surface part of their kingdom. Orcs and giants from the Hestmark Highlands wander more freely through the mountains. I don't know anything about natural predators in the region."

What about the weather?

"It can get quite cold in the mountains during the winter, but it rarely snows unless you proceed to the tops of the mountains. Strong winds, wet snow, rain, and glazed frost during the night and mornings are to be expected."

What can you tell us about Nor Narsel?

"The community was founded shortly after the Greyhawk Wars by survivors of Commandant Osson's army and refugees from Almor. People that eek out a living in an area like the Glorioles prefer to be left alone, so do not expect a warm welcome. I cannot tell you the specifics about the town itself. Few people know the mountains well enough to know all villages. The dwur rulers of Glorvardum certainly don't care about them and they do not keep any records about them."

How much time does the trip take?

"If you could fly as the birds it would be around 75 miles from Pitchfield, of which roughly two-thirds leads through mountainous terrain. There is no road, so by foot a typical human in heavy armor would need around 8 days assuming there are no unexpected surprises. In the summer it would take about 4 days by horse, but taking horses into the mountains during the winter might not be such a good idea and it certainly will not speed up things."

How much are you willing to pay for this service?

"Ah yes, you have to make a living one way or another and I assume there is little promise of loot on this quest. Lets assume the quest costs you 20 days, with a standard salary of [APL x 2] gp per day that would be a total of [APL x 40] gp. If it turns out to be exceptionally dangerous, we can raise it to [APL x 50] gp."

In other words at: APL 4 – 160/200; APL 6 – 240/300; APL 8 – 320/400; APL 10 – 400/500; APL 12 – 480/600.

So you want us to bring Nysneidre back to Pitchfield?

"Derwyndal is treated in Rieuwood far away from wrong influences. So we want her to at least temporarily return to Rieuwood. Not everyone is allowed in those parts, however, so you indeed have to bring her to Pitchfield, after which we take her to Rieuwood."

"One thing, free will is very important to elves. Do NOT use force, whether magical or mundane, or threats to get her to come with you. You will NOT get any reward if you do use force, and we will charge you with kidnapping and that is a serious crime in Sunndi."

How do we prove you send us?

"I wrote down the story of Derwyndal in this letter. It contains the seals of the temple, and it should suffice as proof."

How will a half-olven child be received in Rieuwood?

"While a few of our race consider such children abominations, most of us are no racists. We might pity them because their life between that of human and olve, being part of neither, is not easy, but at the same time we respect them for their unique view on life. All in all, I think that the child will face less prejudice amongst the olves than among humans."

Development: It is certainly possible that the PCs are able to answer some of the questions about the Glorioles and Nor Narsel, or they may try to get a more satisfying answer in town. A DC 10 Knowledge (the Splintered Sun) or Knowledge (geography) check basically confirms what Lanagh already tells about the region. The most dangerous creatures in the region are orcs and giants (mostly ogres, hill giants and stone giants), though in the foot hills flights of hippogriffs and griffons can make life difficult for those travelling by horse while high in the mountains, wyverns have been known to attack travellers.

Anybody speaking Old Oeridian knows that "Nor" means something akin to "New". A DC 15 Knowledge (local: the Splintered Sun) or Knowledge (history) of Knowledge (geography) check points out that there was a city in Almor named Narsel Mendred, but that it was destroyed by Ivid's armies during the Greyhawk Wars together with the rest of Almor. A DC 20 Knowledge (local: the Splintered Sun) check is required to even have heard of Nor Narsel (Royal Warders of the Glorioles have a +5 circumstance bonus on this check). It is a small farming community in the Glorioles that indeed looks unkindly on strangers, blaming the world for having abandoned Almor. If it were not for the fact that they have managed to tame and breed a flight of hippogriffs there would have been absolutely nothing out of the ordinary about it. A DC 25 Gather Information check can replace the Knowledge (the Splintered Sun) check, but it costs 1d4 gold and the better part of the day to acquire the information.

In any event, the PCs can buy supplies or make some offerings to their god(s) of choice in Pitchfield before starting the trip. It is assumed the PCs start on their

journey as soon as possible, but one day more or less does not matter. Despite the war, the GP limit of Pitchfield is 3000 gp, and as long as the PC has access and it costs 3000 gp or less the PC can buy it. Don't spend too much time on the preparations and instead focus on the adventure itself. Once the PCs are ready proceed with Encounter 1.

Troubleshooting: It is certainly possible that the PCs killed Derwyndal on their table when they played SND4-04 *By a Moonlight Shadow* and make fun about it. The far majority of players captured him alive and that is the official result. Since he never died, he has not been resurrected. There is no real problem if the players make fun about this fact, but it is the nature of the *Living Greyhawk* Campaign and do not let it ruin the fun of others at the table.

Encounter 1: Strangers on the Road

Before the PCs start on their journey, make sure that you know their daily habits, but don't spend too much time on it. Once these questions have been answered, proceed with the encounter.

Note that it is assumed that the PCs travel by foot, and you might need to adjust the boxed text if they choose other modes of travel. Teleporting to Nor Narsel is probably not an option since the PCs never have been to the village. It is possible that a spellcaster might try to cast *scry* on Nysneirdre to get some idea where to teleport to. Since the PCs never met her, she gets a +5 modifier on her Will save, but if she fails her saving throw describe what seems appropriate (see Encounter 3 and 5) and allow the PCs their magical mode of travel. They will meet Krevak and Rinard in Nor Narsel instead of on the road (the information in this Encounter and Encounter 3 should be extensive enough to adapt to the changes in scenery) and they arrive in the village right when the storm described in Encounter 2 hits.

This is a fairly important encounter, and even in a time sensitive environment it should be played out.

You have been on the road for several days, and up until now the trip has been rather uneventful. The first part of your journey took you over the main road towards the dwur kingdom Glorvardum, and as such there were at least warm and dry inns and fellow travelers to talk with. Since you have left that road, you have not seen another traveler and the terrain became considerably harsher. The Glorioles might not be the largest or steepest mountains in the Flanaess, but with their relatively dense coniferous forests and many cliffs and chasms they still are difficult to traverse. At least the weather has been reasonable. Rain,

wet-snow and fog might be common, but it has been dry once in every while and there has been no sign of a storm yet.

Your alert surveillance of the surrounding area, silent musings, or idle chitchat with your companions is disrupted by the smell of smoke and freshly cooked chicken that drifts from ahead.

The odour comes from the campsite of two fellow travelers further up the path. The two travelers are a half-orc male named Krevak and his human friend Rinard. Both are well versed in survival and remaining hidden, but there has been no sign of hostile humanoids in the region and when Rinard managed to capture a grouse, they decided to enjoy a warm fire and a hot meal.

The fire has been set with great care, and the campsite is much closer than the PCs may assume. In fact, if the PCs are particular noisy, the two very likely already heard the PCs and are sneaking right now in their direction. In this case the PCs need to succeed in a Listen and Spot check opposed by the Move Silently and Hide skill check of Krevak and Rinard, or be surprised when Krevak starts talking to them. The terrain is that of a coniferous forest with a rocky ground and there is more than enough concealment. On the other hand, if the PCs remained silent enough, they can send out a scout themselves who can try to sneak towards the camp of the two travelers. Do not forget to take the -1 penalty per 10 ft. distance between the sneaker and the observer into account.

Note that Krevak and Rinard hardly talk with one another. While staying hidden there is nothing for the PCs to overhear that is useful.

Creatures: The most likely result of the encounter is a peaceful one. Krevak and Rinard are bounty hunters. They are not bandits and murderers. At the start of this encounter their attitude towards the PCs is indifferent.

☛ **Krevak:** Male half-orc Rgr/Bloodhound; LN; See below and Appendix 1-5.

Appearance: Krevak is a tall, broad-shouldered half-orc of Oeridian decent. He is armed with a longsword, longbow and a sturdy looking composite longbow and wears a chain shirt of exceptional quality. He wears the clothing of a forester, and no jewelry.

Personality: Krevak is a grim silent man who keeps his feelings behind a mask of uncaring. He has no sense of humor, and as a result tends to dislike halflings and gnomes. He acts as if he does not trust the PCs one bit, which probably is the case.

☛ **Rinard:** Male human (Oeridian) Rog/Rgr/Bloodhound; LN; See below and Appendix 1-5.

Appearance: Rinard is a small and lean man with the posture of a wild cat. Rinard is a pure blood Oeridian. Like his companion he is armed to the teeth and he is similarly dressed.

Personality: Rinard is almost the opposite of Krevak. He likes to talk, more to put people at ease than because of a strong urge to do so. When talking is not appreciated he can just as easily keep silent for hours. He has made an art of talking without saying anything, subtly trying to learn as much as possible from the people he is speaking with without telling anything about himself or Krevak. He has a good sense of humor, and especially loves humorous stories (both to tell and hear them).

Their stat blocks are provided since their peaceful attitude might change further on in the scenario. Exactly where depends on whether any of the PCs played SND4-02 *Whispers in the Dark* or not – see Encounter 4 for more details. Of course the PCs can also choose to confront them violently right here on the road.

APL 4 (EL 6)

☛ **Krevak:** Male half-orc Rgr4/Bloodhound1; hp 39; See Appendix 1.

☛ **Rinard:** Male human (Oeridian) Rog1/Rgr2; hp 24; See Appendix 1.

APL 6 (EL 8)

☛ **Krevak:** Male half-orc Rgr5/Bloodhound2; hp 54; See Appendix 2.

☛ **Rinard:** Male human (Oeridian) Rog2/Rgr3; hp 37; See Appendix 2.

APL 8 (EL 10)

☛ **Krevak:** Male half-orc Rgr5/Bloodhound4; hp 70; See Appendix 3.

☛ **Rinard:** Male human (Oeridian) Rog3/Rgr3/Bloodhound1; hp 51; See Appendix 3.

APL 10 (EL 12)

☛ **Krevak:** Male half-orc Rgr5/Bloodhound6; hp 86; See Appendix 4.

☛ **Rinard:** Male human (Oeridian) Rog4/Rgr3/Bloodhound2; hp 65; See Appendix 4.

APL 12 (EL 14)

☛ **Krevak:** Male half-orc Rgr5/Bloodhound8; hp 102; See Appendix 5.

Rinard: Male human (Oeridian)
Rog5/Rgr3/Bloodhound3; hp 79; See Appendix 5.

Tactics: While a fight is unlikely at this moment, both bounty hunters are ready for it – a good survival tactic in these mountains. If confronted by violence from other opponents than orcs and giants, they assume it is either a misunderstanding or the attackers are bandits. In either case, catching the attacker alive is prudent. If the assault is due to a misunderstanding, they can talk it out and if the attackers are bandits the two bounty hunters can earn some cash handing them over to the authorities.

The two are good friends, and work well together. They focus on one opponent at the time, unless doing so is obviously suicidal. The two fear spellcasters above all and they try to focus on them with Krevak initiating a grapple and Rinard remaining outside it to make use of his sneak attack. If clearly outmatched, they try to flee. Since both are friends, they are willing to risk a lot for each other, but alive and free they can help the other much better than dead or captured, so under the right circumstances they might appear to be willing to abandon one another – whomever escaped is bound to return to liberate the other.

Note that it is certainly possible that one (or more at higher APLs) of the PCs is actually the mark of one or both bloodhounds. The PC with Taurgern's spellbook is the first mark, and anybody present during Taurgern's murder follow up to the maximum amount of marks for the bloodhounds. In that case the two focus on their marks unless doing so is suicidal. Do not forget to take their special bonuses and abilities into account when dealing with a mark (for more information see Appendix 9 "New Rules Items").

Treasure

Looting Krevak and Rinard:

Note that since both are honest travelers, looting them can be considered theft. More information on this can be found in Encounter 4.

APL 4: L (219 gp); C (20 gp); M +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), *elixir of truth* (42 gp), 2x *potion of cure light wounds* (4 gp each), 2x *Quaal's feather tokens – whip* (42 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 6: L (158 gp); C (20 gp); M +1 *buckler* (97 gp), 2x +1 *chain shirt* (104 gp each), 2x *cloak of resistance* +1 (83 gp each), *elixir of truth* (42 gp), +1 *longsword* (193 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 8: L (183 gp); C (20 gp); M +1 *buckler* (97 gp), +1 *chain shirt of silent moves* (417 gp), 2x *cloak of resistance*

+1 (83 gp each), *elixir of truth* (42 gp), +1 *longsword* (193 gp), +1 *mithral breastplate* (433 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 10: L (183 gp); C (20 gp); M +2 *buckler* (347 gp), +1 *chain shirt of silent moves* (417 gp), *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), *elixir of truth* (42 gp), *gauntlets of ogre power* (333 gp), +1 *longsword* (193 gp), +1 *mithral breastplate* (433 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), *ring of protection* +1 (167 gp), 2x *scroll of cure light wounds* (2 gp each).

APL 12: L (183 gp); C (20 gp); M *boots of speed* (1000 gp), +2 *buckler* (347 gp), +2 *chain shirt of silent moves* (667 gp), *circlet of persuasion* (375 gp), *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), *elixir of truth* (42 gp), *gauntlets of ogre power* (333 gp), *gloves of dexterity* +2 (333 gp), +1 *longsword* (193 gp), +1 *mithral breastplate* (433 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), *ring of protection* +1 (167 gp), 2x *scroll of cure light wounds* (2 gp each).

Detect magic results: *Boots of speed* (Moderate Transmutation), +1 and +2 *buckler* (Faint Abjuration), +1 *chain shirt* (Faint Abjuration), +1 and +2 *chain shirt of silent moves* (Faint Illusion), *circlet of persuasion* (Faint Transmutation), *cloak of resistance* +1 and +2 (Faint Abjuration), *elixir of truth* (Faint Enchantment), *gauntlets of ogre power* (Faint Transmutation), *gloves of dexterity* +2 (Moderate Transmutation), +1 *longsword* (Faint Evocation), +1 *mithral breastplate* (Faint Abjuration), *potion of cure light wounds* (Faint Conjunction), *Quaal's feather tokens – whip* (Moderate Conjunction), *ring of protection* +1 (Faint Abjuration), *scroll of cure light wounds* (Faint Conjunction).

Development: The initial attitude of both "hunters" is indifferent. Weapons and open distrust by the PCs does not affect their attitude. In this region they expect such reactions. If anything, overly friendly behavior makes them suspicious of the intentions of the PCs. A standard Diplomacy check can change their attitude towards the PCs, changing it to friendly with a roll of 15 or higher and helpful on a result of 30 or more.

If the attitude of the two remains indifferent, they introduce themselves as hunters who are looking for "prey" in the region (without saying what prey they are hunting). They are on their way to Nor Narsel right now to buy supplies – which is partially true. If asked why they are hunting in the winter, they tell that somebody paid a decent sum of money for it and they know the mountains well enough not to fear the dangers of the winter. They have no real home, and wander throughout the Splintered

Sun region looking for jobs. The last civilized place they visited was the Monastery of the Caretakers in the Silent Valley. This is the truth, which will be detected as such with the proper magic and also can be verified by asking the right questions about the Caretakers – such as asking about current leaders, present members and the like. Answering these questions to the letter is unnecessary. Just tell the PCs that their answers are consistent with what somebody would know who recently visited the place.

It is obvious that Rinard has great respect for Krevak – doing most of the work at the camp and always looking for approval from Krevak when doing something. Their knowledge on the region is actually not quite that good, which might alert the PCs to the fact that they are not telling the complete truth. If confronted by this they point out that they might not know these mountains, but that they have enough general knowledge on survival to be able to deal with the unexpected surprises of the Glorioles.

If their attitude becomes friendly, they are more forthcoming with information. They admit that their prey is a murderer and thief (either human or, if a PC, the race of that particular PC) and that an acolyte of the Caretakers hired them to hunt down said criminal. If asked about the details, they apologize for not giving those since they do not want any competition in the job. Suffice it to say that the culprit murdered a respected member of the Caretakers and stole his spellbook (which is true as far as Krevak and Rinard are concerned).

Under these circumstances Rinard is also willing to talk a bit about himself, telling about past criminals the two captured in Ahlissa, the Iron Hills, Onnwal and Sunndi. Feel free to make up a few stories of your own, just make sure you keep it within the power of the two since Rinard is not somebody to lie or exaggerate to make himself look good. In fact, he probably tells about his own blunders that Krevak had to correct, trying to give it a humorous bent.

If their attitude becomes helpful, Rinard tells that they are bloodhounds, elite bounty hunters with some unique hunting techniques. A DC 15 Knowledge (local: any) or Knowledge (nobility and royalty) check confirms that the bloodhounds are known as stubborn hunters who almost never give up once on the trail of a prey. They tend to hunt special criminals with high prices on their heads. They are NOT assassins, vastly preferring to capture their “prey” alive – according to cynics to collect another bounty if the criminal escapes, but to others because they value law and justice. The truth probably lies somewhere in between, being different for each individual bloodhound.

They have been hired to hunt down a group of bandits who ambushed a respected wizard, by the name of Taurgern, in the Silent Valley, and murdered him in such a fashion that *raise dead* was impossible. Since this crime, the

bandits have split up, and the two bounty hunters are focusing on one criminal at the time. Right now they are on the trail of the man (or woman) who lead the group and took the spellbook with him (or her). They tracked the culprit down to either being in Nor Narsel or, when the culprit is a PC, on his/her way to that place. If the culprit is not yet in Nor Narsel, the two are hoping to be there before the culprit to prepare a surprise.

If asked about the criminal(s), they can show them charcoal sketches of the faces of the people they are looking for (assuming it is not one or more of the PCs present at the table – see “PCs as Marks” below). Feel free to make up some descriptions of what comes down to typical adventurers, including using the description of one or more PCs that played *Whispers in the Dark* but are not present at the table. The last might warn the players something is wrong, so only do it if you trust them not to use that knowledge to meta-game. If none of the PCs has the spellbook, they are looking for an older frail Oeridian male with graying hair with sharp facial features who misses an eye and has a raven as a familiar (if it is a raven at all and not an imp or quasit as the two speculate). They do not know the names, but such bandits change names as easily as anybody changes a set of clothing so names are hardly useful anyway.

Regardless of their attitude towards the PCs (unless it actually became unfriendly), the two offer to travel together to Nor Narsel. After all, there is safety in numbers. If the PCs accept, then they defer to the leadership of the PCs during the trip and leave it up to the PCs when to leave and where to camp. If asked for advice, they of course offer their opinion (which is to get to the village as quickly as possible). If the PCs refuse their company, the two are disappointed, but proceed with their trip on their own. Since they were not lying, a PC trailing them can only conclude they are indeed on their way to Nor Narsel. The two do not talk about their goals or reasons for the trip even when unobserved. The PCs are going to meet the two in Nor Narsel again – see Encounter 3. If their attitude becomes unfriendly the two proceed with their trip on their own.

If the PCs are particularly insulting and impolite the two also refuse to travel with them. The insulting PC needs to apologize and somebody at the group needs to make a DC 15 Diplomacy check to calm the two down enough to travel together again.

PCs as Marks: At the moment Krevak and Rinard are focusing on who they think is the thief of the spellbook and leader of the bandits. It is certainly possible that this actually is one of the PCs. Even if the PCs do not have the spellbook, they might have been the “bandits” that killed

the wizard. If this is the case the reaction of both bloodhounds is going to be more reserved. Since the PCs are outnumbering the two, they do NOT immediately attack. Instead acting as described above, except that if their attitude is helpful they only give a very generic description of the criminals (even of those not present at the table, since that would obviously alert the culprit). A DC 15 Sense Motive check allows the PCs to realize that Krevak seems to be particularly distrusting some of the members of the group. Rinard is a much better liar. The two wait for the right moment to attack the PCs, see Encounter 4 for more details. Do NOT forget that bloodhounds gain special abilities and bonuses against their marks.

Note that if the PCs appear to be obviously good aligned (such as a cleric of a good aligned deity or a paladin), the two assume it to be a cunning disguise. Besides, the Caretakers would not kill innocent persons, so delivering the PCs alive to the monastery should pose no trouble to their conscience.

Troubleshooting: It is certainly possible the PCs try several divination spells on the two. Unbeknownst to either of the two, Taurgern has possessed Rinard, though at the moment he is not exercising any control and he is in hiding. While he is not a demon, detecting him with divination follows the same rules as described in the *Book of Vile Darkness* on page 24. Basically the PC casting a divination spell that should register Taurgern's presence (such as with a *detect evil* and *detect undead* spell) or affect Taurgern (such as *dispel evil* or *holy word*) must succeed in a spellcaster check against a DC equal to a Hide roll of Taurgern (which is modified by his intelligence instead of his dexterity). Taurgern's statistics can be found in Encounter 7 and Appendix 1 to 5.

Driving Taurgern out has no real impact on the adventure. He has possessed Rinard to keep an eye on things and not to control him. He knows that once a bloodhound is put on a track, it is very unlikely that the bloodhound will stop the hunt. If detected, he quickly flees the scene, not even risking a confrontation.

Encounter 2: Storm in the Mountains

From the moment the PCs meet Krevak and Rinard it takes approximately 2 days of travel before expected arrival in

Nor Narsel. If the two bounty hunters join the group, allow the PCs to make some adjustments to their typical marching order, watch schedule (and the two bounty hunters insist on taking their share of the night watch) and daily routines. If you have the time, you could even play out the first night with the two. If there is not enough time (such as during a convention) then just give a short description of what happens in those 2 days.

Ask the PCs to make a DC 20 Survival check (the weather is more difficult to predict in these mountains) during the morning of what is the last day of the journey. PCs that succeed realize that a windstorm is brewing (and in this region at this time of the year that most likely means a snowstorm or worse), and speeding up their journey might be a very good idea. Except for a possible change in the selection of spells the result of the check has little impact on the adventure.

The last day of the trip takes you down into a valley again. The slope is steep, and the dark coniferous trees, loose rocks and muddy areas on the floor do not make the going easy. The winter forest seems to be deserted of animal life, and it has a rather dreary look. The few times you can see the sky through the canopy shows that the weather is taking a turn for the worse. It is getting dark much sooner than expected, wind speed is increasing and the temperature is dropping. Then the first few flecks of snow blow in your face. Nor Narsel is about 1½ hours walk away, but it remains to be seen whether you can make it before what appears to become a snowstorm hits...

The PCs basically have two options: try to find a good spot for a camp to weather the coming storm or to press on in the hope of arriving in Nor Narsel in time. A DC 15 Survival check makes the PCs realize that all signs suggest the storm is going to be a powerful one with wind speeds between 50 to 75 miles per hour: in other words it is going to be a blizzard. The storm is going to last for at least one day, but it could last up to 3 days. Depending on the spells available to the PCs and their Survival skill pressing on may be their best bet for survival. Of course, due to the poor visibility there always is a chance of getting lost, and landing them in more trouble. If the two bounty hunters are present, they prefer to press on, but leave the final decision to the PCs.

Note that if a PC succeeded in the Survival check, that character also realizes that under current conditions it takes at least 3 hours before they arrive in Nor Narsel and not just 1½ hour.

Pressing On

If the PCs choose to press on in the hope of arriving in Nor Narsel before the night, there is a chance they get lost. Roll three (one for each hour of travel) separate DC 10 Survival checks in secret for the leading PC. Characters with 5 or more ranks in either Knowledge (geography) or Knowledge (local: the Splinter Suns) gain a +2 synergy bonus on the survival check. Once such a check is failed, no new rolls are needed. If a check fails the PCs get lost and they miss the village. Each hour that they are lost a DC 20 Survival check (+2 extra per hour of traveling while lost) allows a PC to realize they are lost and readjust their course (requiring a DC 15 +2 per hour Survival check to do so successfully). Each hour of wandering in the wrong direction, one more hour is needed to get to the village. Of course, after 4 hours of travel the PCs probably realize they are lost anyway. By that time the most sensible thing to do is to find a good camping spot (see below for what happens if they do this). If they do not get lost, they arrive in Nor Narsel after three hours, and you should proceed with Encounter 3.

During the trip the wind speed quickly builds up to a severe level with the snow creating a whiteout (see *Frostburn* page 13). Whiteout condition results in characters getting a -2 penalty to AC, losing Dexterity bonus to AC, moving at half speed and taking a -4 penalty on Dexterity-based skills and - checks that rely on vision. Visibility is only 5 feet. Small sized characters have real difficulties walking, but unless the PCs initiate combat for one reason or another you do not need to check whether or not such characters are knocked down. It is very advisable for arcane spellcasters with familiars to keep them under their clothing or they risk losing their familiars to the wind. More information on the effects of severe winds can be found in the *Dungeon Master's Guide* at page 95.

While it is cold (around 25° F or -5° C), the wind speed lowers the effective temperature to roughly 0° F (-20° C). Characters without adequate protection must make a DC 15 (+1 per previous check) Fortitude save every 10 minutes or take 1d6 nonlethal damage. The spell *endure elements* offers complete protection against this effect, while a cold weather outfit offers partial protection (in which case only 1 save per hour is required – with the +5 circumstance bonus granted by the clothing). Any character that takes damage from the cold suffers from frostbite and minor hypothermia: he suffers a -2 penalty to his Dexterity and is considered fatigued. The second time the character fails a Fortitude save they are beset by moderate hypothermia, becoming exhausted. Failing it a third time results in severe hypothermia and the character is treated as disabled. More detailed rules on the effect of temperature can be found in *Frostburn* on page 11 and 10 or in the *Dungeon Master's Guide* page 302.

Making Camp

While conditions are bad at the start of the encounter, things get much worse by nightfall. The speed of the wind is going to increase to that of a windstorm (see *Dungeon Master's Guide* page 95), and due to nightfall the effective temperature is going to drop below -20° F (roughly -30° C), or in game mechanics to extreme cold. Without any protection characters suffer 1d6 cold damage per hour (no save) and must make a DC 15 (+1 per previous save) Fortitude save every 10 minutes or suffer an additional 1d4 nonlethal damage. A simple cold weather outfit offers little protection besides the usual +5 circumstance bonus on the saves. *Endure elements* offers full protection, as does an improvised shelter, preventing the PCs from taking any damage due to the cold.

For the PCs to survive the night, they must make a shelter, which is easier said than done under current conditions – especially if the PCs have waited with doing so until nightfall. If they immediately build a shelter at the start of the encounter, a simple DC 15 Survival check suffices (and if Krevak is present he automatically succeeds). Once the blizzard hits in full force a DC [14 + 1 per character that requires the shelter] Survival check is required to build one. Once again, Krevak automatically succeeds in this check – though at APL 4 to 8 he requires the aid of at least one PC.

The storm lasts for nearly 3 days. While water should be no problem, food might be more problematic. Note that if the PCs decide to weather the storm out and Krevak and Rinard are with them events as described in Encounter 4 might take place here instead. For more details see Encounter 4.

Troubleshooting: The goal of the Encounter is to highlight the dangers of the mountains in winter. It is a natural storm, and weather-controlling spells work normally. Note that due to the area of effect and duration *control winds* is not an effective method to lower the risks (though it definitely can create some reprieve from the wind – raising the temperature by one band) of the blizzard.

Also note that the mode of traveling has little impact on the weather. If the PCs used teleportation they arrive in the village just when the blizzard starts in earnest, and when they use a more speedy travel mode than by foot the storm arrives at the same time as well. Remember that flying creatures count as one size smaller in a storm, and hence flying during the blizzard is a bad idea.

Encounter 3: Arrival in Nor Narsel

Depending on the choices made in Encounter 2, the PCs either arrive at the gates of the hamlet during the blizzard or once the weather has turned normal once again. If the PCs actually *teleport* into the town, the arrival is going to be the same as during the “Snow Storm Arrival” except that the PCs are likely to end up in the middle of the village instead of at the gates (generating a similar reaction as when they climbed over the walls). A general description of the hamlet can be found in Appendix 7.

Don't spend too much time on this encounter in a time sensitive environment. Quickly describe the scene and interrogation by the guards, and let a simple dice roll determine reactions. The goal of the encounter is to highlight the peculiars of the village and villagers, and it has little direct impact on the scenario.

Snow Storm Arrival

Read out aloud or paraphrase the following when the PCs arrive at the gates:

It seems like an eternity ago that the first flecks of snow started to fall and the wind to rise. In reality only two or three hours have passed since the beginning of the storm, but tracking time when all you can see is the dark shapes of the companions directly in your front and back is difficult. The world has turned into a shade of white-gray due to the snow whirling around in the raging wind. The cold is mind numbing, and a warm and dry tavern with something hot to eat and drink while sitting in front of a roaring fire seems welcome.

For a couple of hours you have been fighting your way against the wind and snow, once even narrowly avoiding a falling tree, and even the sturdiest among your company is starting to feel the exertion. At least the last hour or so the ground has been relatively flat or else walking, though you are not sure it still can be called walking, might have proved to be impossible. Somewhere back in your mind, doubt start to gnaw, did you somehow miss the hamlet? Will you have to spend the night outside in this living hell? Perhaps you should have built a shelter when you still could see?

Then suddenly a wooden bridge looms out of the darkness and you realize with relief that the village must be just ahead, hidden by the snow and the onset of the night. Summoning the last few reserves of your energy, you press on. Soon after the bridge, you have to climb the steep slope that leads to Nor Narsel, and then finally the dark shape of the hamlet's walls rise from the darkness ahead.

By chance, or perhaps because the natural path up to the village leads there, you have landed right in front of the wooden gates. Two wooden guard towers creak dangerously behind the gates, and there is not a living soul to be seen. A large dented steel shield hangs on the door, probably functioning as a doorknocker.

Not even the giants of the Hestmark Highlands are going to be up and running about in this weather and the villagers do not expect any danger. No guard is going to risk his life by staying in the open watchtowers – not that the guard would see anything in the current weather. The PCs can either try to knock on the door or climb over the gate.

Knocking eventually draws the attention of one of the guards who live in the house behind the gate to the right. Soon the PCs note a face of an elder Oeridian man above the palisade wall next to the gate. Holding a conversation is nearly impossible due to the howling wind, but he still wants to know who the PCs are and what they are doing here in the middle of a blizzard. The guard is not too demanding, and quickly opens the gate, where four young men, hardly adults, in studded leather and armed with spears and wooden shields are waiting for the PCs. The old man is wearing studded leather as well, but he is armed with a longsword and up closer he looks more like a veteran soldier than a hardy mountaineer.

👤 **Sertern (sergeant) Amgrend:** Male Human (Oeridian) Ftr3; hp 25; see Appendix 6.

Appearance: Amgrend is a tall muscular man whose brown hair is graying. His face looks like a man at least a decade older than he is, worn by the weather and grief. He has light blue, almost gray, eyes. He walks with a limp.

Personality: Resolute, with little love for idle chitchat and a proud demeanor. He is an Almorian veteran of the Greyhawk Wars, and during that war he learned to hate Ahlissans, orcs and half-orcs. He is also very superstitious and dislikes sorcerers and wizards as a result.

👤 **Village guards (6):** Male human (Oeridian) War1; See Appendix 6.

Appearance: Young Oeridian males with short brown hair and a tanned skin. While individual appearances differ a lot, they are all lean and muscular.

Personality: Young, eager and curious. Most want to know what is happening in the world outside. They distrust half-orcs and obvious Ahlissans, but they are willing to change their opinion based on their experiences with the individual in question. They respect Amgrend, and when he is around, they follow his commands quickly and without hesitation. When they are on their own, they are

much more independent minded and less heedful to their teacher's wishes.

These are the young men who are too old to live with their parents, and too young to have a family of their own.

Development: Inside the village, the PCs are immediately ushered into the house next to the gate for a more thorough interrogation. The house only has a ground floor and a sloped roof. Half of the room functions as a stable for several horses tightly clustered together in one corner. The area reeks of smoke and animals. Chairs, tables and bedrolls lie in front of the hearth. The wooden floor is covered with straw. There are several weapon and armor racks. The whole house has a rather Spartan look.

Inside the house, Amgrend immediately starts the interrogation. Amgrend needs to know the PCs' names and why they are here. He tries to determine whether or not they are a threat to the safety of the hamlet, and certainly at the beginning of the meeting he seems to be convinced the PCs are spies for raiders of Ahlissa. Allow the spoke person of the group to roll a Diplomacy or Bluff check (depending on whether or not they lie about the reason for being here) and then role-play the interrogation based on the roll. Half-orcs and Ahlissans have a -4 circumstance penalty on this roll, while Royal Warders and Pelorites have a +4 circumstance bonus. All modifiers stack with one another.

		advice on the menu and tells them that they should tell the innkeeper they are his friends. They will get better quality food, drink and beds for the same price.
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Note that Amgrend's attitude might later change due to events during the scenario.

Rinard and Krevak stay in the back during the conversation, and Amgrend assumes they are part of the same group. Only when the PCs specifically tell that the two are not part of their group, will Amgrend directly ask them why they are here. In this case Rinard tells that they are here on the behest of a servant of Pelor. He is willing to tell Amgrend more in private, since doing here might endanger the success of their task. Amgrend agrees to do so.

Note: The storm lasts for two full days, providing ample of time to mingle with the locals, talk with Nysneindre (see Encounter 5) and deal with the two bounty hunters (see Encounter 4).

If the PCs ask Amgrend about Nysneindre, he (if friendly or helpful) reacts rather bluntly, but confirms she lives in the village with Captain Bomgren. He does not know much about her, but if Bomgren trusts her then that is all he (and the PCs) needs to know. It is clear that he is not willing to talk much about her and PCs that succeed in a DC 15 Sense Motive check realize Amgrend seems to both pity and respect Nysneindre.

Troubleshooting: It is certainly possible that the PCs decide to open the gate without inside help. Climbing the walls requires a DC 20 Climb check (or lower when ropes and grappling hooks are used, though you should apply a +5 circumstance modifier due to the storm) or the appropriate spells. On the other side the bar can be removed, and the gate pushed open to allow others access to the village.

Once inside the PCs are free to walk into the village until they either stumble upon the inn or knock on a random door. If they knock on the door of the house directly behind the gate, a surprised guard opens it, reacting as described above though slightly more aggressive. If they knock on a random door, the PCs are sent to the Restful Soldier. In the Restful Soldier the PCs are received with suspicion, and despite the weather, soon Sertern Amgrend and two guards arrive to question the PCs. The guards are a lot less polite than when the PCs had knocked on the gates. Amgrend's initial attitude is unfriendly, see the *Player's Handbook* for the effects on the DCs for the Diplomacy check. If Amgrend's attitude becomes hostile, he is almost ready to simply kick the PCs

Roll	Attitude	Result
<1	Unfriendly	Amgrend is convinced the PCs are either spies for the Hestmark Raiders of the Great Kingdom. He begrudgingly allows them to remain in the village during the storm, but only when under permanent surveillance and their weapons bound by peace knots (requiring a full round action to draw a weapon to break the bounds). They have to leave the village as soon as the weather clears. They are not allowed to leave the Restful Soldier.
1	Indifferent	The PCs are allowed to enter the village, and they can stay as long as they want, but only under permanent surveillance.
15	Friendly	The PCs are allowed to remain in the village as long as they want and they are free to go wherever they want without the guards keeping an eye on them.
30+	Helpful	The reaction is the same as with friendly, except that Amgrend gives

out of the hamlet in the middle of the blizzard, but both the innkeeper and his fellow guards manage to convince him that would be murder. The end result is the same as when unfriendly.

Good Weather Arrival

The trip is going to be considerably easier once the storm has passed. The weather still is far from perfect, but at least visibility has become more or less normal again.

The path you have taken takes you around a small mountain, known as the Queen's Peak, across a large creek, now without water, into a long mountain valley known as Hippogriff Valley. Nor Narsel lies at the eastern end, on the shore of a large lake, near a bridge. When you come around a small spur, the whole valley opens out before you in one vast flat frozen wasteland. A huge cliff forms the southern shore of the lake, but the northern edge is flat and under current conditions it is difficult to see where the lake stops and land starts.

Nor Narsel lies on the top of a steep sloped ridge overlooking the lake. Surrounded by earthen walls topped with wooden palisades, you only see the sloped roofs of several longhouses. Only a dome-shaped building and two stone manors rise above the earthen walls. While there is no visible path due to the thick layer of snow, you assume it goes below the ridge and up at the other side since there is no gate to be seen at this side.

After about another half an hour of hiking through the snow, you finally arrive at the gate, which indeed is on the other side. Two wooden open watchtowers flank the wooden doors of the gate. A sky blue banner with a red band and a sun behind it and a blue banner with a stylized sun-face flutter from the towers. A large iron dented shield hangs on the gate as some kind of doorknocker, but knocking is unnecessary since a guard in the tower spotted you long before you arrived at the gates. A group of young looking Oeridian warriors are standing on the walls looking at you with a mix of curiosity and suspicion.

"Hail travelers, it seems you have survived the Icebrother's wrath in one piece. State your business or return from where you came!" a loud firm voice echoes from the walls. The voice is that of a man in his forties with graying brown hair. He has the look of a veteran soldier and his face does not show curiosity, so much as plain and open distrust.

A DC 15 Knowledge (religion) check is required to know that the term "Icebrother" refers to the Oeridian wind god of the winter: Telchur. A servant of any of the other wind deities (Atroa, Sotillion, Velnus, Wentu) and their father Procan recognizes the name automatically. The stylized sun

is easily recognizable as the symbol of Pelor. A DC 15 Knowledge (nobility and royalty) or Knowledge (local: the Splintered Suns) is needed to recognize the other banner as that of the Prelacy of Almor (blazoned thus: Azure, a fess embattled gules half obscuring a Sun of Aerdy or in chief) – a nation that was destroyed during the Greyhawk Wars.

Development: The soldier speaking is Sertern Amgrend – more information on him and the rest of the soldiers present can be found above. He questions the PCs before actually allowing them to enter, but with that exception, the encounter proceeds more or less the same as when the PCs would have arrived in the middle of the storm. His reactions are similar as well – except that he sends the PCs away when unfriendly. Amgrend ignores any pleas, and reacts coolly to threats. In the meantime, one of the young warriors rushes off to get Bomgren.

Bomgren arrives just when the PCs are about to leave, when things are going nowhere or when it starts to become ugly. More information on Bomgren can be found in Encounter 5 below. His attitude at the moment is indifferent towards the PCs and as such after some discussion he allows the PCs to enter. He cuts any protests of Amgrend short, though he does agree with Amgrend's idea to let the PCs be permanently watched.

Note: If the PCs weathered the storm outside the village, they have considerably less time before the giant raiders (see Encounter 6) arrive. In fact, the scout arrives later that same day and the raiders the following morning. If Encounter 4 did not take place in the wilderness (see Encounter 4 for more details) then that encounter takes place this very day instead of during the last day of the storm.

The Restful Soldier

Note: If the PCs did not travel with Krevak and Rinard, they find them in the common room. Make the necessary adjustments to the encounter using the information provided here and in Encounter 1.

The Restful Soldier is one of the few stone buildings in the hamlet. It has two stories, small windows –all with closed shutters–, no adornments and a stone roof. A simple wooden sign above one of the doors depicts a soldier sleeping under an apple tree with a white warhorse grazing next to the soldier.

The Restful Soldier is the only inn and tavern in the hamlet. Except for the old weapons and banners that adorn the walls of the common room it is a typical hamlet tavern. The prices are reasonable, and the fare is limited but of a decent quality. The inn has a few private rooms, but during

the blizzard most guests actually sleep close to the roaring fire in the common room, where it is much warmer.

The guests of the tavern are a couple of trappers, rangers and one or two loners who only stay in the hamlet during the winter. They are tough looking folk who spend their time with games, woodcarvings, telling stories to one another and once in a while having a fist-fight (which becomes more common by the end of the blizzard). Some of these people are always eager for a chat, especially about news from Sunndi, and others are grim and withdrawn. Feel free to add a bit of color to the scene by adding one or two NPCs of your choice. The section "Mixing with the Villagers" provides more information on what these people might know and tell the PCs.

The innkeeper, Zelcar, is a grim man about 40 years old who has been emotionally and physically scared by the many wars and battles he fought in. He does not like to talk about the past, and he detests people that glorify war and violence. His plumb wife and two teenage daughters are more jovial and hospitable towards their guests – though even they are a bit wary around strangers. Zelcar is good friends with Amgrend, Bomgren and Jaran and all four fought with Commandant Osson during the Greyhawk Wars. Zelcar knows who Nysneindre is, and he even suspects her daughter is the child of Osson, but he is not about to tell this to strangers.

During the storm the villagers do visit the tavern in the early evening hours, but they leave early.

♣ **Zelcar:** Male human (Oeridian) Ftr3/Exp1; hp 30; See Appendix 6.

Appearance: Zelcar is a man of average height and build. He is bald, and has a browned and weathered skin. He is in his late forties, but he looks older due to both arthritis and the beatings he took (physical and emotional) during the many battles he fought in his younger years. He rarely smiles.

Personality: Zelcar is a grim silent man with little sense of humor and a certain aura of melancholy. The only times people can see him smile is when he is around his wife or daughters. He hates it when people glorify war or violence, and he can react rather angry when people do so in his presence. There is no glory in war, only suffering and death. He is no pacifist, realizing that sometimes violence is the only option.

The House of Repose (1)

The most distinctive building in the hamlet is a small stone building overlooking a small cemetery and the lake beyond. The center of the building is a dome shaped two-story tall chapel with large windows providing a clear view

of the sky. The dome is made out of marble and decorated with simple but beautiful frescos and carvings. A carving of a large stylized sun symbol above the main entrance depicts it as a shrine of Pelor. Four one-story wings radiating like a cross from the chapel function as the living quarters for the clergy and a hospital. All shutters are closed giving it a bit of an abandoned look, were it not for the smoke rising from the chimneys.

The House of Repose is a shrine dedicated to Pelor. The central dome and the northern wing are for worship. The east wing contains the living quarters of Jaran, his wife and children. The west wing houses several old veterans without a family to support them in their old age. The southern wing functions as a hospital, though most of the time it is empty.

Like Zelcar, Jaran is a good friend of Bomgren and he served directly under Commandant Osson. At the time he was rather young, and just an acolyte, and he hardly ever spoke with the Commandant or Bomgren for that matter. His friendship with Bomgren stems from a later time. He knows nothing about the relation between Nysneindre and Commandant Osson. He does know that Bomgren's respect for the woman goes beyond mere friendship and hence he is not very open about her to strangers. If they want to know something about her or Bomgren they should talk with them.

Area 6 on the map is the cemetery.

♣ **Jaran:** Male human (Oeridian) Clr7; hp 32; See Appendix 6.

Appearance: Jaran is in his forties with long curly brown hair that is beginning to gray. He has the looks of somebody who likes to eat well, but he has a surprisingly good endurance. He has a loud voice, which is great during services.

Characters: Jaran is a jovial man with an infectious laugh and a good sense of humor. He is a bit lazy, but his wife makes sure he cannot give in too this urge, leading to many heated arguments between the two. He loves his wife immensely, and everybody knows these arguments are just acts.

Amaryllis' Shop (4)

The building you are approaching is quite different from all the other buildings in town. Like the other buildings, it is made out of wood, but you get the impression that it is just a front of the real building, which looks like it is built inside the hill. A sign above the door depicts the place as a

general store. Large windows next to the door are closed with sturdy looking shutters.

Amaryllis Brownhill is the matron of a small halfling family that has chosen to settle in Nor Narsel. They earn a living by traveling through the region as peddlers. Amaryllis also has very good relations with the dwur of Glorvardum. She speaks dwur fluently and as such she has been important as a liaison between the hamlet and the kingdom. In the summer months you never know who is running the shop, but during the winter all the Brownhills return home and Amaryllis herself can be found behind the counter.

Customers are only allowed in the shop area in the front of the building. This single room is relatively dark with the shutters closed, and it is not directly heated (and hence rather cold). If somebody enters the shop a bell rings, calling Amaryllis from the warmer backroom. The shop is filled with crates, sacks and all kinds of goods typical for a general shop. She also sells a few mundane things that are a great boon for survival in the mountains, such as fur clothing, skis, snow goggles and snowshoes. She even has a few flasks of armor insulation and jars of frostbite salve – see Appendix 9 for information on these items. If asked about them, she states that they are not needed that often in these mountains, but that she always has a small supply of them in case of bad weather.

♣ **Amaryllis Brownhill:** Female lightfoot halfling Rog3/Rgr2; hp 35; See Appendix 6.

Appearance: Amaryllis is a short somewhat plumb woman with a ruddy complexion, long curly brown hair and green eyes. She wears a practical soft leather outfit.

Personality: Unlike most halflings she is not very talkative, though she is polite and thorough. She distrusts half-orcs, though this only shows in little things and she is just as polite to them as to others. She loves these mountains, and feels a bit cooped up inside her shop during the winter. She can give the information provided in Appendix 8 “The Glorioles at a Glance” and gladly does so.

Development: Amaryllis is one of the few true friends of Nysneirdre. Befriending her can be a great boon when trying to convince Nysneirdre to go back to Rieuwood.

Her initial attitude towards the PCs is indifferent. She considers Amgrend to be somewhat paranoid and does not really value his opinion when it comes to people. Half-orcs have a –4 penalty on any social roll with her or her family. She is not a gossip, and she does not tell anything about any of the locals without a good reason to do so. If the PCs want to know something about a particular NPC they should talk with the person and not with her.

If directly asked, she does not deny being friends with Nysneirdre and when asked to help her friend, she is always willing to listen. Family is important to halflings, and if the PCs explain to her that her brother needs her, they might be able to convince her to do a good word for them. Doing so requires some good role-playing and either a DC 30 (if indifferent) or a DC 20 (if friendly) Diplomacy check. They can also opt for a DC 20 Bluff check. It does not matter whether or not they speak the truth. They are simply trying to convince her that they as a group are trustworthy.

There always is a small chance of angering her, and lowering her attitude to unfriendly. In that case she kicks the PCs out of her shop and refuses to speak with them anymore. She can be a bit stubborn at times...

The wizard Rafern (5)

More information on him can be found in Encounter 4. Unless he has Taugern's spellbook it is unlikely the PCs hear of him. He keeps to himself, and the villagers have little reason to talk about him. If there is time enough, and everybody on the table played TSS4-04 *Crossfire* you can use him for a bit of extra role-playing.

Mixing with the Locals

The blizzard lasts for two days and two nights, giving the PCs ample opportunity to mingle with the locals. If there is enough time to role-play some of the more memorable NPCs in the village do so, else limit it to a short description and a Gather Information check if the PCs want to know a few things. Members of the Church of Pelor or the Royal Warders of the Glorioles gain a +2 circumstance bonus on any social roll. These modifiers stack with one another.

The average villager is a rough simple farmer (mostly shepherds, fishermen and trappers) curious for news from outside and at the same time distrusting of strangers and indifferent to such news. Many of the older inhabitants used to be soldiers, and all are used to hardship and combat. There is little trust for half-orcs. Most of the inhabitants are rather proud. After all, they are responsible for Sunndi's freedom. At the same time they are embittered about what they consider unjust treatment and the lack of aid they received during the destruction of Medegia and Almor.

If the PCs ask for generic information they hear the following rumors:

- The valley is relatively safe from raiders from the Hestmark Highlands since they have to travel right under the noses of the Ahlissan border army. Rumor has it that the Ahlissans are going to demand the villagers to pay taxes for this protection, or else they stop protecting the village. More rational minds find the idea rather silly since the

raiders are more likely to strike at Ahlissa than at this insignificant hamlet and the Ahlissans cannot afford to take the risk.

- The weather has been particularly bad this year, and the villagers fear what is to come.
- Some refugees from the south of Sunndi, fleeing the bullywugs, tried to settle in the mountains. Most died due to the bad weather or returned to warmer pastures.
- There is a lot of activity going on just across the border with Ahlissa. It is as if they are sending reinforcement to Wyverntor, either to pacify the region or because they expect the same trouble as they had in the Calling Mines (a rebellion of some kind).
- Ahlissan agents tried to steal hippogriff eggs not too long ago. They failed, but they are sure to try again.
- An agent from some Ahlissan noble has visited the hamlet just before the winter started. Apparently he was very interested in buying a large group of hippogriffs. Of course, Bomgren refused to sell any of these noble steeds to those treacherous Ahlissans.
- There is a secret entrance into the dwur kingdom of Glorvardum somewhere in the valley.
- ***"For a moment I saw what looked like a human man walking through the blizzard, except that the snow went straight through him. I am sure, it was just a trick of the wind and my eyes, but still, I wouldn't be surprised if those who died in the cold are wandering around."***

If the PCs ask about Nysneirdre they should roll a Gather Information check:

Roll	Result
<5	The PCs angered the locals, who as a result refuse to speak with them about anything at all for the moment.
<10	Nysneirdre is the lover of the Captain, and her daughter Illana is his. She is a withdrawn and silent woman who rarely leaves the house except to visit the shrine of Pelor. Sometimes she can be seen to stare out of the valley in the direction of Ahlissa for hours on time. She is a bit mad. Her daughter is a nice kid. She has a bit of a temper and she is rather spoiled, but in general helpful.
<15	Commandant Osson and his men rescued Nysneirdre from imprisonment. As such Bomgren feels responsible for her safety. Her parents and brother were murdered during the occupation of Sunndi and she was banished by the elves of Rieuwood for being too friendly to humans. She still longs to return home.

<20	There are rumors that she was the lover of Commandant Osson. The Commandant had promised to marry her once he returned from Medegia and Ivid was defeated.
21+	Illana is either the daughter of a Hextorite who raped her during her brief imprisonment or of Commandant Osson himself.

Development: It is likely that the PCs use this time to also deliver the message to Nysneirdre – see Encounter 5 for more information. The PCs are also likely to be involved in the plots of Krevak and Rinard to capture a so-called thief and murderer – see Encounter 4 for more information. The evening after the blizzard has stopped, a scout arrives with information about a large band of raiders approaching the hamlet – see Encounter 6 for more information.

When the PCs arrive in the hamlet after the blizzard, they have much less time to wander around. Chances are they immediately have to deal with the two bounty hunters (see Encounter 4), assuming they have not dealt with them before, and Nysneirdre (see Encounter 5) before the approach of raiders disrupt the peace of winter (see Encounter 6).

Troubleshooting: At higher APLs it is certainly possible that the PCs arrive at the village by teleportation, deliver the message and want to return immediately. If possible urge them to stay, by stalling the answer given by Nysneirdre or by inviting the PCs personally by NPCs present, at least until the scout arrives in Encounter 6. If the PCs refuse to stay, they miss a large part of the adventure, but that is their own choice. Note that it is unlikely that the PCs do teleport into the hamlet. After all, a spellcaster can only take 1 target per 3 levels with him.

Encounter 4: Cabin Fever

The two bounty hunters, Krevak and Rinard, have traveled to Nor Narsel to capture one or more criminals. When and where exactly they spring into action depends on whether or not one of the PCs is the primary mark (see Introduction) and if the PCs decide to weather the storm outside the village or not.

If one of the PCs is a primary mark, and the PCs choose to camp in the wilderness during the storm, use the "In the Wilderness" section. If a PC is a primary target, and they chose to seek shelter in the village, or they never joined the two bloodhounds in Encounter 1, use the "In Nor Narsel: PC as a target" section. Use the "In Nor Narsel: Rafern as the mark" in all other cases.

In the Wilderness

The two bounty hunters might strike while they and the PCs are taking shelter from the storm together outside the hamlet. They only attack when a PC is a **primary** mark, otherwise more rational thoughts manage to keep emotions under control. After all, in Nor Narsel they might get help from the locals and if the fight goes badly they can at least flee without much risk. With their primary mark right in front of them and cooped up as they are in a small space for hours on end with no place to go, frustrations build up until they finally reach a breaking point and snap. Overcome by an irrational fear to be stabbed in the back by the vile criminals that they think the PCs are, the two bounty hunters decide to strike first. Their plan is to strike during the second night of the blizzard.

Krevak and Rinard have worked together for such a long time that they only need a few words to coordinate and plan their attacks. They had to plan such an attack right under the nose of their mark(s) before and developed a system to do so without arising any suspicion. A PC who succeeds at a DC [11 + APL] Sense Motive check realizes the two are conveying hidden messages to one another. If the roll is [16 + APL] or higher, the PC actually knows that the two are planning an attack during the night. If the PCs confront the two, they immediately attack the PCs hoping to still gain surprise. In this case only the PCs that succeeded in the Sense Motive check are not surprised, but most likely none of the PCs is asleep. If the two can attack the PCs during the night, the persons on guard can make a DC [12 + APL] Spot check to see whether or not they are surprised.

Terrain: More than likely the PCs build the shelter between several large rocks and trees. It probably is small, and cramped, but the exact details are left up to you and the players. The real difficulties arise when the fight spills out in the open. The blizzard makes fighting conditions dangerous indeed. Cold is the least of their worries. Due to the snow there still is a whiteout condition, meaning that a character outside has a -2 penalty to AC, loose his Dexterity bonus to AC, moves at half speed and takes a -4 penalty on Dexterity-based skills and checks that rely on vision. Visibility is only 5 feet and targets further away gain full concealment. With storm force winds medium sized

creatures need to make a DC 18 Fortitude save or be knocked down. Small or smaller creatures need to make a DC 18 Fortitude save each round or be blown away 1d4x10 feet (taking 1d4 points of nonlethal damage per 10 feet blown away). Large creatures are checked instead and huge or bigger creatures are unaffected. More information can be found in the *Dungeon Master's Guide* page 95.

Note that Krevak and Rinard suffer the effects of the blizzard just as much as the PCs (though by this time Krevak has prepared and cast *endure elements*).

Creatures: Information about Krevak and Rinard can be found in Encounter 1.

Tactics: The two bounty hunters hope to strike when the PCs are asleep – targeting those on guard first. The idea is that if they strike fast and hard, the fight might be finished before it started. They want to capture their prey alive, and under **no** condition do they use **lethal** force. Roguish and barbarous types are grappled by Krevak so that Rinard can use his sap in the hope to knock the guard unconscious before he can sound an alarm. At APL 8 and higher Krevak instead tries to stun rogues with a stunning fist. Krevak does not initiate a grapple with other type of opponents, but instead attacks normally since that deals more damage and Rinard can still sneak attack the hopefully flat-footed opponent.

If the characters on watch are unconscious before an alarm is sounded, the sleeping PCs can make a DC 23 Listen check (DC 5 for the one sided combat, +10 for being asleep, +8 due to the storm) on their initiative to wake up in time before the two bounty hunters start to coupe-de-grace people (using their fists or saps). If a real battle starts, the DC of the Listen checks drops to 8. It is a move equivalent action to wake somebody up automatically. Waking up is a move equivalent action for the sleeping PC, but a PC can react immediately if he awoke by himself or on his next initiative when somebody else awakened him.

Once PCs start to wake, the two bounty hunters start using the tactics as described in Encounter 1, though they are more likely to surrender than flee – especially if the PCs do not use lethal force against them.

Treasure: See Encounter 1. Note that that taking their equipment can be considered theft, and is a chaotic act. There are no authorities in the region to punish the PCs for such an act. If the bounty hunters survive the adventure, and their equipment is taken by the PCs, then the PCs earn their Wrath of the Bloodhound (see the AR).

The PCs also find charcoal sketches of the marks of the bloodhounds, which include at least one of their own (the primary mark).

Development: When Rinard dies or is knocked unconscious, if still there, Taurgern immediately leaves the body. A PC that succeeds at a DC 20 Spot check notices a dark shadow vaguely the form of a man leaving Rinard's body. The shadow immediately enters the floor and disappears so fast that it might as well have been an overactive imagination. A *detect magic* spell reveals nothing, but a *detect undead* spell detects the lingering aura of Taurgern for 1d6 minutes at APL 4 and 6 and 1d6x10 minutes at higher APLs.

There are no legal consequences for killing one or both bounty hunters because there are no authorities in the region that care enough about the hunters – that is assuming they even find the bodies. If the PCs are stupid enough to brag about the event in Nor Narsel, the bloodhounds eventually learn about the murder and the PCs do earn the Wrath of the Bloodhounds.

If the PCs capture one or both of the bounty hunters alive they can question them about their reasons for the assault. Krevak is not very talkative, stating that he does not fear death or pain. He even warns the PCs that while he might have failed in capturing the PCs, others will surely follow, since the arm of the law is long. Eventually he does talk, but he is rather blunt, direct and mocking. Rinard is politer, and quicker to answer questions. If one of them has been killed by the PCs, the survivor grieves genuinely for the other which is reflected in their behavior (and might surprise the PCs).

Use the information provided below to role-play the interrogation. Note that no check is required. You are free to change the attitude towards the PCs depending on such a roll (more friendly after a successful Diplomacy check, afraid after a high Intimidate check or mocking after a failed Intimidate check).

Why did you attack us?

"We know what you [or if not talking to a mark: one of your companions] did in the Silent Valley. We feared you realized we were going to arrest you, and that you would use the opportunity to kill us."

"Are you mad!? If wanted to kill you, we could have done so days ago and without the storm hindering us this much!"
Such a remark causes both bloodhounds to be genuinely ashamed, stuttering something about cabin fever causing them to lose control.

What crimes did we do?

"Don't act as if you are innocent, you know why we are looking for you."

Humour me!

"Fine! About a year ago you [or if not talking with a mark: your companion(s)] assaulted a servant of Pelor in the Silent Valley, murdered him and stole his equipment."

What equipment?

"Mostly minor stuff, but most importantly a spellbook."

After pressing for more information on the book, the two can give a description:

"The spellbook is a black leather bound book with the picture of a leering skull on the first page. It has a rather evil look about it, and was given to the wizard as a beginning gift. You know a gift Pelorites offer to somebody who has honestly reformed his life and wants to start anew."

A DC 15 Knowledge (religion) check confirms the existence of such a ritual. Pelorites automatically succeed at this check.

What are you talking about? I never murdered a cleric of Pelor!

"Why deny it? Or are you accusing the clergy of Pelor of lying to us?"

Can you tell us more details about this so-called murder?

After a bit talking, the accused PC(s) may realize(s) he indeed was in the Silent Valley around the time, but instead of killing a servant of Pelor, he fought a necromancer of the Bleak Academy and his undead and fiendish servants. The so-called "stolen spellbook" belonged to the necromancer and the Caretakers gave the book to them as a reward. A smart PC might even point out that the book hardly contains the spells you would expect in the book of a loyal servant of Pelor (which the bloodhounds cannot confirm or deny since they cannot read the book).

I am a Pelorite, why would I kill one of my own?

"So you say, but that could be just a cunning disguise."

Don't you get it? We are innocent. You have been duped!

"Why would a cleric of Pelor lie to us? If you are really innocent, you could come with us to the Monastery of the Caretakers and clear your name. We will have fulfilled our part of the bargain with the cleric of Pelor, and you do not run the risk of getting other bounty hunters on your neck."

You mean that you still get your gold... "

“There is no point in denying that, but if you do so we will remember it, which might be a boon when you are in trouble with the law in the region of Ahlissa and surrounding nations. We might also be able to get you access to some special items through our contacts.”

If one of the two is dead, the other offers to forgive the murder of his friend instead. If the PCs actually raise (or pay for the raise) of the dead bloodhound they still can earn the favor.

If the PCs swear to come to Silent Valley immediately after having finished their current task, the two bounty hunters swear upon Stern Alia (the Oeridian goddess of Oeridian culture, law and motherhood) not to assault the PCs except in self-defense as long as the PCs do not break their oath.

If the PCs do not accept the offer, they can either kill the two after interrogation (definitely an evil act since by now the PCs should realize these people are not evil) or take them to Nor Narsel. This leads to a lot of questions by the locals, who eventually promise the PCs to keep the two locked up for as long as the PCs remain in the hamlet and for four days afterward. Since the PCs are not dead, and it clearly was not the intent of the two to kill the PCs that is all they can do.

If the bounty hunters capture the PCs, they wait for the storm to clear and then travel on to Nor Narsel. The PCs are put in the jail until Jaran, the local cleric of Pelor, has a chat with both the PCs and the bounty hunters. He uses a *zone of truth* to verify who is speaking the truth. Eventually he suggests the same compromise of the PCs to travel to the Monastery of the Caretakers once they are finished with their current task to clear their name. If the PCs refuse, he leaves them in their cell. Later that night they are asked whether they want to earn their freedom by fighting for the village (see Encounter 6). If they accept, and indeed do as promised, they are released, but they do NOT get the favor of the villagers unless they do take the time to travel to the Caretakers (and hence prove their innocence in the eyes of the villagers).

In Nor Narsel: PC as a target

Assuming the PCs arrive at the start of the blizzard, they have one day before the bounty hunters try to arrest their mark. If a PC is the primary mark, they spend this time to talk with the local authorities to get some additional backup during the arrest. If an NPC is the primary mark, then this time is spent to find the NPC and to learn more about him. If none of the PCs is a potential mark (meaning: nobody played SND4-02 *Whispers in the Dark*) they even ask the PCs for aid if their attitude is friendly or better offering their gratitude and that of the bloodhounds as a reward.

PCs who specifically state that they keep an eye on both bounty hunters note that Rinard and Krevak seem to be talking with all the important people of the hamlet. Due to the storm, sneaking within earshot of the conversation without being seen is impossible (you need to get inside the houses) without magic. If the PCs use magic (such as *clairaudience*) they hear Rinard accusing one or more of the PCs of the murder of a follower of Pelor as well as stealing an important spellbook from their victim. Both bounty hunters have been hired by the Caretakers of the Mourning Tower to capture the PCs (or at least the leader) alive and bring them back to the Monastery for interrogation and punishment. Since they do not want to anger the local authorities, they thought it best to inform them of their intent to arrest the PCs. Obviously, the NPCs should not tell anybody else of the impending arrest or else they risk alerting the PCs of their plans. Who knows what a cornered bloodthirsty beast might do...

Without magic the only way the PCs can realize something is wrong is when they talk with one of the local important NPCs who suddenly react more reserved and withdrawn. Confronting these NPCs leads to weak excuses and denials, unless magic is used. Divination spells such as *detect thoughts* reveal the truth in so far that is possible with the spell, while enchantments such as *charm person* might lead to the NPC to warn their “new” best friend about this obvious misunderstanding. If the PCs confront both bounty hunters, the two attack as described above in the “In the Wilderness” section of this Encounter. In this case they give the PCs the chance to surrender and they call upon the local authorities for aid (which is not given at this time).

If the PCs do not realize what is going on, or chose not to act, they get a nasty surprise on the second morning of their stay in the village. When they get down in the common room for breakfast they are greeted by both bounty hunters armed to the teeth, 11 armed warriors as well as Jaran, the local cleric of Pelor, Sertern Amgred and Bomgren. Here they are informed that they are under arrest for the murder of Taurgern, a wizard in service of Pelor in the Silent Valley.

Creatures (all APLs): Besides the two bloodhounds, which are detailed in Encounter 1, Sertern Amgred, Bomgren, Jaran and the guards of the village are present. Details of the villagers can be found in Appendix 6.

Tactics: It is unlikely the PCs immediately grab their weapons since they are facing a superior force (in numbers anyway). If they do so, all NPCs rush in to fight the PCs, all are using nonlethal attacks and at low APLs it is very likely the PCs are soon subdued and arrested. If the PCs are

obviously superior to the warriors, they withdraw from the fight, leaving it up to Krevak and Rinard.

The two bloodhounds follow the same tactics as described in above and in Encounter 1. They do not use the locals as hostages or for cover.

Development: If the PCs choose a violent solution it is important to remember that killing any of the villagers is an evil act with all the consequences attached to it. If in case of a fight, the PCs are victorious, the same thing happens as in “In the Wilderness” in regards to the two bloodhounds (except that they are more likely to flee), except that they now also have to deal with the now hostile villagers (who are too afraid to act against the PCs). They certainly waste any chance to speak with Nysneirdre or to get her to leave the hamlet with them voluntarily. If the PCs are still in town afternoon the next day, they can choose to be involved in the defense of the hamlet (see Encounter 6). Doing so raises the villagers’ opinion somewhat, but they do not earn the favor of the village for their aid. It does restore the villagers’ opinion enough to give them a second chance of getting Nysneirdre to come with them (see Encounter 5). If not, they avoid Encounter 6 (and all the experience points and treasure of that encounter), instead proceeding directly to Encounter 7.

If, on the other hand, the PCs opt to talk, they can try to come to a compromise. See “In the Wilderness” above for likely questions asked by the PCs and possible answers to aid you in this encounter. If the spokesman of the group succeeds in a Diplomacy check opposed by the Diplomacy roll of Rinard then they sway the locals to their side. Royal Warders of the Glorioles and members of the Church of Pelor gain a +2 circumstance bonus on their Diplomacy check. Note that any PC whose player gets involved during the role-playing can try to assist their spokesmen by the aiding another rules. Good role-playing provides an extra bonus from +1 to +4, use your judgment when determining the exact number.

If they beat Rinard’s Diplomacy roll, Jaran is convinced of their innocence, and proposes the compromise of the PCs traveling with the bounty hunters to the Monastery after they are finished with their current task to sort things out. They might earn the friendship of the Bloodhounds in the process, since they still get their bounty. The two bounty hunters begrudgingly accept it. If the PCs refuse, then the villagers accept the PCs opinion and forbid both the bounty hunters and the PCs to fight with one another within the village. The PCs can earn the villagers gratitude later on (see Encounter 6) even if they do not take the time to travel to the Monastery.

If the PCs fail the Diplomacy check, they are ordered to surrender and if they don’t do so immediately they are attacked. See above for more information. If they

surrender, they are put in jail where Jaran questions them resulting in the same treatment as when they would have been defeated by the bounty hunters in “In the Wilderness” as well as the same reaction when the raiders appear (see Encounter 6).

In Nor Narsel: Rafern as the mark

The two bounty hunters are looking for a NPC by the name of Rafern. He arrived during the summer, but in that short time he has earned the trust of the locals. They know him as a hard, honest worker who is always willing to aide his neighbors. He has also used his spells a couple of times against monsters and raiders, and he saved the lives of several villagers in the process. He might be a bit of a recluse, and he hears voices that are not there, but that is all harmless (as far as the villagers are concerned anyway).

Few villagers realize that he is an escaped convict, who managed to flee from the Calling Mines during a recent uprising. His real name is Norsedd, though he has not used it in ages. His daughter died during the collapse of a building. The building was crafted with inferior materials and those responsible for building it and those controlling its quality made a big profit on it. Since Norsedd could prove his accusations, he was not sentenced to death, but instead faced a life sentence of heavy labor in the Calling Mines.

On his way from the Mines to Nor Narsel he ended up in the Monastery, where he could recover from his ordeal in the Mines. The clergy also gave him Taurgern’s spellbook as a new start in return for an oath to only use it for good.

If the PCs Gather Information on him, they learn the following:

Roll	Result
10 or less	Rafern is a brave and honest man, who is not afraid of hard work. He is a powerful wizard, and he once incinerated a couple of orcs with a ball of fire, rescuing several warriors in the process [Note that this is a bit exaggerated].

14 or less	He speaks with voices that nobody else can hear.
19 or less	Apparently he seems to hear the voice of his daughter whom he killed in a fit of rage. To flee the authorities he fled into the mountains.
20 or more	The rumor that he killed his daughter is nonsense. He did escape or was released from a prison of some kind. One look at his back is enough to confirm that. If it was for murder, he would have been killed as opposed to imprisoned, so it is probably some minor crime. Whatever it was, he has been punished for it and he has proved his value to the hamlet a hundred times. So why care about his past?

Rafern lives in a small wooden cabin at the edge of the village (#5 on the map). If the PCs knock on his door, he turns out to be a grim but polite man. He keeps his distance from the PCs, politely inquiring about what the PCs want from him. He hates half-orcs with a deep passion and he flatly refuses to talk with any half-orc. He knows nothing about Nysneindre, and he cannot help them in that regard.

If the PCs heard he was a wizard, and want to swap spells or buy scrolls or potions, he politely informs them he is not a crafter. He lacks the gold and components to scribe new spells in his spellbook, but for 200 gp in the form of special ink and two 1st level spells or one 2nd level spell he does not have yet, they can copy any spell from his spellbook (which is Taurgern's spellbook – see below). He is especially interested in spells that help him in the community (for example a *levitate* spell), and not as much in attack spells.

PCs that played SND4-02 *Whispers in the Dark* instantly recognize the book, which is a black leather bound book with the picture of a leering skull on the first page. It has a rather evil look about it, and if the PCs ask where he got it, he states that it was given to him by the Caretakers of the Mourning Tower as a “beginning” gift (which is the same excuse the acolyte used towards the bloodhounds). A DC 15 Knowledge (religion) check identifies this term as a Pelorite ritual where somebody says goodbye to his old, often wicked, life to become a better man. The Pelorites often give such a man or woman a gift to help him in his new life. Clerics of Pelor automatically succeed on this check. Asking about his old life is considered very rude. If asked for an explanation, Rafern refuses to answer the questions.

If the PCs come up with any other reason for knocking on his door he politely sends them off. He is not much of a

talker, and he certainly is not going to start to be one with strangers.

SPOILER WARNING FOR TSS4-04 *CROSSFIRE* (USE ONLY WHEN ALL PLAYED THIS SCENARIO)

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Optional: PCs that played TSS4-04 *Crossfire* or TSS3-08 *The Prisoners of the Calling Mines* have a 20% chance to have seen or met the man in the Calling Mines. If the PCs saw him in the Calling Mines during *Crossfire* then they realize he could never have committed the murder the two bounty hunters accuse him off – at that time he was still imprisoned. If the PCs earned the favor of the Faith of Trithereon (and thus helped the prisoners in *Crossfire*) the man instantly recognizes the PCs, and suddenly starts crying, grabbing that PCs hands, shaking them vigorously and thanking them profoundly for his rescue from the Calling Mines. He immediately takes them to the Restful Soldier to buy them a round of the best drink available in the tavern.

*

END SPOILER WARNING

☛ **Rafern:** Male human Wiz3; hp 22; See Appendix 6.

Appearance: Rafern is an elder Oeridian male with graying hair and sharp facial features who misses an eye. He has a raven as a familiar. His back is covered with the scars of the many beatings he suffered in the mines. He looks surprisingly muscled for a wizard.

Personality: Grim and withdrawn, he prefers to be left alone. When people ask him for help, he gives it. He recently found a new hobby in woodcarving and he spends the winter days practicing. He occasionally hears the voice of his daughter, a result of his stay in the Calling Mines. The voice is friendly, and sad, and when he hears these voices, he becomes depressed and withdraws into his house.

He knows that his spellbook was taken from an evil wizard who was involved in some kind of dangerous and forbidden ritual in the Silent Valley that would bind all the souls of those that died in the valley to his will. The signature in the spellbook suggests his name was Taurgern. A group of adventurers killed the wizard and his fiendish bodyguards while he was busy with the ritual and they sold his loot to the Monastery.

☛ **Argent:** Male raven familiar; hp 11; See Appendix 6.

Appearance: Argent is a large raven with a distinct gray stripe on his head, which is also the reason for his name (in Old Oeridian it means silver).

Personality: Argent is a curious and cautious bird, which prefers observing events unfold as opposed to

getting involved in them. When his friend and master gets into trouble though, he shows himself to be a loyal friend and initiates conversations with total strangers if he thinks it will help Rafern. He is rather polite and well mannered, especially for a raven. He still loves nice and shiny trinkets, and those do distract him easily.

Like his master, he knows the story of the spellbook.

Treasure:

The PCs can gain access to one of the spells from the following spellbook in return for 200 gp and two 1st level or one 2nd level spell not in this spellbook. Copying a spell follows the same rules as when copying from a PC companion.

♣ **Taurgern's Spellbook:** Taurgern's spellbook contains the following spells:

APL 4 – *comprehend languages, detect undead, mage armor, magic missile, protection from good, ray of enfeeblement, scorching ray, shield, shocking grasp, Tasha's hideous laughter.*

APL 6 – *false life, haste, lightning bolt, resist energy, see invisibility.*

APL 8 – *blindness/deafness, dispel magic, enervation, slow.*

APL 10 – *cloud kill, dominate person, hold person, greater invisibility.*

APL 12 – *chain lightning, feeblemind, repulsion, wall of force.*

Development: Unless the PCs realize Rafern's innocence beforehand, capturing him is going to be easy. Keeping him imprisoned is more difficult. He is well liked and respected by the villagers and once they learn of his arrest they immediately form an angry mob demanding Rafern's release. If the PCs did not aid the bounty hunters, the villagers consider them guilty by association, placing them in the same situation as the bounty hunters.

If the PCs do not involve themselves, they do not get any experience points for defeating the bounty hunters (nor do they gain the option to earn the favor of the Bloodhounds). Instead they observe how Rinard manipulates the crowd into believing Rafern is a wanted criminal and that he murdered a follower of Pelor in the Silent Valley. Rafern is gagged and he cannot defend himself. His raven is not though, and he will try to convince the PCs to help his master. Without the PCs interference, an innocent man is going to be taken away, and what is more, Rafern (who at that time will be possessed by Taurgern) murders him during the trip – see the Conclusion for more information. No good person should allow somebody to be arrested without at least being

able to defend himself. Paladins and divine spellcasters in the service of Trithereon and Heironeous in particular should intervene. Trithereon might be a god of retribution, but followers should be quite certain of the guilt of their target. Such spellcasters lose their spellcasting abilities until they atone for the deed.

On the other hand, if one or more of the PCs steps forward as curious investigators and/or defenders of justice they get the experience for this encounter as if they fought the bounty hunters. The information provided in "In the Wilderness" should be enough to run this encounter. Rafern (or his familiar if Rafern is not allowed to talk) denies any accusations, stating that he could not even have committed the crimes since at the time he was imprisoned in the Calling Mines. He (or his familiar) also tells how he got the book, and the story he heard about it. PCs that think of it can ask Jaran for a *zone of truth* or cast it themselves to verify the facts. Rafern does not object to any divination spell, since he really is innocent of the crimes he is accused of.

Rafern refuses to go the Monastery (rightly) fearing foul play unless the PCs succeed in a DC 25 Diplomacy check and promise to come along. PCs that rescued him from the Calling Mines (which is only the case if you use the optional section above) automatically succeed in the check. If they fail, all that remains to rescue Rafern is to fight the bounty hunters who refuse to let their prey go. The villagers are more than willing to let the PCs do the fighting for them. More information on fighting the bounty hunters can be found in Encounter 1 and above in "In the Wilderness". If the PCs defeat the bounty hunters without killing them, they are asked to bring them to the Monastery of Caretakers to sort things out. If they agree, they earn the favor of the Bloodhounds as long as neither one is dead. If they refuse, the villagers have to consider what to do about the bounty hunters, which perhaps is for another adventure...

Encounter 5: A Stubborn Lady

The reason for the journey to Nor Narsel is to find the elven woman Nysneindre, and to try to persuade her to return to the temple of Sehanine Moonbow in Rieuwood. It shouldn't take long for the PCs to learn that there indeed lives a grey olve woman with the name of Nysneindre in the hamlet – everybody knows everybody in a settlement of

this size. She lives together with the mayor “Captain” Bomgren. She never visits the Restful Soldier, so the PCs have to visit her to speak with her.

This three story tall stone house towers above the rest of the hamlet. It looks a bit like a fortress with its small arrow-slit like windows and heavy ironbound doors. Most distinctive part of the house are several large railing-less balconies. There are two large double doors at ground level as well as two normal sized doors. As can be expected, all shutters are closed. Smoke drifts from the chimney at the right side of the house.

One set of double doors lead to a small warehouse that is mainly used to store food and riding gear. The other set of double doors leads to the meeting hall, which most of the time is cold and empty except for a small platform and loads of wooden benches. The normal doors lead to the living quarters of Bomgren, Nysneirdre and Nysneirdre's daughter Illana.

While the house looks rather Spartan from the outside, inside it is much more luxurious. The thick stone walls and floors are covered by wood and tapestries depicting both wilderness scenes and cities – which can be recognized as scenes from old Almor with a DC 25 Knowledge (local: the Splintered Suns) or Knowledge (geography) check. The furniture is simple and sturdy. Continual flame torches light most of the rooms, greatly reducing the smell of smoke so typical of the other houses in the hamlet. Above the fireplace in the living room hang two beautiful lances with the banner of Almor above it. In a corner stands a beautiful full plate, well polished, and one that has not seen use in a long time. The house is clean.

When the PCs knock on the door, Bomgren is as likely to open the door as Nysneirdre or Illana. If the blizzard is still raging on, they usher any visitor into the corridor. After all, leaving the door open is a waste of precious warmth. If the weather is friendlier, they are a lot more reserved towards strangers (especially Nysneirdre) and before they allow a visitor to enter, they want to know what the visitors want. Even during friendly weather, it is still winter, and any extensive conversation is going to be held in the kitchen. Of course, if the PCs just want to have a chat or seem to be rude brutes they are referred to the Restful Soldier or they are kicked out – neither Nysneirdre nor Bomgren are talkative and welcome to strangers. Use your judgment when determining whether the PCs come with a good reason or not, and the truth is definitely a good reason.

♣ **Bomgren:** Male human Ftr8/Cav1; See Appendix 6.

Appearance: Bomgren is in his early fifties, well shaven but with short shaggy graying hair. His face has been weathered by wind and rain and his brown eyes have the looks of somebody that has seen much pain and suffering. He has the proud posture of a professional disciplined soldier, hiding the pain of his arthritis well.

Personality: Bomgren is an embittered old man. He used to be a valiant out-going knight in the army of Almor, but the Greyhawk Wars have changed him. He feels guilty about having abandoned his commander and friends on the battlefield, even though Osson ordered it. He also blames Sunndi for not helping Osson during that same battle. He is not about to fail his duty to the village, and as such he is grim, determined and dedicated. Unlike Amgrend, he is not paranoid and more willing to allow strangers to enter the hamlet, especially if they have ample of gold to spend.

He is fanatically devoted to Nysneirdre and Illana. Nysneirdre is not his lover. Bomgren is convinced Illana is the daughter of Osson, and while he treats her sternly, he loves her like he would love his own daughter. He clearly does not like any suggestions of Nysneirdre leaving, and he hates the thought of missing Illana, but he respects Nysneirdre's choice.

♣ **Illana:** Female half-elf Com1; AL N.

Appearance: Illana is a kid of about 10, which for half-elves mean that she looks like a human kid slightly younger than 10. She has curly brown hair and deep green piercing eyes. She has rather sharp facial features, but a pleasant voice. She wears simple practical sturdy clothes.

Personality: Illana is a charming curious girl with a keen interest in many different subjects. She is experiencing her first difficulties as a half-elve, with her friends rapidly maturing into women while she herself still is (and will be for a few more years) a kid. Local villagers consider her a bit slow, even though she is quite intelligent for a half-elve of her age. The differences between her and the local kids frustrate her, and she is rather lonely. Unlike her two parents (she considers Bomgren to be her dad, even though she knows he is not her biological father) she is more than willing to talk with kind strangers – especially with other half-elves. She loves to sing.

At the moment she is not really ready to leave the hamlet. It is the only place she knows, and she loves it here. Of course, she also fears change as do most kids of her age.

♣ **Nysneirdre:** Female elf Exp1; AL NG.

Appearance: Nysneirdre is a tall (for a gray olve) and slender woman with free flowing long straight blond hair and pale skin. She has deep blue eyes and sharp facial features. She has a tendency to stare into the distance even when speaking with somebody and her posture is that of

somebody who does not want to be seen (keeping herself small and never looking somebody in the eyes). She wears sturdy dresses beautifully decorated with embroidered patterns.

Personality: Her personality is best described as silent, withdrawn and sad. She fears strangers, especially men, and reacts especially strained and defensively when touched by strangers. As such she does not give strangers a hand. Where it not for Bomgren, she probably would never come among people, and she would have kept Illana inside, but Bomgren forces her to leave the house once in a while and to let Illana play outside like any other kid. She is deeply grateful for this, because it allowed her to become friends with the halfling Amaryllis and to lead a relatively normal life.

Development: Nysneindre's first reaction to the news that her brother still lives, is one of disbelief and anger. As long as the PCs remain calm and understanding, Bomgren does not kick them out. By pointing out that the temple of Sehanine Moonbow are not likely to lie about such things, and perhaps even being able to give a description of Derwyndal, they can convince her and Bomgren that they are telling the truth (or at least the truth as they believe it to be). Getting her to return to Pitchfield with the PCs is another thing.

Once she is convinced her brother does live, she breaks down and starts to cry softly. Bomgren grimly asks the PCs to return the next day to give her a chance to read the letter and to come to terms with the news. Refusing to do so does not aid their cause and Bomgren is willing to use force to get them out. On the other hand, if the PCs are understanding or even offer to leave out of their own accord then they earn Bomgren's respect. In that case he also asks them to go to Amaryllis and to get her to come to speak with Nysneindre.

When the PCs return the next day, or later in case the raiders (see Encounter 6) interrupt their wait, they are welcomed by Bomgren. He is in a bad mood, but he does bring the PCs into the kitchen. Nysneindre is sitting there as well. At first she does not acknowledge the presence of the PCs, but finally she wants to know why her brother never came looking for her and why she would care about a brother that never came for her? Once the PCs give a satisfactory answer to this question, she wants to know if the temple is aware she has a daughter and how they would treat a half-olve child or her for having loved a human? A DC 15 Sense Motive check makes it obvious that she fears to return to the olve, both for her and her daughter, dreading their reaction. She is part of this community, and she and her daughter have friends here. What if the olve do

not accept her and ignore her and her child, or worse, make life a living hell for them?

Most of her fears are unfounded, but fear is not a rational emotion. A DC 25 Diplomacy check (modified as described below) is needed to convince her to return to Rieuwood and even then she only gives a definitive answer the next day. Do not forget that the PCs can take 10 on this roll. If it fails the first time, they can give it a second try after Encounter 6.

Diplomacy modifiers:

Being a male human or half-orc	-	-2
Being an olve or half-olve	-	+2
Being a female	-	+2
Mentioning that she is going to live for centuries while all those in the village will grow old and die long before that time	-	+4
Mentioning that Rieuwood is a much safer environment for Illana then the Glorioles	-	+2
Convincing Amaryllis to speak on their behalf	-	+4
Having aided Nor Narsel against the raiders	-	+4
Being accused of theft and murder	-	-4
Talking about the importance of family	-	+2
Good role-playing	-	+1 to +4

If the PCs mention the right things and have saved the village they should be able to convince Nysneindre to come with them, even at the lower APLs. If they fail, she refuses to come along, and all the PCs can do is return to report her answer.

Troubleshooting: The PCs could use magic, such as *charm person*, or physical violence to force Nysneindre to come with them. This constitutes as kidnapping, and the clergy of Sehanine Moonbow will learn about it even if the PCs might be able to erase all Nysneindre's memories of it. Kidnapping is punishable by a life sentence of hard labor, which is reduced to life banishment from Sunndi due to the circumstances. They also lose any favors with the Elistrair, Sehanine Moonbow, and the temple of Trithereon and they are kicked out of any Sunndian organization except the Contraband Cartels. A banished PC is not allowed to enter Sunndi at the risk of death. For more information see the AR.

The Elistrair are willing to drop their charges, if the PCs succeed at a DC 15 Diplomacy or Profession (lawyer) check, pay 100 gp x APL as compensation and spend 2 favors with the Elistrair or the temple of Sehanine Moonbow. Any member of a Sunndian organization associated with the olve will still be kicked out.

Give the PCs proper warning before they even use magic or physical violence to force her to come with them. Lanagh should have warned them against such tactics in the first place, and the players should be fully aware that it is a serious crime in Sunndi.

Encounter 6: Raiders

Once the blizzard has died down, the hamlet seems to have survived the storm relatively intact. There is little time to recover for the villagers. At the end of that same day the ranger Alysia “Bulls-Eye”, Royal Warder of the Glorioles and liaison with the village, returns from a trip to Ahlissa. She has been there to spy upon the troop movements near Nulbish (as described in the rumor section in Encounter 3) and to buy some supplies at the same time (mostly medicine and tools). On her way back -and note that the weather was considerably better down below than high up in the mountains- she crossed the path of a band of Hestmark Raiders. The band consists mainly of orcs and their giant officers and they were clearly on their way to Nor Narsel. She buried the supplies, which slowed her down, managed to sneak past the band and then returned to the hamlet as quickly as possible.

Once she arrives in the hamlet, she immediately rushes to Bomgren. Her sudden arrival causes quite a stir in the hamlet, and within 15 minutes everybody is aware of her arrival and the fact that she apparently was in a hurry. People start to speculate that the Ahlissans are sending in an army. More sensible minds point out that the Ahlissans would be mad to send out a military expedition in the middle of the winter. It is much more likely that either those Ahlissan thieves have returned with a small but hardy band of mercenaries to get the hippogriff eggs or that a band of desperate raiders from the Hestmark Highlands are on their way.

PCs, whose curiosity has been aroused, can go to Bomgren’s house, where they arrive just as Bomgren grimly orders the council together. Soon the whole village knows of the council meeting. PCs that want to join the meeting must succeed in a DC 15 Diplomacy check. Royal Warders of the Glorioles, and members of the Barakadar are automatically allowed to join the meeting. Nothing is lost if they fail the check, since a short time later the council fetches the PCs anyway. Even if there is little friendship between the PCs and the villagers, Bomgren is never too proud to ask for help when it is needed or too foolish not to realize that the PCs might mean the difference between victory and defeat (especially at higher APLs).

The council consists of all the important people mentioned in Appendix 7 “Nor Narsel at a Glance” with a

couple of farmers and trappers not mentioned therein. The meeting takes place in Bomgren’s living room, which is warmer and more comfortable than the town hall. If the PCs invited themselves, they have to wait for all the council members to arrive. If Amgrend fetched them, they find the council sitting around a table, quite worried about the future. They never before have faced such a big group of raiders. In the first case, Alysia tells what is going on, and in the second case Bomgren will be doing the talking.

After the PCs have been made aware of the situation, they are asked if they will help in the hamlet’s defenses. If they refuse, they are politely asked to leave the hamlet. If they accept, the villagers react with relief and the PCs are asked to help organize the defenses. During the discussion they are bound to have questions, provide the players with Handout 2 for a map of the village and surrounding area. Below follow a few of the more likely questions and answers:

How many raiders are there?

Alysia: *“I have not seen the band directly. There was no time, and their scouts prevented me from getting closer. Judging by the tracks there were about 50, mostly orcs, but also a couple of ogres and one or two giants.”*

When will the raiders arrive?

Alysia: *“Luckily for us there are orcs present amongst the raiders, and these slow them down considerably. Assuming they want to fight reasonably refreshed, they are likely to attack sometime tomorrow morning. Of course, I am planning to return to the field to keep an eye on the enemy.”*

Need any help?

Alysia: *“I can always use help, but you must be able to sneak, and the snow should not slow you down too much, so no dwarves, gnomes or halflings.”*

Note that if the PCs do volunteer, it has no impact on the adventure. Do not play it out, just give a short description of narrow escapes and the confirmation of what they already know.

How many warriors are present in Nor Narsel? Bomgren: *“Too few... The veterans of the Greyhawk Wars are getting old and weary, and the youngsters are not yet fully trained. There are about 20 reasonable able fighters, and about an equal amount of people who can at least handle a weapon without hurting themselves. I think I am the only one who would even stand a chance against a giant.”*

Any good spot for an ambush or for hit-and-run tactics?

Alysia: *"There are several spots where you could shoot the raiders from the cover of the forest while the raiders have to charge up the slope to reach you."*

Bomgren: *"I am not sure an ambush is such a good idea. The walls of the hamlet offer us ample protection. I am especially afraid of the giants, who would decimate us in the open. On the other hand, if you can handle a giant in melee an ambush might be a good idea. After all, here at the village both sides are prepared, while in case of an ambush we might actually surprise them."*

Note that Bomgren downright refuses an ambush at APL 8 or lower!

Can't we ambush them in their sleep?

Alysia: *"They are resting right now, so I doubt they will really camp until they are within a short distance of the village. They might rest for a short while there, but I doubt any warrior is going to sleep then."*

What about triggering an avalanche?

Alysia: *"How would you want to do that? The slopes are covered in a dense forest. With magic you might be able to do so when you travel to the correct point high up on the slope, but getting there takes more time than we have and that is without taking into account you need to find the exact right point to generate the avalanche."*

In short, while a cool idea, it is not very practical, even at the higher APLs.

So what happens when we choose to defend the walls?

Bomgren: *"We will assign several groups to different parts of the walls. You will be put in charge of one of those groups. They are the most likely to attack from the north, but they might also try to conquer the gate. Their giants might not need a gate, but the orcs certainly do. So, do you have any preferences?"*

Can we build traps around the village or in anyway slow down them when they charge the walls?

Bomgren: *"With some work we might be able to move some of the snow banks around to create more favorable conditions by forcing them to come together in a smaller area. We also might be able to place some caltrops on the floor, though the snow only makes this worthwhile for the larger creatures. It will take some time though..."*

The PCs can fill roughly 6 five foot squares with large sizes caltrops. These function as normal caltrops, but only work against Large sized opponents.

Can we use any hippogriffs to attack them from the air?

Bomgren: *"Unfortunately we currently only have eggs and a few untrained young. All the war trained hippogriffs,*

except my personal mount, were sold to support the war in the south."

Can't we get help from Glorvardum?

Alysia: *"We can never reach them in time."*

Bomgren: *"And even if we could, they are as likely to ignore our plea for help as to come to our aid."*

Can't the villagers flee to Glorvardum?

Bomgren: *"Leaving the village to the raiders in the middle of the coldest winter of the decade? Are you insane? We cannot take enough supplies with us to survive the winter. Of course, you are also assuming we can reach the dwur in time and that they allow us to enter their stronghold. Somehow I doubt it..."*

The dwur of Glorvardum would most certainly come to your aid?

Bomgren: *"They might, though not for us, but because of the opportunity to strike at their hated foe. They definitely will not allow us to enter their strongholds or provide us supplies for free. And who blames them? We never pay taxes to them nor did we agree to a mutual defense pact."*

Terrain: The terrain of this fight depends on the choices the PCs made during the meeting. There are basically three choices: (1) at the gates, (2) at the northern walls, or (3) ambushing them on the trail. See the DM's Aids at the end of the scenario for the maps of these regions.

There is a constant in all three the type of battlefields, namely the snow. The blizzard deposited about 2 feet of snow, which the wind blew into even deeper snow banks. A shallow snow bank is considered difficult terrain for medium sized characters. It costs 2 squares of movement to move into a square with a shallow snow bank, and the DC of Tumble checks in such a square increases by 2. Running and charging is impossible unless the character succeeds in a DC 12 Balance check. Large creatures are unhindered by shallow snow banks. Deep snow banks costs medium sized creatures 4 squares of movement to move into. Small or smaller creatures cannot move through a deep snow bank. Tumbling is impossible in a deep snow bank. The snow in a deep snow bank provides cover for medium sized or larger creatures. Medium sized creatures can crouch as a move action to gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Deep snow banks count as shallow banks for large or larger creatures. Note that snowshoes and skis can actually negate the penalties of snow banks.

If the PCs opt for an ambush, they also have to deal with steep slopes, trees and light undergrowth. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses

don't stack with cover bonuses from other sources). There are no massive trees in this region. The light undergrowth that dots the slopes costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the branches get in the way. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on at least a DC 12 Balance check upon entering the first steep slope square. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square and they end their movement immediately. A steep slope increases the DC of Tumble checks by 2. Note that skis might be a great boon on these slopes, greatly increasing charging range, but they still require Balance checks to use.

If the PCs are defending the hamlet's walls then they do not have to deal with trees and bushes. The inhabitants have removed these to get a clear view on the surrounding area. There are no slopes at the northern side of the town, except the last 15 feet in front of the walls. This is the ditch, with first 5 steep slope down and then 10 feet of steep slope up (see above for the game mechanical effects). At the gates the whole area is considered to be a steep slope up to the village with the exception of the road, which is a gentler slope and hence does not incur any movement penalties. The wooden palisade wall is about 7 feet tall. Ogres and dire wolves only need a full round action to step over it, though they can attack any defenders directly on the other side. The giants and dire bear only need to spend 1 move action to step over the wall. Orcs need to climb over it as per the regular rules (using the ladders they are carrying with them) – which is why the ogres and giants are likely to use their secondary or tertiary attacks to bash down the walls instead of trying to hit a PC. Use your judgment to determine if such an act is sensible or not.

🛡️ **Palisade Wall:** Strong wood; 12 inch thick; Hardness 5; hp 120; Break DC 30; DC 15 Climb.

🛡️ **Wooden Gates:** Strong wood; 4 inch thick; Hardness 5; hp 40; Break DC 28.

Creatures: The Hestmark Raiders approaching the hamlet consist of nearly 50 orcs, and a small group of ogres and one (or at 8 and 10: two and at APL 12: 6) giant(s). The orcs are savage raiders, who gladly serve the giants in their war against the inhabitants of the Glorioles. They only care about the chance for bloodshed and loot, and not about chasing away the interlopers from what the giants consider

their land. Of course, the ever-present threat of a tree-sized club crushing down on their heads if they refuse to follow the orders of the giants also helps. Virtually all of the orcs are normal 1st level warriors, and they pose little threat to the PCs (except by their sheer number). The officers on the other hand are ogres and giants, some of which are extremely well trained in the art of combat. One of the ogres, or the stone giant at higher APLs, even has a war-trained dire animal as a pet (either a dire wolf or a dire bear).

As a whole the band of raiders is too big for the PCs to face on their own, particularly at lower APLs. Instead the PCs are part of the defenders of the hamlet, which include about 50 villagers. As such they do not face the whole band on their own, but a select group as detailed below. If they are victorious so is the other group – more details can be found in the section “development” below.

If you think the PCs can handle it, you could place up to the APL in normal *Monster Manual* orcs directly against the PCs. These orcs are pure for show, and they should never seriously threaten the PCs. They are cannon fodder, mainly provided to give the PCs a moment to shine and to help you describe the scene. Use them to give the PCs the opportunity to save villagers, to use their whirlwind, combat reflexes or cleave feat or their fireballs to great effect. Place at least an equal amount of villagers on the battlemat as you use orcs.

[Note that the EL is 1 lower than by the strict EL calculations, this is because the PCs are in a good defensive position, or can ambush the raiders. If the PCs are stupid enough to give up this advantage, then they learn the hard way that fighting fair is not always a good idea.]

APL 4 (EL 7)

- 👤 **Gra'ack:** Male ogre Clr2; hp 46; See Appendix 1.
- 👤 **Tearer:** 9 HD advanced dire wolf; hp 85; See Appendix 1.
- 👤 **Crusem:** Male ogre Bbn1; hp 45; See Appendix 1.
- 👤 **Raiders (4):** Male orc Bbn1; hp 14 each; See Appendix 1.

APL 6 (EL 9)

- 👤 **Gra'ack:** Male ogre Clr5; hp 71; See Appendix 2.
- 👤 **Tearer:** 15 HD advanced dire wolf; hp 127; See Appendix 2.
- 👤 **Crusem:** Male ogre Bbn3; hp 60; See Appendix 2.
- 👤 **Raiders (4):** Male orc Bbn2; hp 23 each; See Appendix 2.

APL 8 (EL 11)

- 👤 **Gra'ack:** Male ogre Clr7; hp 102; See Appendix 3.

🐾 **Tearer:** 15 HD advanced dire bear; hp 130; See Appendix 3.

🐾 **Crusem:** Male hill giant Bbn1; hp 139; See Appendix 3.

🐾 **Raiders (4):** Male ogre Bbn1; hp 45 each; See Appendix 3.

APL 10 (EL 13)

🐾 **Gra'ack:** Male stone giant Clr4; hp 173; See Appendix 4.

🐾 **Tearer:** 18 HD advanced dire bear; hp 192; See Appendix 4.

🐾 **Crusem:** Male hill giant Bbn3; hp 165; See Appendix 4.

🐾 **Raiders (4):** Male ogre Bbn3; hp 60 each; See Appendix 4.

APL 12 (EL 15)

🐾 **Gra'ack:** Male stone giant Clr8; hp 203; See Appendix 5.

🐾 **Tearer:** 24 HD advanced dire bear; hp 279; See Appendix 5.

🐾 **Crusem:** Male hill giant Bbn5; hp 191; See Appendix 5.

🐾 **Raiders (4):** Male hill giant Bbn1; hp 139 each; See Appendix 5.

Tactics: Two factors make the fight easier for the PCs, namely the disorganized nature of the raiders and the fact that Taurgern has been secretly pushing them for the raid. Since Taurgern does not care much about the lives of these raiders, he has manipulated the stupider ones into a blind charge, despite the wishes of the more intelligent commanders. Hence the open charge on the walls before the giants even had the time to pounce down the walls and soften up any resistance with thrown rocks.

The tactics of the raiders are simple: get to the walls as quick as possible and kill every enemy on their path. They do stay in one line, but they prefer to spread so that area of effect spells will not hit all of them with one spell. At APL 4 and 6 the orc raiders come in pairs, and each pair has a makeshift ladder, which they use to get on the walls. The ogre raiders at higher APLs do not need ladders. Crusem more or less follows the same tactic, but at APL 6 and higher he is likely to use full power attack and use his secondary attack to crush sections of the wall or gate unless doing so is senseless. Note that at APL 8 or higher Crusem ALWAYS uses at least 1 power attack to use his knockback feat.

Tearer is the pet of Gra'ack and as such remains close to him. At APL 10 and 12 it functions as Gra'ack's mount. The beast is trained to cope with the *air walk* spell, and Gra'ack has it cast before the battle on Tearer on APL 8 and 12.

Gra'ack fears arcane casters and focuses on them, preferring to use his magic to directly hurt them, or else to

get close to them. He favors the *wrack* spell, though if the risk is not too big, he might also use *zeal* to get close to the caster or at higher APLs just throws a rock at him. Obviously, when they are assaulting the village, Gra'ack has precast any buffing spells with a duration of 10 minutes per level or more and one or two spells with a duration of 1 minute per level on either himself, Tearer or Crusem (whatever is more effective). This is not detailed in the Appendices, because these spells are not running in case of an ambush and because Gra'ack is intelligent enough to deal with unexpected situations.

Treasure:

Looting the raiders:

APL 4: L (251 gp); C (10 gp); M *potion of cure moderate wounds* (25 gp), *scroll of cure moderate wounds* (13 gp), *scroll of dispel magic* (31 gp).

APL 6: L (234 gp); C (10 gp); M +1 *large chain shirt* (113 gp), 6x *cloak of resistance* +1 (83 gp each), *potion of cure moderate wounds* (25 gp), *potion of remove blindness* (63 gp), *scroll of cure moderate wounds* (13 gp), *scroll of dispel magic* (31 gp).

APL 8: L (265 gp); C (20 gp); M +1 *large breastplate* (129 gp), 6x *cloak of resistance* +1 (83 gp each), *potion of cure moderate wounds* (25 gp), *potion of remove blindness* (63 gp), *ring of protection* +1 (167 gp), *scroll of cure moderate wounds* (13 gp), *scroll of dispel magic* (31 gp).

APL 10: L (253 gp); C (20 gp); M 2x +1 *large chain shirt* (113 gp each), 6x *cloak of resistance* +1 (83 gp each), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of remove blindness* (63 gp), *ring of protection* +1 (167 gp), *scroll of cure serious wounds* (31 gp), *scroll of dispel magic* (31 gp), *scroll of invisibility purge* (31 gp).

APL 12: L (220 gp); C (20 gp); M *amulet of natural armor* +1 (167 gp), +1 *large breastplate* (129 gp), +1 *large chain shirt* (113 gp), 6x *cloak of resistance* +1 (83 gp each), +1 *large greatsword* (200 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of remove blindness* (63 gp), *ring of protection* +1 (167 gp), *scroll of cure serious wounds* (31 gp), *scroll of dispel magic* (31 gp), *scroll of invisibility purge* (31 gp).

Detect Magic Results: +1 *large breastplate* (Faint Abjuration), +1 *large chain shirt* (Faint Abjuration), *cloak of resistance* +1 (Faint Abjuration), +1 *large greatsword* (Faint Evocation), *potion of cure moderate wounds* (Faint Conjunction), *potion of cure serious wounds* (Faint Conjunction), *potion of remove blindness* (Faint Conjunction), *scroll of cure moderate wounds* (Faint Conjunction), *scroll of cure serious wounds* (Faint Conjunction), *scroll of dispel magic* (Faint Abjuration), *scroll of invisibility purge* (Faint Evocation).

Defeating the raiders while friends with the villagers:

☛ **Favor of Nor Narsel:** By spending this favor, the villagers of Nor Narsel sell you one war-trained hippogriff for 4000 gp. It can be used as a normal mount (counting as a CR 3 creature for APL calculation purposes), a paladin's mount (assuming the paladin is 6+ level), a familiar (see the *Complete Warrior*) or an animal companion (assuming the druid is 7th level or higher).

Development: A victory for the PCs results in a victory for the whole village and a defeat is equally disastrous for the other defenders.

In case of a defeat, the PCs can easily flee and if it was an ambush they might regroup and evacuate as many villagers as possible before the raiders arrive. They can then lead this group towards Glorvardum, while being harried by the raiders until the dwur finally come out to help them. If they are defeated in the village, it is relatively easy to escape with the raiders being preoccupied with pillaging the buildings. After regrouping the villagers, the PCs can guide them to Glorvardum or leave them to their fate. In either case Nysneirdre is not willing to come down with them, instead opting to help the remaining villagers start anew. Bomgren also dies in the fight and Taugren may regain his spellbook (assuming it was in the village). If the majority of the PCs are still alive, Taugern only confronts them on their way down into Sunndi if one of his murderers is among the PCs (see Encounter 7). If this is not the case, then only his bodyguard will attack. If the bounty hunters were free, and fighting along the NPCs, they survive the battle. They might actually prove to be a great boon to the retreating villagers. If they were imprisoned while the village is being raided they die, unless the PCs go out of their way to free them. In any case, the villagers have nothing to offer the PCs as a reward for their aid.

In case of a victory the villagers are grateful. Of course, even if the PCs had a clean quick victory there are deaths to mourn, but at least the village, and more importantly the winter supplies, are still in one piece. Whether or not the PCs actually earn the favor of the villagers, or merely regain their trust depends on how the PCs dealt with the bounty hunters as is detailed in Encounter 4. In case of a victory Bomgren survives, though barely, and the PCs do get a second chance to convince Nysneirdre to return with them to Rieuwood (see Encounter 5). In any event, if the raiders have been chased away, nothing special happens while the PCs are still within the village. On their way back to Sunndi, Taugern gives it one more try get his spellbook and to exact his revenge (see Encounter 7).

Any living raider that is interrogated can tell the PCs the band's leader lost a power struggle and as a result was banished as a warning. The leader hoped to regain his status by returning with a lot of loot, or at least surviving the winter with it. The reason they selected Nor Narsel is unknown to most of the raiders. A bit of talk with Gra'ack, Crusem or any of the ogre raiders hints that it was Crusem who pushed for Nor Narsel. Crussum says he thought it was a good idea. Only under pressure by magic (such as *detect thoughts* or *charm monster*) or a DC 14 + [HD Crusem] Intimidate or Diplomacy check, does Crusem admit that some kind of powerful entity told him to do so in a dream. The entity offered great power in return for a book that remarkably fits the description of Taugern's spellbook.

Encounter 7: Ghostly Confrontation

Regardless how the PCs dealt with the two bounty hunters, the raiders or Nysneirdre, they eventually need to return to Pitchfield. It is then that Taugern finally is overcome by his anger, and decides to take matters in his own hands – either to avenge himself or to get his hands on his spellbook. He strikes at the end of the first day of the trip, hoping to find the PCs tired from the trip and at the same time making it easier for his bodyguard to get close unseen by hiding under the snow.

If the PCs (or any of their NPC traveling companions) have the spellbook and nobody of the PCs was involved in his death (in other words no PC played SND4-02 *Whispers in the Dark*) he does not attack immediately. A DC [14 + APL] Spot check is required to spot the undead bodyguard hidden nearby.

Read out aloud the following, if Taugern wants to speak with the PCs:

The monotony of the day is suddenly broken by a voice that is both loud and a whisper. It seems to come from a deep chasm of darkness, echoing through your mind, chilling you to the bone and causing your hairs to rise.

"You have something that is mine, a black spellbook with a leering skull on its first page. Give it [and if present: and its thief] NOW, and I will leave you alone!"

When you look in the direction of the voice, you note a shadowy pale humanoid figure of a man wearing scorched tattered black robes. His body is covered with several deep gashes and his nose seems to constantly drip blood. His brown hair stands in every direction and sparks dance all over his body while his eyes are like pits blacker than the night. Most strikingly though is the fact that he is

opaque and you can see the trees behind him as vague shadows.

Otherwise he strikes without warning – allow the PCs a DC [14 + APL] Spot check to see whether they are surprised or not. In that case adjust the boxed text above, if only because he might begin casting a spell on the PCs before he has been spotted.

Taurgern only wants one or two things: his book and the thief and/or murderers. He gives the PCs one chance to give these to him voluntarily. If they do not comply immediately, or cast any spell, he and his bodyguard attack. Roll surprise as normal for the bodyguard. Taurgern does not answer any questions. If the PCs immediately give him the book and thief, he disappears, but his bodyguard is left behind and still attacks.

Creatures: The main opponent the PCs face is Taurgern, the ghost of a necromancer who was killed by adventurers in SND4-02 *Whispers in the Dark*. He looks like he did in life, tall, thin and of clear Oeridian decent, except for his scorched tattered black robes, several deep gashes all over his body and a bloody nose that constantly drips blood. As an incorporeal ghost he is also translucent. When angry his brown hair starts to rise and sparks start to dance all over his body while his eyes turn into pits blacker than the night.

Realizing that the PCs are probably too strong when faced alone, Taurgern used his strange link to the negative plane to animate the corpse of a dwarven soldier who had died during the snowstorm. Due to the circumstances under which the dwarf had died the animation was surprisingly successful. Instead of a minor undead servant, the dwarf became an icegaunt (or at APL 4 a wight). At the start of the encounter the dwarf stands hidden nearby behind a tree, hidden under the snow, (or at APL 6+ he IS a tree due to the use of the *tree shape* spell, which is a FREE ACTION to dismiss, and in this case he is not under the snow), waiting for the signal to strike.

On a first glance his bodyguard, the dwarf, looks like he did in life – short, thin, with a large red beard and the uniform of a soldier from the Barakadar. On a closer inspection his skin has a strangely deep tan and furrowed by countless wrinkles. His eyes are dark and cold.

Terrain: There are few trails through the mountains, and they are small and difficult to navigate. It was easy for Taurgern to predict the route the PCs would take and to prepare the ambush, especially since neither he nor his bodyguard grow tired nor are they harmed by the cold. He placed his ambush right after a sharp bend around a corner, to prevent sharp eyes from spotting the hidden dwarf too

early. The slope is steep on both sides of the path with the right side going up and the left side going down. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on at least a DC 12 Balance check upon entering the first steep slope square. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square and they end their movement immediately. A steep slope increases the DC of Tumble checks by 2.

The forested slopes are also covered with trees and with patches of light undergrowth. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). There are no massive trees in this region. The light undergrowth that dots the slopes costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the branches get in the way. Not that skis might be a great boon on these slopes, greatly increasing charging range, but they still require Balance checks to use.

The whole area is covered in snow, and it is considered difficult terrain for medium sized characters. It costs 2 squares of movement to move into a square, and the DC of Tumble checks in such a square increases by 2. Running and charging is impossible unless the character succeeds in a DC 12 Balance check. In areas with light undergrowth the snow layer is less thick, so the penalties of both types of terrain do not stack. Those with snowshoes do not suffer these penalties.

Note that the icegaunt suffers the same penalties, but Taurgern (who flies) does not. The icegaunt wears skis and as such does not suffer movement penalties in the snow.

APL 4 (EL 6)

☛ **Taurgern:** Male human ghost Wiz2; hp 14; See Appendix 1.

☛ **Bodyguard:** Male dwarf wight Ftr1; hp 32; See Appendix 1.

APL 6 (EL 8)

☛ **Taurgern:** Male human ghost Wiz4; hp 28; See Appendix 2.

☛ **Bodyguard:** Male dwarf icegaunt; hp 68; See Appendix 2.

APL 8 (EL 10)

☛ **Taurgern:** Male human ghost Wiz6; hp 42; See Appendix 3.

☛ **Bodyguard:** Male dwarf icegaunt Ftr2; hp 81; See Appendix 3.

APL 10 (EL 12)

☛ **Taurgern:** Male human ghost Wiz8; hp 56; See Appendix 4.

☛ **Bodyguard:** Male dwarf icegaunt Ftr4; hp 95; See Appendix 4.

APL 12 (EL 14)

☛ **Taurgern:** Male human ghost Wiz10; hp 70; See Appendix 5.

☛ **Bodyguard:** Male dwarf icegaunt Ftr6; hp 109; See Appendix 5.

Tactics: Taurgern might have observed the PCs for some time when he possessed Rinard at the start of the scenario and hence might be quite aware of their abilities and tactics. If so, he has informed his bodyguard(s) about the PCs' strengths and weaknesses as well. At the start of the encounter he and the bodyguard have spells with a duration of 1 minute per level or more running (which is another reason why Taurgern is not open to negotiations).

At the start of the fight Taurgern tries to use an area of effect spell, followed by his malevolence ability in the hope that the PCs are less willing to hurt their friend's body. He prefers to possess a NPC (especially Nysneindre), guessing that they have low Will saves, but if that is not an option then he focuses on a barbarian or fighter type. If successful he simply keeps attacking the PCs, caring nothing for the body he is using. If this fails, he keeps using his spells or using his touch attack on wizards or characters he knows are stupid. Especially when he is wounded does he start using his intelligence draining touch.

The icegaunt might still possess weapons, but he does not use them. The icegaunt relishes close combat, draining the energy of the living with glee. Most of his spells are buff spells with a relatively long duration that he has cast long in advance (including *pass without trace*). Also note that he can only make one slam attack per round, and as a result he freely uses power attack (and the fact that his slam attack counts as a 2-handed weapon).

Since both Taurgern and his servant are susceptible to turning, both prefer to focus on obvious clerics unless doing so is clearly suicidal. Also try to keep it fair. If the cleric is not making any attempts to turn and/or other PCs

are doing a lot more damage then focus on those as opposed on the cleric.

Treasure:

Looting the icegaunt:

APL 4: L (27 gp); C (100 gp); M (0 gp).

APL 6: L (27 gp); C (0 gp); M (0 gp).

APL 8: L (27 gp); C (0 gp); M *Boots of the winterland* (208 gp), *cloak of resistance*+1 (83 gp).

APL 10: L (6 gp); C (0 gp); M *Armbands of might* (342 gp), *boots of the winterland* (208 gp), +1 *chain shirt* (104 gp), *cloak of resistance*+1 (83 gp).

APL 12: L (6 gp); C (0 gp); M +1 *adamantine chain shirt* (521 gp), *armbands of might* (342 gp), *boots of the winterland* (208 gp), *cloak of resistance*+1 (83 gp).

Detect Magic Results: +1 *adamantine chain shirt* (Faint Abjuration), *armbands of might* (Faint Transmutation), *boots of the winterland* (Faint Abjuration and Transmutation), +1 *chain shirt* (Faint Abjuration), *cloak of resistance*+1 (Faint Abjuration).

Development: If both undead are turned during the fight, they decide not to return immediately. Instead, they are going to attack during the coming night (or early in the morning if the PCs camp in a *rope trick* or similar spell – unless Taurgern is high enough level to dispel the magic). If on the other hand a normal fight starts, both undead fight until destroyed. If the two undead are turned during the night, they keep coming after half an hour until they are finally destroyed. Of course, throwing the spellbook at Taurgern's feet is also a good way to get rid of at least the ghost.

Once both undead are destroyed, the trip remains uneventful until their arrival in Pitchfield as described in Conclusion.

Troubleshooting: If the two bounty hunters are traveling with the PCs, and still carrying their arms, then you should add one more bodyguard.

If it is likely that the PCs are going to teleport or fly out of the mountains, Taurgern and his servant sneak into the village during the night and confront the PCs in the village. Fearing the undead, the villagers do not get involved in the fight. Make the necessary adjustments to the encounter above, including adopting the tactics somewhat to the different environment – note that the icegaunt is still hiding under the snow.

If the PCs leave the village without ever setting foot outside a building, or do so immediately after the attack by the raiders then they miss this encounter. Do not offer them the experience points in that case.

Note that at the moment Nor Narsel is within 24 hours of travel. PCs can reach a 7th level cleric in time to get one or more restorations cast (at the usual cost or by one PC spending the favor with the villagers) to prevent the loss of experience points.

Conclusion

The basic ending of the scenario is when the PCs return to the temple of the Elistrair in Pitchfield to report and collect their reward. If the PCs made a deal with the bounty hunters to clear their or Rafern's name though, they also need to journey to the Monastery of the Caretakers.

Return to Pitchfield

No matter the end result, as long as the PCs did deliver the message to Nysneindre, they can collect their reward. Of course, if Nysneindre did not come along, Lanagh does make sure with divination spells that the PCs really did deliver the message.

If the PCs did bring Nysneindre along, she is positively delighted. She gladly pays them their reward, and once again reminds them not to tell too much to the public in general about Derwyndal and Nysneindre (especially if the PCs mention that the child might actually be the daughter of Commander Osson).

If the PCs actually forced Nysneindre to come down, whether through magic or other means, Lanagh eventually learns of it. Kidnapping is punishable by a life sentence of hard labor, which is reduced to life banishment from Sunndi due to the circumstances. They also lose any favors with the Elistrair, Sehanine Moonbow, and the temple of Trithereon, and they are kicked out of any Sunndian organization except the Contraband Cartels. A banished PC is not allowed to enter Sunndi at the risk of death. For more information see the AR.

The Elistrair are willing to drop their charges if the PCs succeed at a DC 15 Diplomacy or Profession (lawyer) check, pay 100 gp x APL as compensation and spend 2 favors with the Elistrair or the temple of Sehanine Moonbow. In that case any member of a Sunndian organization associated with elves will still be kicked out.

Treasure:

Reward for delivering the message to Nysneindre:

APL 4: L (0 gp); C (200 gp); M (0 gp).

APL 6: L (0 gp); C (300 gp); M (0 gp).

APL 8: L (0 gp); C (400 gp); M (0 gp).

APL 10: L (0 gp); C (500 gp); M (0 gp).

APL 12: L (0 gp); C (600 gp); M (0 gp).

Banished from Sunndi: The PC has been found guilty of kidnapping, and has been banished for life. Roll a d20 at the

end of a scenario taking place in Sunndi. On a 1-2 the PC is captured and executed, a DC 15 Disguise check halves the chance. The PC also cannot join or remain a member of any Sunndian based meta-organization except for the Contraband Cartels.

Clearing Ones Name

Once the PCs have finished their task for the Elistrair, they are free to clear their name (or that of Rafern) at the Monastery of the Caretakers. Once at the monastery they quickly learn the acolyte cannot even remember hiring the two bloodhounds. The senior clergy quickly concludes that the acolyte probably was possessed by the ghost of the wizard Taugern, who was killed by adventurers in *Whispers in the Dark*. The PCs are proven to be innocent and earn the favor of the two bloodhounds if (and only if) they did not kill one of the two (without paying for raising him from the dead) or did not rob them.

If they instead robbed or killed the bounty hunters (and in the last case did not hide their involvement) they earn the wrath of the bloodhounds.

Treasure:

Helping the bloodhounds out:

☛ **Favor of the Bloodhounds:** Chances for being captured when wanted in the Splintered Sun region are halved to a minimum of 1 on a d20. The favor can be spent if captured due to a random roll at the start or end of a scenario to prevent the capture, but the wanted status is not removed.

The favor can also be spent to gain one-time access to one of the following items for the normal price: *merciful* weapon enhancement, *dimensional shackles*, *eyes of the eagle* or *lens of detection*.

☛ **Wrath of the Bloodhounds:** You have angered a respected member of a loose organization of bounty hunters. As a result chances of being captured for being wanted in the Splintered Suns region are double normal. A favor with a bloodhound can remove the wrath.

Gift of the gnomes

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, a gnome hailing from the Yatil Mountains visits each PC individually. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your journey into the Glorioles complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitching of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoken of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated

community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

Campaign Consequences

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to poc@sunndi.org and madfox@planet.nl.

1. What was the composition of the party?
2. At what APL was this event run?
3. Did Krevak survive?
4. Did Rinard survive?
5. Did the PCs travel to the Monastery of the Caretakers to resolve their issues with the bounty hunters?
6. Did the PCs defeat the Hestmark Raiders?
7. Did Taurgern get his book back? Or was he killed?
8. Did Nysneirdre return with the PCs to Rieuwood?
9. Did the PCs learn the rumor about Illana being the daughter of Commander Osson?
10. Did they tell this to anybody else? If so, to whom?

Of course, besides the answers to these questions, a short summery of what transpired and a review of the scenario is welcome as well. If there are any things you or the players particularly liked or disliked, let us know as well.

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 2: Storm in the Mountains

Surviving the storm:

APL4	60 XP
APL6	60 XP
APL8	60 XP
APL10	60 XP
APL12	60 XP

Encounter 4: Cabin Fever

Defeating both bounty hunters, whether through diplomacy and reasoning or through combat:

APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP

Encounter 5: Stubborn Ladies

Convincing Nysneirdre to come to Rieuwood:

APL4	30 XP
APL6	30 XP
APL8	30 XP
APL10	30 XP
APL12	30 XP

Encounter 6: Raiders

Defeating the raiders:

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Encounter 7: Ghostly Confrontation

Defeating Taurgern and his bodyguard:

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Discretionary Role-playing Award

APL4	75 XP
APL6	120 XP
APL8	165 XP

APL10	210 XP
APL12	255 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	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. 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.

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

Encounter 1: Strangers on the Road

Looting Krevak and Rinard:

APL 4: Loot: 219 gp; Coin: 20 gp; Magic: +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), *elixir of truth* (42 gp), 2x *potion of cure light wounds* (4 gp each), 2x *Quaal's feather tokens – whip* (42 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 6: Loot: 158 gp; Coin: 20 gp; Magic: +1 *buckler* (97 gp), 2x +1 *chain shirt* (104 gp each), 2x *cloak of resistance* +1 (83 gp each), *elixir of truth* (42 gp), +1 *longsword* (193 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 8: Loot: 183 gp; Coin: 20 gp; Magic: +1 *buckler* (97 gp), +1 *chain shirt of silent moves* (417 gp), 2x *cloak of resistance* +1 (83 gp each), *elixir of truth* (42 gp), +1 *longsword* (193 gp), +1 *mithral breastplate* (433 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 10: Loot: 183 gp; Coin: 20 gp; Magic: +2 *buckler* (347 gp), +1 *chain shirt of silent moves* (417 gp), *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), *elixir of truth* (42 gp), *gauntlets of ogre power* (333 gp), +1 *longsword* (193 gp), +1 *mithral breastplate* (433 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), *ring of protection* +1 (167 gp), 2x *scroll of cure light wounds* (2 gp each).

APL 12: Loot: 183 gp; Coin: 20 gp; Magic: *boots of speed* (1000 gp), +2 *buckler* (347 gp), +2 *chain shirt of silent moves* (667 gp), *circlet of persuasion* (375 gp), *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), *elixir of truth* (42 gp), *gauntlets of ogre power* (333 gp), *gloves of dexterity* +2 (333 gp), +1 *longsword* (193 gp), +1 *mithral breastplate* (433 gp), 2x *potion of cure light wounds* (4 gp each), 3x *Quaal's feather tokens – whip* (42 gp each), *ring of protection* +1 (167 gp), 2x *scroll of cure light wounds* (2 gp each).

Encounter 6: Raiders

Looting the raiders:

APL 4: Loot: 251 gp; Coin: 10 gp; Magic: *potion of cure moderate wounds* (25 gp), *scroll of cure moderate wounds* (13 gp), *scroll of dispel magic* (31 gp).

APL 6: Loot: 234 gp; Coin: 10 gp; Magic: +1 *large chain shirt* (113 gp), 6x *cloak of resistance* +1 (83 gp each), *potion of cure moderate wounds* (25 gp), *potion of remove blindness* (63 gp), *scroll of cure moderate wounds* (13 gp), *scroll of dispel magic* (31 gp).

APL 8: Loot: 265 gp; Coin: 20 gp; Magic: +1 *large breastplate* (129 gp), 6x *cloak of resistance* +1 (83 gp each), *potion of cure moderate wounds* (25 gp), *potion of remove blindness* (63 gp), *ring of protection* +1 (167 gp), *scroll of cure moderate wounds* (13 gp), *scroll of dispel magic* (31 gp).

APL 10: Loot: 253 gp; Coin: 20 gp; Magic: 2x +1 *large chain shirt* (113 gp each), 6x *cloak of resistance* +1 (83 gp each), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of remove blindness* (63 gp), *ring of protection* +1 (167 gp), *scroll of cure serious wounds* (31 gp), *scroll of dispel magic* (31 gp), *scroll of invisibility purge* (31 gp).

APL 12: Loot: 220 gp; Coin: 20 gp; Magic: *amulet of natural armor* +1 (167 gp), +1 *large breastplate* (129 gp), +1 *large chain shirt* (113 gp), 6x *cloak of resistance* +1 (83 gp each), +1 *large greatsword* (200 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of remove blindness* (63 gp), *ring of protection* +1 (167 gp), *scroll of cure serious wounds* (31 gp), *scroll of dispel magic* (31 gp), *scroll of invisibility purge* (31 gp).

Encounter 7: Ghostly Confrontation

Looting the icegaunt:

APL 4: Loot: 27 gp; Coin: 100 gp; Magic: 0 gp.

APL 6: Loot: 27 gp; Coin: 0 gp; Magic: 0 gp.

APL 8: Loot: 27 gp; Coin: 0 gp; Magic: *boots of the winterlands* (208 gp), *cloak of resistance* +1 (83 gp).

APL 10: Loot: 6 gp; Coin: 0 gp; Magic: *armbands of might* (342 gp), *boots of the winterlands* (208 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp).

APL 12: Loot: 6 gp; Coin: 0 gp; Magic: +1 *adamantine chain shirt* (521 gp), *armbands of might* (342 gp), *boots of the winterlands* (208 gp), *cloak of resistance* +1 (83 gp).

Conclusion

Reward for delivering the message to Nysneirdre:

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

Total Possible Treasure

Without looting both bounty hunters:

APL 4: Loot: 278 gp; Coin: 310 gp; Magic: 69 gp - Total: 657 gp (adventure cap: 650 gp)

APL 6: Loot: 261 gp; Coin: 310 gp; Magic: 743 gp - Total: 1314 gp (adventure cap: 900 gp)

APL 8: Loot: 292 gp; Coin: 420 gp; Magic: 1217 gp - Total: 1929 gp (adventure cap: 1300 gp)

APL 10: Loot: 259 gp; Coin: 520 gp; Magic: 1759 gp -
Total: 2538 gp (adventure cap: 2300 gp)

APL 12: Loot: 226 gp; Coin: 620 gp; Magic: 2672 gp -
Total: 3518 gp (adventure cap: 3300 gp)

(If the PCs do loot one or both bounty hunters, the cap is easily surpassed.)

Special

☛ **Favor of Nor Narsel:** By spending this favor, the villagers of Nor Narsel sell you one war-trained hippogriff for 4000 gp. It can be used as a normal mount (counting as a CR 3 creature for APL calculation purposes), a paladin's mount (assuming the paladin is 6+ level), a familiar (see the *Complete Warrior*) or an animal companion (assuming the druid is 7th level or higher).

☛ **Favor of the Bloodhounds:** Chances for being captured when wanted in the Splintered Sun region are halved to a minimum of 1 on a d20. The favor can be spent if captured due to a random roll at the start or end of a scenario to prevent the capture, but the wanted status is not removed.

The favor can also be spent to gain one-time access to one of the following items for the normal price: *merciful* weapon enhancement, *dimensional shackles*, *eyes of the eagle* or *lens of detection*.

☛ **Gnome Vale Blue Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale blue gemstone*.

☛ **Wrath of the Bloodhounds:** You have angered a respected member of a loose organization of bounty hunters. As a result chances of being captured for being wanted in the Splintered Suns region are double normal. A favor with a bloodhound can remove the wrath.

☛ **Banished from Sunndi:** The PC has been found guilty of kidnapping, and has been banished for life. Roll a d20 at the end of a scenario taking place in Sunndi. On a 1-2 the PC is captured and executed, a DC 15 Disguise check halves the chance. The PC also cannot join or remain a member of any Sunndian based meta-organization except for the Contraband Cartels.

Items for the Adventure Record

Item Access

APL 4

- ❖ Armor insulation (Adventure, Frostburn)*
- ❖ *Elixir of truth* (Regional, DMG)
- ❖ Frostburn salve (Adventure, Frostburn)*
- ❖ Fur clothing (Adventure, Frostburn)*
- ❖ Masterwork large greatsword (Adventure, PHB)
- ❖ *Quaal's feather token - whip* (Regional, DMG)
- ❖ Skis and poles (Adventure, Frostburn)*
- ❖ Snow goggles (Adventure, Frostburn)*
- ❖ Snowshoes (Adventure, Frostburn)*

APL 6 (All of APL 4 plus the following)

APL 8 (All of APLs 4-6 plus the following)

- ❖ *Boots of the winterlands* (Adventure, DMG)
- ❖ *+1 chain shirt of silent moves* (Adventure, DMG)
- ❖ *+1 mithral breastplate* (Adventure, DMG)

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

- ❖ *Armbands of might* (Adventure, CV),
- ❖ *+2 buckler* (Adventure, DMG)
- ❖ *Cloak of resistance +2* (Adventure, DMG)

APL 12 (All of APLs 4-10 plus the following)

- ❖ *+1 adamantine chain shirt* (Adventure, DMG)
- ❖ *Boots of Speed* (Adventure, DMG)
- ❖ *+2 chain shirt of silent moves* (Adventure, DMG)
- ❖ *+1 large greatsword* (Adventure, DMG)
- ❖ *Circlet of persuasion* (Adventure, DMG).

* Members of the Royal Warders of the Glorioles or any of the meta-organizations associated with Glorvardum gain Regional access to these items.

Appendix 1: APL 4

Encounter 1: Strangers on the Road

Krevak: Male Half-Orc Rgr4/Bloodhound1; CR 5; Medium Humanoid (Orc); HD 4d8+1d10+10; hp 39; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +5; Grp +8; Atk +8* melee (1d8+4/x3, masterwork longspear) or +8* melee (1d8+4/19-20, masterwork longsword) or +8 missile (1d8+3/x3, masterwork mighty composite longbow); Full Atk +8* melee (1d8+4/x3, masterwork longspear), or +8* melee (1d8+4/19-20, masterwork longsword), or +7 melee (1d8+3/19-20, masterwork longsword) AND +5* melee (1d3+3 nonlethal, fist), or +8 missile (1d8+3/x3, masterwork mighty composite longbow); SA Favored Enemy (human: +2); SQ Darkvision 60 ft., mark (1), swift tracker, wild empathy: +4; AL LN; SV Fort +8, Ref +8, Will +2; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 6.

* Includes the -1 penalty due to the use of a buckler in combination with Improved Buckler Defense.

Skills and Feats: Climb +4, Gather Information +3, Hide +6, Listen +6, Knowledge (geography) +4, Knowledge (nature) +7, Move Silently +6, Search +5, Spot +6, Survival +10 (+12 when tracking); Endurance, Improved Buckler Defense, Improved Unarmed Strike, Track, Two Weapon Fighting.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Spells prepared (1; Base DC = 11 + spell level): 1st–*accelerated movement*.

Possessions: Masterwork longspear, masterwork longsword, sap, dagger, club, masterwork mighty composite longbow (+3), 20 arrows, +1 *chain shirt*, masterwork buckler, 2 tanglefoot bags, masterwork manacles, 50 ft. silk rope, 2 *Quaal's feather tokens (whip)*, 2 *scrolls of cure light wounds*.

Rinard: Male Human (Oeridian) Rog1/Rgr2; CR 3; Medium Humanoid (human); HD 1d6+2d8+6; hp 24; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +2; Grp +2; Atk +3 melee (1d6 nonlethal, masterwork sap) or +2 melee (1d6/19-20, short sword) or +5 ranged (1d8/x3, composite longbow); Full Atk +3 melee (1d6 nonlethal, masterwork sap) or +2 melee (1d6/19-20, short sword) or +3/+3 ranged (1d8/x3, composite longbow); SA Favored Enemy (human: +2), sneak attack +1d6; SQ Wild empathy +3; AL LN; SV Fort +6, Ref +9, Will +1; Str 10, Dex 16, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +4, Bluff +6, Diplomacy +7, Disable Device +5, Gather Information +7, Hide +6, Intimidate +3, Jump +1, Knowledge (the Splintered Sun) +5, Move Silently +6, Open Lock +5, Search +6, Sense Motive +4, Slight of Hand +8, Survival +2 (+4 when tracking), Tumble +7; Combat Expertise, Improved Feint, Rapid Shot, Track, Urban Tracking.

Possessions: Short sword, masterwork sap, dagger, composite longbow, 20 arrows, masterwork chain shirt, masterwork buckler, masterwork manacles, *cloak of resistance* +1, 2 tanglefoot bags, 2 *potions of cure light wounds*, *elixir of truth*.

Encounter 5: Raiders

Gra'ack: Male ogre Clr2; CR 4; Large Giant; HD 6d8+18; hp 46; Init +4; Spd 40 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +4; Grp +12; Atk +8 melee (2d8+6, masterwork greatclub) or +3 ranged (1d8+4, javelin); Full Atk +8 melee (2d8+6, masterwork greatclub) or +3 ranged (1d8+4, javelin); Space/Reach 10 ft./10 ft.; SA Spontaneous inflict, rebuke undead 1/day; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +7, Ref +1, Will +4; Str 18, Dex 10, Con 17, Int 10, Wis 16, Cha 6.

Skills and Feats: Climb +6, Concentration +6, Spellcraft +1, Spot +8, Listen +8; Improved Initiative, Practiced Spellcaster, Weapon Focus (greatclub).

Spells Prepared (4/4; Base DC = 13 + spell level): 0–cure minor wounds (2), *detect magic*, *guidance*, 1st–cure light wounds, ~~endure elements~~, *remove fear**, *shield of faith*.

* Domain spell. *Deity*: Grolantor. *Domains*: Competition (+1 bonus on all opposed checks), Earth (turn/rebuke air and earth creatures 1 /day).

Note that due to the feat Practiced Spellcaster the caster level of Gra'ack is 6.

Possessions: Large masterwork greatclub, large dagger, 6 large javelins, large chain shirt, *scroll of cure moderate wounds*, *scroll of dispel magic*.

Tearer: 9 HD advanced war trained dire wolf; CR 4; Large Animal; HD 9d8+27; hp 85; Init +2; Spd 50 ft.; AC 17 (touch 11, flat-footed 15); Base Atk +6; Grp +18; Atk +14 melee (1d8+12, bite); Full Atk +14 melee (1d8+12, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +7; Str 26, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1, Listen +8, Move Silently +4, Spot +8, Survival +2 (+6 when tracking by scent); Alertness, Armor Proficiency (light), Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 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 dire wolf.

Possession: Large studded leather barding.

Crusem: Male ogre Bbn1; CR 4; Large Giant; HD 4d8+1d12+20; hp 45; Init +0; Spd 50 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +4; Grp +15; Atk +12 melee (3d6+10/19-20, masterwork greatsword) or +3 ranged (1d6+7, sling); Full Atk +12 melee (3d6+10/19-20, masterwork greatsword) or +3 ranged (1d6+7, sling); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +1, Will +2; Str 25, Dex 11, Con 18, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +7, Listen +3, Spot +3, Survival +3; Power Attack, Weapon Focus (greatsword).

Rage (Ex): Duration 9 rds.; hp 55; AC 16; Grp +17; Atk +14 melee (3d6+13/19-20, masterwork greatsword); Full Atk +14 melee (3d6+13/19-20, masterwork greatsword); SV Fort +12, Ref +1, Will +4.

Possessions: Masterwork large greatsword, large dagger, large sling, 20 large bullets, masterwork chain shirt, *potion of cure moderate wounds*.

Raiders (4): Male orc Bbn1; CR 1; Medium Humanoid (orc); HD 1d12+2; hp 14; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +7 melee (2d4+6/18-20, masterwork falchion) or +2 ranged (1d6+4, javelin); Full Atk +7 melee (2d4+6/18-20, masterwork falchion) or +2 ranged (1d6+4, javelin); SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Jump +5, Listen +4, Survival +4; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): Duration 7 rds.; hp 16; AC 12; Grp +7; Atk +9 melee (2d4+9/18-20, masterwork falchion); Full Atk +9 melee (2d4+9/18-20, masterwork falchion); SV Fort +6, Ref +1, Will +2.

Possessions: Masterwork falchion, dagger, 6 javelins, studded leather.

Encounter 7: Ghostly Confrontation

Taugern: Male human ghost Wiz2; CR 4; Medium Undead; HD 2d12; hp 14; Init +2; Spd fly 30 ft. (perfect); AC 18* (touch 14, flat-footed 16); Base Atk +1; Grp +0; Atk +3 touch (1d4 intelligence drain) or +3 ranged (spell); Full Atk +3 melee (1d4 intelligence drain) or +3 ranged (spell); AL NE; SA Draining touch, malevolence; SQ Darkvision 60 ft., manifestation, rejuvenation, turn resistance +4, undead traits; SV Fort +1, Ref +3, Will +6; Str 8, Dex 14, Con –, Int 16, Wis 10, Cha 14.

* Due to the *shield* spell that is running.

Skills and Feats: Concentration +8, Craft (alchemy) +7, Knowledge (arcana) +8, Knowledge (geography) +4, Knowledge (history) +8, Knowledge (religion) +8, Spellcraft +10; Iron Will, Scribe Scroll, Skill Focus (Concentration).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from Intelligence. On each such successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the

ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 2) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spells Prepared (4/3; Base DC = 13 + spell level): 0-*acid splash* (2), *daze*, *resistance*, 1st-*magic missile*, *ray of enfeeblement*, ~~*shield*~~.

Possessions: *Cloak of resistance* +1, Spell component pouch.

Bodyguard: Male dwarf wight Ftr1; CR 4; Medium Undead; HD 4d12+1d10; hp 32; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Base Atk +3; Grp +6; Atk +6 melee (1d4+3 plus energy drain, slam) or +6 melee (1d10+4/x3, dwarven waraxe); Full Atk +6 melee

(1d4+3 plus energy drain, slam) or +6 melee (1d10+4/x3, dwarven waraxe); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +3, Ref +3, Will +6; Str 17, Dex 15, Con –, Int 10, Wis 14, Cha 13.

Skills and Feats: Climb +4, Hide +8, Listen +8, Move Silently +16, Spot +8; Alertness, Blind-Fight, Power Attack.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 13 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Possessions: Dwarven waraxe, dagger, light crossbow, 20 bolts, masterwork chain shirt.

Appendix 2: APL 6

Encounter 1: Strangers on the Road

Krevak: Male Half-Orc Rgr5/Bloodhound2; CR 7; Medium Humanoid (Orc); HD 5d8+2d10+14; hp 54; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +7; Grp +14; Atk +10* melee (1d8+4/x3, masterwork longspear) or +10* melee (1d8+5/19-20, +1 *longsword*) or +10 missile (1d8+3/x3, masterwork mighty composite longbow); Full Atk +10/+5* melee (1d8+4/x3, masterwork longspear), or +10/+5* melee (1d8+5/19-20, +1 *longsword*), or +9/+4 melee (1d8+4/19-20, +1 *longsword*) AND +7* melee (1d3+3 nonlethal, fist), or +10/+5 missile (1d8+3/x3, masterwork mighty composite longbow); SA Favored Enemy (human: +4; orc: +2); SQ Darkvision 60 ft., mark (1), nonlethal force, ready and waiting, swift tracker, wild empathy: +4; AL LN; SV Fort +10, Ref +10, Will +3; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 6.

* Includes the -1 penalty due to the use of a buckler in combination with Improved Buckler Defense.

Skills and Feats: Climb +5, Gather Information +3, Hide +6, Listen +8, Knowledge (geography) +4, Knowledge (nature) +7, Move Silently +6, Search +5, Spot +8 (+10 against mark), Survival +11 (+13 when tracking); Endurance, Improved Buckler Defense, Improved Grapple, Improved Unarmed Strike, Track, Two Weapon Fighting.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Nonlethal Force (Ex): A bloodhound can use a melee weapon that deal lethal damage to deal nonlethal

damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): A bloodhound is ready for trickery all times. He can ready an action against his mark, even outside of the initiative sequence.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Spells prepared (1; Base DC = 11 + spell level): 1st–*accelerated movement*.

Possessions: Masterwork longspear, +1 *longsword*, dagger, club, masterwork mighty composite longbow (+3), 20 arrows, +1 *chain shirt*, +1 *buckler*, 2 tanglefoot bags, masterwork manacles, 50 ft. silk rope, *cloak of resistance* +1, 2 *Quaal's feather tokens (whip)*, 2 *scrolls of cure light wounds*.

Rinard: Male Human (Oeridian) Rog2/Rgr3; CR 5; Medium Humanoid (human); HD 2d6+3d8+10; hp 37; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +4; Grp +4; Atk +5 melee (1d6 nonlethal, masterwork sap) or +4 melee (1d6/19-20, short sword) or +7 ranged (1d8/x3, composite longbow); Full Atk +5 melee (1d6 nonlethal, masterwork sap) or +4 melee (1d6/19-20, short sword) or +5/+5 ranged (1d8/x3, composite longbow); SA Favored Enemy (human: +2), sneak attack +1d6; SQ Evasion, wild empathy +4; AL LN; SV Fort +6, Ref +10, Will +2; Str 11, Dex 16, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +4, Bluff +9, Diplomacy +10, Disable Device +5, Gather Information +9, Hide +8, Intimidate +3, Jump +1, Knowledge (the Splintered Sun) +5, Listen +1, Move Silently +8, Open Lock +5, Search +6, Sense Motive +5, Slight of Hand +8, Spot +1, Survival +4 (+6 when tracking), Tumble +10; Combat Expertise, Endurance, Improved Feint, Rapid Shot, Track, Urban Tracking.

Possessions: Short sword, masterwork sap, dagger, composite longbow, 20 arrows, +1 *chain shirt*, masterwork buckler, masterwork manacles, *cloak of resistance* +1, 2 tanglefoot bags, 2 *potions of cure light wounds*, *elixir of truth*, *Quaal's feather token (whip)*.

Encounter 5: Raiders

Gra'ack: Male ogre Clr5; CR 6; Large Giant; HD 9d8+27; hp 71; Init +4; Spd 40 ft.; AC 19 (touch 9, flat-footed 19); Base Atk +6; Grp +14; Atk +10 melee (2d8+6, masterwork greatclub) or +5 ranged (1d8+4, javelin); Full Atk +10/+5 melee (2d8+6, masterwork greatclub) or +5 ranged (1d8+4, javelin); Space/Reach 10 ft./10 ft.;

SA Spontaneous inflict, rebuke undead 1/day; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +3, Will +8; Str 18, Dex 10, Con 18, Int 10, Wis 16, Cha 6.

Skills and Feats: Climb +6, Concentration +14, Spellcraft +1, Spot +8, Listen +8; Improved Initiative, Iron Will, Practiced Spellcaster, Weapon Focus (greatclub).

Spells Prepared (5/5/4/3; Base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *guidance*, 1st—*cure light wounds*, ~~*endure elements*~~, *remove fear**, *shield of faith*, 2nd—*cure moderate wounds*, *resist energy*, *sound burst*, *zeal**, 3rd—*mass lesser vigor*, *prayer**, *wrack*.

* Domain spell. *Deity:* Grolantor. *Domains:* Competition (+1 bonus on all opposed checks), Earth (turn/rebuke air and earth creatures 1 /day).

Note that due to the feat Practiced Spellcaster the caster level of Graack is 9.

Possessions: Large masterwork greatclub, large dagger, 6 large javelins, +1 *large chain shirt*, *cloak of resistance* +1, *scroll of cure moderate wounds*, *scroll of dispel magic*.

Tearer: 15 HD advanced war trained dire wolf; CR 6; Large Animal; HD 15d8+60; hp 127; Init +2; Spd 50 ft.; AC 18 (touch 11, flat-footed 16); Base Atk +11; Grp +23; Atk +19 melee (2d6+12, bite); Full Atk +19 melee (2d6+12, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +13, Ref +11, Will +10; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +8, Move Silently +8, Spot +8, Survival +3 (+7 when tracking by scent); Alertness, Armor Proficiency (light), Improved Natural Armor, Improved Natural Attack (bite), Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 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 dire wolf.

Possession: Large studded leather barding.

Crusem: Male ogre Bbn3; CR 6; Large Giant; HD 4d8+3d12+28; hp 60; Init +0; Spd 50 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +6; Grp +17; Atk +14 melee (3d6+10/19-20, masterwork greatsword) or +5 ranged (1d6+7, sling); Full Atk +14/+9 melee (3d6+10/19-20, masterwork greatsword) or +5 ranged (1d6+7, sling); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., low-light vision, trap sense +1,

uncanny dodge; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 11, Con 18, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +7, Listen +3, Spot +3, Survival +5; Improved Bull's Rush, Power Attack, Weapon Focus (greatsword).

Rage (Ex): Duration 9 rds.; hp 74; AC 16; Grp +19; Atk +16 melee (3d6+13/19-20, masterwork greatsword); Full Atk +16/+11 melee (3d6+13/19-20, masterwork greatsword); SV Fort +14, Ref +3, Will +6.

Possessions: Masterwork large greatsword, large dagger, large sling, 20 large bullets, masterwork chain shirt, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of remove blindness*.

Raiders (4): Male orc Bbn2; CR 2; Medium Humanoid (orc); HD 2d12+4; hp 23; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 14); Base Atk +2; Grp +7; Atk +9 melee (2d4+6/18-20, masterwork falchion) or +4 ranged (1d6, javelin); Full Atk +9 melee (2d4+6/18-20, masterwork falchion) or +4 ranged (1d6, javelin); SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity, uncanny dodge; AL CE; SV Fort +6, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Jump +6, Listen +4, Survival +5; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): Duration 7 rds.; hp 27; AC 12; Grp +9; Atk +11 melee (2d4+9/18-20, masterwork falchion); Full Atk +11 melee (2d4+9/18-20, masterwork falchion); SV Fort +7, Ref +1, Will +2.

Possessions: Masterwork falchion, dagger, 6 javelins, studded leather, *cloak of resistance* +1.

Encounter 7: Ghostly Confrontation

Taugern: Male human ghost Wiz4; Medium Undead (incorporeal); HD 4d12; hp 28; Init +2; Spd fly 30 ft. (perfect); AC 18* (14 touch, 12 flat-footed); Base Atk +2; Grp +1; Atk +4 touch (1d4 intelligence drain) or +4 ranged (spell); Full Atk +4 touch (1d4 intelligence drain) or +4 ranged (spell); SA Draining touch, malevolence; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL NE; SV Fort +3, Ref +4, Will +7; Str 8, Dex 14, Con –, Int 17, Wis 10, Cha 14.

* The *shield* spell has been taken into account.

Skills and Feats: Concentration +11, Craft (alchemy) +9, Knowledge (arcana) +10, Knowledge (geography) +5, (history) +10, Knowledge (religion) +9, Spellcraft +12; Iron Will, Skill Focus (Concentration), Spell Focus (evocation).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from Intelligence. On each such successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 2) against DC 16. As a rule, the only

way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0th—*acid splash*, *daze*, *ray of frost*, *resistance*; 1st—*magic missile* (2), *ray of enfeeblement*, ~~*shield*~~, 2nd—*scorching ray* (2), *tasha's hideous laughter*.

Ψ Because of Spell Focus (evocation), the base DC against these spells is 14 + spell level.

Possessions: Spell component pouch, *cloak of resistance* +1.

Bodyguard: Male dwarf icegaunt; CR 6; Medium Undead (Cold); HD 10d12+3; hp 68; Init +0; Spd 40 ft.*; AC 23* (touch 10, flat-footed 23); Base Atk +5; Grp +10; Atk +11 melee* (1d6+8 plus 1d6 cold plus 1d4 Constitution drain, slam); Full Atk +11 melee* (1d6+8 plus 1d6 cold plus 1d4 Constitution drain, slam); SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., damage reduction 10/magic, fire resistance 10*, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +3, Ref +3, Will +9; Str 20, Dex 11, Con –, Int 11, Wis 14, Cha 12.

* The spells *barkskin*, *longstrider*, *magic fang* and *resist energy (fire)* have been taken into account.

Skills and Feats: Concentration +14, Hide +13, Move Silently +13, Spot +15; Cleave, Power Attack, Silent Spell, Toughness.

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Spells Prepared (5/4/3/1; Base DC = 12 + spell level): 0—*detect magic* (2), *guidance*, *light*, *resistance*; 1st—~~*longstrider*~~, ~~*magic fang*~~, *obscuring mist*, ~~*pass without trace*~~, 2nd—~~*barkskin*~~, ~~*resist energy (fire)*~~, ~~*tree shape*~~, 3rd—*call lightning*.

Possessions: Dwarven waraxe, dagger, light crossbow, 20 bolts, masterwork chain shirt.

Appendix 3: APL 8

Encounter 1: Strangers on the Road

Krevak: Male Half-Orc Rgr5/Bloodhound4; CR 7; Medium Humanoid (Orc); HD 5d8+4d10+18; hp 70; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +9; Grp +16; Atk +12* melee (1d8+4/x3, masterwork longspear) or +12* melee (1d8+5/19-20, +1 *longsword*) or +13 missile (1d8+3/x3, masterwork mighty composite longbow); Full Atk +12/+7* melee (1d8+4/x3, masterwork longspear), or +12/+7* melee (1d8+5/19-20, +1 *longsword*), or +11/+6 melee (1d8+4/19-20, +1 *longsword*) AND +9* melee (1d3+3 nonlethal, fist), or +13/+8 missile (1d8+3/x3, masterwork mighty composite longbow); SA Favored Enemy (human: +4; orc: +2), stunning fist 2/day (Fort DC 15); SQ Darkvision 60 ft., bring 'em back alive, hunter's dedication, mark (2), move like the wind, nonlethal force, ready and waiting, swift tracker, tenacious pursuit (+10 ft. movement), wild empathy: +4; AL LN; SV Fort +11, Ref +12, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 6.

* Includes the -1 penalty due to the use of a buckler in combination with Improved Buckler Defense.

Skills and Feats: Climb +5, Gather Information +3, Hide +7, Listen +10, Knowledge (geography) +4, Knowledge (nature) +7, Move Silently +11, Search +5, Spot +10, Survival +12 (+14 when tracking); Endurance, Improved Buckler Defense, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Track, Two Weapon Fighting.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for

defeating that creature. A bloodhound can choose a mark only once a week.

Bring 'em back alive (Ex): At the bloodhound's option, any melee attack that would reduce a foe to -2 or fewer hit points reduces the foe to -1 instead. A bloodhound must choose to use this ability immediately upon reducing his foe to -2 or fewer hit points, and before making any other action.

Hunter's Dedication (Ex): A bloodhound adds his Constitution bonus to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): A bloodhound can move stealthily even at a quick pace. He no longer takes a -5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he only takes a -10 penalty on Hide and Move Silently checks when running. (He takes the normal -20 penalty when attacking or charging).

Nonlethal Force (Ex): A bloodhound can use a melee weapon that deal lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): A bloodhound is ready for trickery all times. He can ready an action against his mark, even outside of the initiative sequence.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Tenacious Pursuit (Ex): A bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march.

In addition, a blood mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases.

Spells prepared (1; Base DC = 11 + spell level): 1st - *accelerated movement*.

Possessions: Masterwork longspear, +1 *longsword*, dagger, club, masterwork mighty composite longbow (+3), 20 arrows, +1 *chain shirt of silent moves*, +1 *buckler*, 2 tanglefoot bags, masterwork manacles, 50 ft. silk rope, *cloak of resistance* +1, 2 *Quaal's feather tokens* (whip), 2 *scrolls of cure light wounds*.

Rinard: Male Human (Oeridian) Rog3/Rgr3/Bloodhound1; CR 7; Medium Humanoid (human); HD 3d6+3d8+1d10+14; hp 51; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +6; Grp +6; Atk +7 melee (1d6 nonlethal, masterwork sap) or +7 melee (1d8, masterwork flail) or +9 ranged (1d8/x3,

composite longbow); Full Atk +7/+2 melee (1d6 nonlethal, masterwork sap) or +7/+2 melee (1d8, masterwork flail) or +7/+7/+2 ranged (1d8/x3, composite longbow); SA Favored Enemy (human: +2), sneak attack +2d6; SQ Evasion, mark (1), swift tracker, wild empathy +4; AL LN; SV Fort +9, Ref +12, Will +3; Str 11, Dex 16, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +4, Bluff +11, Diplomacy +12, Disable Device +5, Gather Information +9, Hide +10, Intimidate +3, Jump +1, Knowledge (the Splintered Sun) +5, Listen +3, Move Silently +10, Open Lock +5, Search +6, Sense Motive +5, Slight of Hand +8, Spot +3, Survival +8 (+10 when tracking), Tumble +12; Combat Expertise, Endurance, Improved Feint, Improved Trip, Rapid Shot, Track, Urban Tracking.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Possessions: Masterwork flail, masterwork sap, dagger, composite longbow, 20 arrows, +1 *mithral breastplate*, masterwork buckler, masterwork manacles, *cloak of resistance* +1, 2 tanglefoot bags, 2 *potions of cure light wounds*, *elixir of truth*, *Quaal's feather token (whip)*.

Encounter 5: Raiders

Gra'ack: Male ogre Clr7; CR 8; Large Giant; HD 11d8+44; hp 102; Init +4; Spd 30 ft.; AC 21 (touch 9, flat-footed 21); Base Atk +8; Grp +16; Atk +12 melee (2d8+6, masterwork greatclub) or +7 ranged (1d8+4, javelin); Full Atk +12/+7 melee (2d8+6, masterwork greatclub) or +7 ranged (1d8+4, javelin); Space/Reach 10 ft./10 ft.; SA Spontaneous inflict, rebuke undead

1/day; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +11, Ref +4, Will +9; Str 18, Dex 10, Con 18, Int 10, Wis 16, Cha 6.

Skills and Feats: Climb +3, Concentration +18, Knowledge (religion) +1, Spellcraft +2, Spot +8, Listen +8; Improved Initiative, Iron Will, Practiced Spellcaster, Weapon Focus (greatclub).

Spells Prepared (6/5/5/4/2; Base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *guidance* (2); 1st—*cure light wounds*, ~~*endure elements*~~, *entropic shield*, *remove fear**, *shield of faith*, 2nd—*cure moderate wounds* (2), *resist energy*, *sound burst*, *zeal**, 3rd—*invisibility purge*, *mass lesser vigor*, *prayer**, *wrack*, 4th—*air walk*, *divine power*.*

* Domain spell. *Deity:* Grolantor. *Domains:* Competition (+1 bonus on all opposed checks), Earth (turn/rebuke air and earth creatures 1 /day).

Note that due to the feat Practiced Spellcaster the caster level of Gra'ack is 11.

Possessions: Large masterwork greatclub, large dagger, 6 large javelins, +1 *large breastplate*, *cloak of resistance* +1, *ring of protection* +1, *scroll of cure moderate wounds*, *scroll of dispel magic*.

Tearer: 15 HD advanced war trained dire bear; CR 8; Large Animal; HD 15d8+63; hp 130; Init +1; Spd 40 ft.; AC 17 (touch 10, flat-footed 16); Base Atk +11; Grp +25; Atk +21 (2d4+10, claw); Full Atk +21/+21 (2d4+10, claw) and +18 melee (2d8+5, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, scent; SV Fort +13, Ref +10, Will +10; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Swim +13; Endurance, Multiattack, Run, Toughness, Weapon focus (claw).

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

Possessions: None.

Crusem: Male hill giant Bbn1; CR 8; Large Giant; HD 12d8+1d12+78; hp 139; Init +0; Spd 40 ft.; AC 22 (touch 9, flat-footed 22); Base Atk +10; Grp +26; Atk +22 melee (3d6+18/17-20, masterwork greatsword) or +9 missile (1d6+12, sling); Full Atk +22/+17 melee (3d6+18/17-20, masterwork greatsword) or +9/+4 missile (1d6+12, sling); Space/Reach 10 ft./10 ft.; SA Rage 1/day, rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +17, Ref +5, Will +6; Str 35, Dex 11, Con 22, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +14, Jump +15, Listen +5, Spot +5, Survival +3; Improved Bullrush, Improved Critical (greatsword), Knockback, Power Attack, Weapon Focus (greatsword).

Rage (Ex): Duration 11 rds.; hp 165; AC 20; Grp +28; Atk +24 melee (3d6+21/17-20, masterwork greatsword); Full Atk +24/+19 melee (3d6+21/17-20, masterwork greatsword); SV Fort +19, Ref +5, Will +8.

Rock Throwing (Ex): The range increment for the hill giant is 120 ft..

Possessions: Masterwork large greatsword, large dagger, large sling, 20 large bullets, masterwork chain shirt, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of remove blindness*.

Raiders (4): Male ogre Bbn1; CR 4; Large Giant; HD 4d8+1d12+20; hp 45; Init +0; Spd 50 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +4; Grp +15; Atk +12 melee (2d8+10, masterwork greatclub) or +2 ranged (1d8+7, javelin); Full Atk +12 melee (2d8+10, masterwork greatclub) or +2 ranged (1d8+7, javelin); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +11, Ref +2, Will +3; Str 25, Dex 11, Con 18, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +6, Listen +3, Spot +3, Survival +3; Power Attack, Weapon Focus (greatclub).

Rage (Ex): Duration 9 rds.; hp 55; AC 16; Grp +17; Atk +14 melee (2d8+13, masterwork greatclub); Full Atk +14 melee (2d8+13, masterwork greatclub); SV Fort +12, Ref +1, Will +4.

Possessions: Masterwork large greatclub, large dagger, 6 large javelins, chain shirt, *cloak of resistance* +1.

Encounter 7: Ghostly Confrontation

Taurgern: Male human ghost Wiz6; CR 8; Medium Undead (incorporeal); HD 6d12; hp 42 (53*); Init +2; Spd fly 30 (perfect); AC 22* (14 touch, 20 flat-footed); Base Atk +3; Grp +2; Atk +5 touch (1d4 intelligence drain) or +5 ranged (spell); Full Atk +5 touch (1d4 intelligence drain) or +5 ranged (spell); SA Draining touch, malevolence; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL NE; SV Fort +3, Ref +5, Will +8; Str –, Dex 14, Con –, Int 17, Wis 10, Cha 14.

* Includes the effects of *false life*, *mage armor* and *shield* spells.

Skills and Feats: Concentration +12, Craft (alchemy) +10, Knowledge (arcana) +12, Knowledge (religion) +8, Knowledge (history) +11, Knowledge (local) +12, Spellcraft +14; Iron Will, Empower Spell,

Scribe Scroll, Skill Focus (concentration), Spell Focus (evocation).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from Intelligence. On each such successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be

destroyed returns to its old haunts with a successful level check (1d20 + 2) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0th—*acid splash*, *daze*, *daze*, *ray of frost*; 1st—~~*mage armor*~~, *magic missile* (2), ~~*shield*~~; 2nd—~~*false life*~~, *scorching ray* (2), *tasha's hideous laughter*; 3rd—*haste*, *lightning bolt*^Ψ.

Ψ Because of Spell Focus (evocation), the base DC against these spells is 14 + spell level.

Possessions: *Cloak of resistance* +1, Spell component pouch.

Bodyguard: Male dwarf icegaunt Ftr2; CR 8; Medium Undead (Cold); HD 10d12+2d12+3; hp 81; Init +7; Spd 40 ft.*; AC 26* (touch 13, flat-footed 26); Base Atk +7; Grp +19; Atk +20 melee* (1d6+19 plus 1d6 cold plus 1d4 Constitution drain, slam); Full Atk +20 melee* (1d6+19 plus 1d6 cold plus 1d4 Constitution drain, slam); SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., damage reduction 10/magic, fire resistance 10*, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +9, Ref +7, Will +10; Str 34, Dex 16, Con –, Int 10, Wis 14, Cha 14.

* The spells *barkskin*, *longstrider*, *magic fang* and *resist energy (fire)* have been taken into account.

Skills and Feats: Balance +4, Concentration +14, Hide +16, Move Silently +16, Spot +15; Cleave, Great Fortitude, Improved Initiative, Power Attack, Silent Spell, Toughness, Weapon Focus (slam).

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 17 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Spells Prepared (5/4/3/1; Base DC = 12 + spell level): 0—*detect magic* (2), *guidance*, *light*, *resistance*; 1st—~~*longstrider*~~, ~~*magic fang*~~, *obscuring mist*, ~~*pass without*~~

~~*trace*~~, 2nd—~~*barkskin*~~, ~~*resist energy (fire)*~~, ~~*tree shape*~~; 3rd—~~*call lightning*~~.

Possessions: Dwarven waraxe, dagger, light crossbow, 20 bolts, masterwork chain shirt, *boots of winterlands*, *cloak of resistance* +1.

Appendix 4: APL 10

Encounter 1: Strangers on the Road

Krevak: Male Half-Orc Rgr5/Bloodhound6; CR 11; Medium Humanoid (Orc); HD 5d8+6d10+22; hp 86; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +11; Grp +19; Atk +15* melee (1d8+6/x3, masterwork longspear) or +15* melee (1d8+7/19-20, +1 *longsword*) or +15 missile (1d8+3/x3, masterwork mighty composite longbow); Full Atk +15/+10/+5* melee (1d8+6/x3, masterwork longspear), or +15/+10/+5* melee (1d8+7/19-20, +1 *longsword*), or +14/+9/+4 melee (1d8+5/19-20, +1 *longsword*) AND +12* melee (1d3+4 nonlethal, fist), or +15/+10/+5 missile (1d8+3/x3, masterwork mighty composite longbow); SA Crippling strike, favored Enemy (human: +4; orc: +2), stunning fist 2/day (Fort DC 16); SQ Darkvision 60 ft., bring 'em back alive, hunter's dedication, mark (2), move like the wind, nonlethal force, ready and waiting, see invisibility, shielded mind, swift tracker, tenacious pursuit (+20 ft. movement), track the trackless, wild empathy: +4; AL LN; SV Fort +13, Ref +14, Will +6; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 6.

* Includes the -1 penalty due to the use of a buckler in combination with Improved Buckler Defense.

Skills and Feats: Climb +6, Gather Information +5, Hide +11, Listen +11, Knowledge (geography) +6, Knowledge (nature) +7, Move Silently +11, Search +5, Spot +11, Survival +14 (+16 when tracking); Endurance, Improved Buckler Defense, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Track, Two Weapon Fighting.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience

points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Bring 'em back alive (Ex): At the bloodhound's option, any melee attack that would reduce a foe to -2 or fewer hit points reduces the foe to -1 instead. A bloodhound must choose to use this ability immediately upon reducing his foe to -2 or fewer hit points, and before making any other action.

Crippling Strike (Ex): A bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark. A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet.

Hunter's Dedication (Ex): A bloodhound adds his Constitution bonus to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): A bloodhound can move stealthily even at a quick pace. He no longer takes a -5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he only takes a -10 penalty on Hide and Move Silently checks when running. (He takes the normal -20 penalty when attacking or charging).

Nonlethal Force (Ex): A bloodhound can use a melee weapon that deal lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): A bloodhound is ready for trickery all times. He can ready an action against his mark, even outside of the initiative sequence.

See Invisibility (Su): This ability functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): A bloodhound has a spell resistance against divination spells equal to 15 + his bloodhound level. This benefit does not stack with other forms of spell resistance.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Tenacious Pursuit (Ex): A bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march.

In addition, a blood mark can increase his own speed by 20 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases.

Track the Trackless (Su): A bloodhound can track a creature moving under the influence of a *pass without trace* or a similar effect, though he takes a –20 penalty on his Survival checks when doing so.

Spells prepared (1; Base DC = 11 + spell level): 1st–*accelerated movement*.

Possessions: Masterwork longsword, +1 *longsword*, dagger, club, masterwork mighty composite longbow (+3), 20 arrows, +1 *chain shirt of silent moves*, +2 *buckler*, 2 tanglefoot bags, masterwork manacles, 50 ft. silk rope, *cloak of resistance* +2, *gauntlets of ogre power*, 2 *Quaal's feather tokens (whip)*, 2 *scrolls of cure light wounds*.

Rinard: Male Human (Oeridian)
Rog4/Rgr3/Bloodhound2; CR 9; Medium Humanoid (human); HD 4d6+3d8+2d10+18; hp 65; Init +3; Spd 30 ft.; AC 21 (touch 14, flat-footed 18); Base Atk +8; Grp +9; Atk +10 melee (1d6+1 nonlethal, masterwork sap) or +10 melee (1d8+1, masterwork flail) or +11 ranged (1d8/x3, composite longbow); Full Atk +10/+5 melee (1d6 +1 nonlethal, masterwork sap) or +10/+5 melee (1d8+1, masterwork flail) or +9/+9/+4 ranged (1d8/x3, composite longbow); SA Favored Enemy (human: +2), nonlethal force, sneak attack +2d6; SQ Evasion, mark (1), ready and waiting, swift tracker, uncanny dodge, wild empathy +4; AL LN; SV Fort +10, Ref +14, Will +3; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +8, Bluff +13, Diplomacy +12, Disable Device +5, Gather Information +11, Hide +11, Intimidate +3, Jump +2, Knowledge (the Splintered Sun) +5, Listen +5, Move Silently +11, Open Lock +5, Search +6, Sense Motive +5, Slight of Hand +8, Spot +5, Survival +10 (+12 when tracking), Tumble +14; Combat Expertise, Endurance, Improved Disarm, Improved Feint, Improved Trip, Rapid Shot, Track, Urban Tracking.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Nonlethal Force (Ex): A bloodhound can use a melee weapon that deal lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): A bloodhound is ready for trickery all times. He can ready an action against his mark, even outside of the initiative sequence.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Possessions: Masterwork flail, masterwork sap, dagger, composite longbow, 20 arrows, +1 *mithral breastplate*, masterwork buckler, masterwork manacles, *cloak of resistance* +1, *ring of protection* +1, 2 tanglefoot bags, 2 *potions of cure light wounds*, *elixir of truth*, *Quaal's feather token (whip)*.

Encounter 5: Raiders

Gra'ack: Male stone giant Clr4; CR 10; Large Giant (earth); HD 14d8+4d8+90; hp 173; Init +7; Spd 40 ft.; AC 28 (touch 12, flat-footed 25); Base Atk +13; Grp +24; Atk +20 melee (2d8+11, masterwork greatclub) or +14 ranged (2d8+7, rock); Full Atk +20/+15/+10 melee (2d8+11, masterwork greatclub) or +14 ranged (2d8+7, rock); Space/Reach 10 ft./10 ft.; SA Rebuke undead 3/day, rock throwing, spontaneous inflict; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +19, Ref +9, Will +15; Str 24, Dex 16, Con 21, Int 14, Wis 18, Cha 10.

Skills and Feats: Climb +23, Concentration +21, Hide +15 (+23 in rocky terrain), Spot +21, Listen +21; Combat Reflexes, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Practiced Spellcaster, Precise Shot.

Spells prepared (5/5/4; Spell DC = 14 + spell level): 0–*cure minor* (2), *detect magic*, *detect poison*, *guidance*, 1st–*bless*, ~~*endure elements*~~, *entropic shield*, *remove fear**, *shield of faith*, 2nd–*cure moderate wounds*, *remove paralysis*, *silence*, *zeal**.

* Domain spell. *Deity:* Grolantor. *Domains:* Competition (+1 bonus on opposed rolls); Earth (turn/rebuke air and earth creatures 3/day).

Note that due to the Practiced Spellcaster feat his caster level is 8.

Possessions: Masterwork large greatclub, large dagger, +1 *large chain shirt*, *cloak of resistance* +1,

scroll of cure serious wounds, scroll of dispel magic, scroll of invisibility purge.

Tearer: 18 HD advanced war trained dire bear; CR 10; Huge Animal; HD 18d8+111; hp 192; Init +1; Spd 40 ft.; AC 22 (touch 10, flat-footed 21); Base Atk +13; Grp +33; Atk +26 (2d4+14, claw); Full Atk +26/+26 (2d4+14, claw) and +23 melee (2d8+7, bite); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Low-light vision, scent; SV Fort +17, Ref +12, Will +12; Str 39, Dex 12, Con 23, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +11, Spot +11, Swim +10; Armor Proficiency (light), Endurance, Multiattack, Run, Toughness, Weapon focus (claw).

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

Possessions: Huge studded leather barding.

Crusem: Male hill giant Bbn3; CR 10; Large Giant; HD 12d8+3d12+90; hp 165; Init +0; Spd 40 ft.; AC 23 (touch 9, flat-footed 23); Base Atk +12; Grp +29; Atk +25 melee (3d6+19/17-20, masterwork greatsword) or +11 missile (1d6+13, sling); Full Atk +25/+20/+15 melee (3d6+19/17-20, masterwork greatsword) or +11/+6/+1 missile (1d6+13, sling); Space/Reach 10 ft./10 ft.; SA Rage 1/day, rock throwing; SQ Low-light vision, rock catching, trap sense +1, uncanny dodge; AL CE; SV Fort +18, Ref +6, Will +7; Str 36, Dex 11, Con 22, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +15, Jump +16, Listen +5, Spot +5, Survival +5; Improved Bullrush, Improved Critical (greatsword), Knockback, Power Attack, Reckless Rage, Weapon Focus (greatsword).

Rage (Ex): Duration 12 rds.; hp 210; AC 19; Grp +32; Atk +28 melee (3d6+24/17-20, masterwork greatsword); Full Atk +28/+23/+18 melee (3d6+24/17-20, masterwork greatsword); SV Fort +21, Ref +6, Will +9.

Rock Throwing (Ex): The range increment for the hill giant is 120 ft..

Possessions: Masterwork large greatsword, large dagger, large sling, 20 large bullets, +1 *chain shirt*, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of remove blindness*.

Raiders: Male ogre Bbn3; CR 6; Large Giant; HD 4d8+3d12+28; hp 60; Init +0; Spd 50 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +6; Grp +17; Atk +14 melee (2d8+10, masterwork greatclub) or +4 ranged (1d8+7,

javelin); Full Atk +14/+9 melee (2d8+10, masterwork greatclub) or +4 ranged (1d8+7, javelin); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 11, Con 18, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +6, Listen +3, Spot +3, Survival +5; Improved Bull's Rush, Power Attack, Weapon Focus (greatclub).

Rage (Ex): Duration 9 rds.; hp 74; AC 16; Grp +19; Atk +16 melee (2d8+13, masterwork greatclub); Full Atk +16/+11 melee (2d8+13, masterwork greatclub); SV Fort +14, Ref +3, Will +6.

Possessions: Masterwork large greatclub, large dagger, 6 large javelins, chain shirt, *cloak of resistance* +1.

Encounter 7: Ghostly Confrontation

Taurgern: Male human ghost Wiz8; CR 10; Medium Undead (incorporeal); HD 8d12; hp 56 (69*); Init +2; Spd fly 30 ft. (perfect); AC 22 (14 touch, 20 flat-footed); Base Atk +4; Grp +3; Atk +6 touch (1d4 intelligence drain) or +6 ranged (spell); Full Atk +6 touch (1d4 intelligence drain) or +6 ranged (spell); SA Draining touch, horrific appearance, malevolence; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, fire resistance 20*, +4 turn resistance, undead traits; AL NE; SV Fort +4, Ref +6, Will +10; Str 8, Dex 14, Con –, Int 20, Wis 10, Cha 14.

* Includes the effects of *false life*, *mage armor* and *shield*. Note that the spell *resist energy (fire)* is also in effect, but if Taurgern knows that the PCs favor another energy type he will select that type instead.

Skills and Feats: Concentration +14, Craft (alchemy) +10, Knowledge (arcana) +16, Knowledge (religion) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nobility) +7, Spellcraft +18; Empower spell, Iron Will, Scribe Scroll, Skill Focus (concentration), Spell Focus (enchantment), Spell focus (evocation).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from Intelligence. On each such successful attack, the ghost heals 5 points of damage to itself.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a DC 16 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 2) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spells Prepared (4/6/4/4/3; base DC = 15 + spell level): 0th—*acid splash*, *detect magic*, *touch of fatigue*, *ray of frost*; 1st—*burning hands*^ψ, ~~*mage armor*~~, *magic missile* (2), *ray of enfeeblement*, ~~*shield*~~, 2nd—~~*false life*~~, ~~*resist energy*~~, *scorching ray*, *tasha's hideous laughter*[¥]; 3rd—*haste*, *hold person*[¥], *lightning bolt*^ψ; 4th—*enervation* (2), *scorching ray* (empowered).

^ψ Because of Spell Focus (Evocation), the base DC against these spells is 16 + spell level.

[¥] Because of Spell Focus (Enchantment), the base DC against these spells is 16 + spell level.

Possessions: 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *cloak of resistance* +2, *headband of intellect* +2.

Bodyguard: Male dwarf icegaunt Ftr4; CR 10; Medium Undead (Cold); HD 10d12+4d12+3; hp 95; Init +7; Spd 40 ft.*; AC 27* (touch 13, flat-footed 27); Base Atk +9; Grp +21; Atk +22 melee* (1d6+21 plus 1d6 cold plus 1d4 Constitution drain, slam); Full Atk +22 melee* (1d6+21 plus 1d6 cold plus 1d4 Constitution drain, slam); SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., damage reduction 10/magic, fire resistance 10*, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +10, Ref +8, Will +11; Str 34, Dex 16, Con –, Int 10, Wis 14, Cha 14.

* The spells *barkskin*, *longstrider*, *magic fang* and *resist energy (fire)* have been taken into account.

Skills and Feats: Balance +6, Concentration +14, Hide +16, Move Silently +16, Spot +15; Cleave, Great Fortitude, Improved Initiative, Power Attack*, Silent Spell, Toughness, Weapon Focus (slam), Weapon Specialization (slam).

* Do NOT forget the influence of his *armbands of might*.

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 17 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Spells Prepared (5/4/3/1; Base DC = 12 + spell level): 0–*detect magic* (2), *guidance*, *light*, *resistance*, 1st–~~*longstrider*, *magic fang*, *obscuring mist*, *pass without trace*~~, 2nd–~~*barkskin*, *resist energy (fire)*, *tree shape*~~, 3rd–*call lightning*.

Possessions: Dwarven waraxe, dagger, light crossbow, 20 bolts, +1 *chain shirt*, *armbands of might*, *cloak of resistance* +1, *boots of the winterlands*.

Appendix 5: APL 12

Encounter 1: Strangers on the Road

Krevak: Male Half-Orc Rgr5/Bloodhound8; CR 13; Medium Humanoid (Orc); HD 5d8+8d10+26; hp 102; Init +3; Spd 30 ft.; AC 22 (touch 13, flat-footed 19); Base Atk +13; Grp +21; Atk +17* melee (1d8+6/x3, masterwork longspear) or +17* melee (1d8+7/19-20, +1 *longsword*) or +17 missile (1d8+3/x3, masterwork mighty composite longbow); Full Atk +17/+12/+7* melee (1d8+6/x3, masterwork longspear), or +17/+12/+7* melee (1d8+7/19-20, +1 *longsword*), or +16/+11/+6 melee (1d8+5/19-20, +1 *longsword*) AND +14* melee (1d3+4 nonlethal, fist), or +17/+12/+7 missile (1d8+3/x3, masterwork mighty composite longbow); SA Crippling strike, favored Enemy (human: +4; orc: +2), stunning fist 3/day (Fort DC 17); SQ Darkvision 60 ft., bring 'em back alive, freedom of movement, hunter's dedication, locate creature, mark (3), move like the wind, nonlethal force, ready and waiting, see invisibility, shielded mind, swift tracker, tenacious pursuit (+20 ft. movement), track the trackless, wild empathy: +4; AL LN; SV Fort +14, Ref +15, Will +6; Str 18, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

* Includes the -1 penalty due to the use of a buckler in combination with Improved Buckler Defense.

Skills and Feats: Climb +6, Gather Information +5, Hide +11, Listen +11, Knowledge (geography) +6, Knowledge (nature) +7, Move Silently +11, Search +5, Spot +11, Survival +14 (+16 when tracking); Endurance, Improved Buckler Defense, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist, Track, Two Weapon Fighting.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes

unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Bring 'em back alive (Ex): At the bloodhound's option, any melee attack that would reduce a foe to -2 or fewer hit points reduces the foe to -1 instead. A bloodhound must choose to use this ability immediately upon reducing his foe to -2 or fewer hit points, and before making any other action.

Crippling Strike (Ex): A bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark. A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet.

Freedom of Movement (Su): A bloodhound can act normally regardless of magical effects that impede movement, as if he were affected by a *freedom of movement* spell. The effect lasts for a total time per day of 1 round per point of Wisdom bonus he possesses (minimum 1 round). The effect occurs automatically as soon as it is applied, lasts until it runs out or no is no longer needed, and can be used multiple times per day.

Hunter's Dedication (Ex): A bloodhound adds his Constitution bonus to Will saves made to resist the special attacks or spells of his mark.

Locate Creature (Sp): Once per day, a bloodhound can produce an effect identical to that of a *locate creature* spell with a caster level equal to the bloodhound's character level.

Move Like the Wind (Ex): A bloodhound can move stealthily even at a quick pace. He no longer takes a -5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he only takes a -10 penalty on Hide and Move Silently checks when running. (He takes the normal -20 penalty when attacking or charging).

Nonlethal Force (Ex): A bloodhound can use a melee weapon that deal lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): A bloodhound is ready for trickery all times. He can ready an action against his mark, even outside of the initiative sequence.

See Invisibility (Su): This ability functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): A bloodhound has a spell resistance against divination spells equal to 15 + his bloodhound level. This benefit does not stack with other forms of spell resistance.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Tenacious Pursuit (Ex): A bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march.

In addition, a blood mark can increase his own speed by 20 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases.

Track the Trackless (Su): A bloodhound can track a creature moving under the influence of a *pass without trace* or a similar effect, though he takes a -20 penalty on his Survival checks when doing so.

Spells prepared (1; Base DC = 11 + spell level): 1st – *accelerated movement*.

Possessions: Masterwork longspear, +1 *longsword*, dagger, club, masterwork mighty composite longbow (+3), 20 arrows, +2 *chain shirt of silent moves*, +2 *buckler*, 2 tanglefoot bags, masterwork manacles, 50 ft. silk rope, *boots of speed*, *cloak of resistance* +2, *gauntlets of ogre power*, 2 *Quaal's feather tokens* (whip), 2 *scrolls of cure light wounds*.

Rinard: Male Human (Oeridian)
Rog5/Rgr3/Bloodhound3; CR 11; Medium Humanoid (human); HD 5d6+3d8+3d10+22; hp 79; Init +4; Spd 30 ft.; AC 22 (touch 15, flat-footed 18); Base Atk +9; Grp +10; Atk +11 melee (1d6+1 nonlethal, masterwork sap) or +11 melee (1d8+1, masterwork flail) or +13 ranged (1d8/x3, composite longbow); Full Atk +11/+6 melee (1d6 +1 nonlethal, masterwork sap) or +11/+6 melee (1d8+1, masterwork flail) or +11/+11/+6 ranged (1d8/x3, composite longbow); SA Favored Enemy (human: +2), nonlethal force, sneak attack +3d6; SQ Bring'em back alive, evasion, mark (1), ready and waiting, swift tracker, tenacious pursuit (+10 ft.), uncanny dodge, wild empathy +4; AL LN; SV Fort +10, Ref +15, Will +4; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +9, Bluff +18, Diplomacy +17, Disable Device +5, Gather Information +16, Hide +14, Intimidate +6, Jump +2, Knowledge (the Splintered Sun) +5, Listen +7, Move Silently +14, Open Lock +5, Search +6, Sense Motive +5, Slight of Hand +9, Spot +7, Survival +14 (+16 when tracking), Tumble +15; Combat Expertise, Endurance, Improved Disarm, Improved Feint, Improved Trip, Rapid Shot, Track, Urban Tracking.

Bring 'em back alive (Ex): At the bloodhound's option, any melee attack that would reduce a foe to -2 or fewer hit points reduces the foe to -1 instead. A bloodhound must choose to use this ability immediately upon reducing his foe to -2 or fewer hit points, and before making any other action.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Nonlethal Force (Ex): A bloodhound can use a melee weapon that deal lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): A bloodhound is ready for trickery all times. He can ready an action against his mark, even outside of the initiative sequence.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

Tenacious Pursuit (Ex): A bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march.

In addition, a blood mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases.

Possessions: Masterwork flail, masterwork sap, dagger, composite longbow, 20 arrows, +1 *mithral breastplate*, masterwork buckler, masterwork manacles, *cloak of resistance* +1, *ring of protection* +1, *gloves of dexterity* +2, *circlet of persuasion*, 2 tanglefoot bags, 2 *potions of cure light wounds*, *elixir of truth*, *Quaal's feather token* (whip).

Encounter 5: Raiders

Gra'ack: Male stone giant Clr8; CR 12; Large Giant (earth); HD 14d8+8d8+110; hp 203; Init +7; Spd 40 ft.; AC 31 (touch 13, flat-footed 28); Base Atk +16; Grp +27; Atk +23 melee (2d8+11, masterwork greatclub) or +17 ranged (2d8+7, rock); Full Atk +23/+18/+13 melee (2d8+11, masterwork greatclub) or +17 ranged (2d8, rock); Space/Reach 10 ft./10 ft.; SA Rebuke undead 3/day, rock throwing, spontaneous inflict; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +21, Ref +10, Will +17; Str 24, Dex 16, Con 21, Int 14, Wis 19, Cha 10.

Skills and Feats: Climb +23, Concentration +30, Hide +15 (+23 in rocky terrain), Knowledge (religion) +6, Spellcraft +5, Spot +21, Listen +21; Combat Reflexes, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Practiced Spellcaster, Precise Shot.

Spells prepared (6/6/5/5/4; Spell DC = 14 + spell level); 0—*cure minor* (2), *detect magic*, *detect poison* (2), *guidance*, 1st—*bless*, ~~*endure elements*~~, *entropic shield*, *protection from good*, *remove fear**, *shield of faith*, 2nd—*cure moderate wounds*, *remove paralysis*, *resist energy*, *silence*, *zeal**, 3rd—*dispel magic*, *magic circle against good*, *mass lesser vigor*, *prayer**, *wrack*, 4th—*air walk*, *cure critical*, *divine power**, *greater magic weapon*.

* Domain spell. **Deity:** Grolantor. **Domains:** Competition (+1 bonus on opposed rolls); Earth (turn/rebuke air and earth creatures 3/day).

Note that due to the Practiced Spellcaster feat his caster level is 12.

Possessions: Masterwork large greatclub, large dagger, +1 *large breast plate*, *cloak of resistance* +1, *ring of protection* +1, *amulet of natural armor* +1, *scroll of cure serious wounds*, *scroll of dispel magic*, *scroll of invisibility purge*.

Tearer: 24 HD advanced dire bear; CR 12; Huge Animal; HD 24d8+171; hp 279; Init +1; Spd 40 ft.; AC 23 (touch 10, flat-footed 22); Base Atk +18; Grp +39; Atk +32 (2d4+15, claw); Full Atk +32/+32 (2d4+15, claw) and +29 melee (2d8+7, bite); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Low-light vision, scent; SV Fort +21, Ref +15, Will +15; Str 40, Dex 12, Con 24, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +11, Spot +11, Swim +11; Armor Proficiency (light), Endurance, Improved Natural Armor, Multiattack, Power Attack, Run, Toughness, Weapon focus (claw).

Improved Grab (Ex): To use this ability, a dire 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.

Possessions: Huge studded leather barding.

Crusem: Male hill giant Bbn5; CR 12; Large Giant; HD 12d8+5d12+102; hp 191; Init +0; Spd 40 ft.; AC 23 (touch 9, flat-footed 23); Base Atk +14; Grp +31; Atk +27 melee (3d6+20/17-20, masterwork greatsword) or +13 missile (1d6+13, sling); Full Atk +27/+22/+17 melee (3d6+20/17-20, masterwork greatsword) or +13/+8/+3 missile (1d6+13, sling); Space/Reach 10 ft./10 ft.; SA Rage 2/day, rock throwing; SQ Improved uncanny dodge, low-light vision, rock catching, trap sense +1; AL CE; SV Fort +19, Ref +6, Will +7; Str 36, Dex 11, Con 22, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +15, Jump +16, Listen +5, Spot +5, Survival +7; Improved Bullrush, Improved Critical (greatsword), Knockback, Power Attack, Reckless Rage, Weapon Focus (greatsword).

Rage (Ex): Duration 12 rds.; hp 242; AC 19; Grp +34; Atk +30 melee (3d6+24/17-20, masterwork greatsword); Full Atk +30/+25/+20 melee (3d6+24/17-20, masterwork greatsword); SV Fort +22, Ref +6, Will +9.

Rock Throwing (Ex): The range increment for the hill giant is 120 ft..

Possessions: +1 *large greatsword*, large dagger, large sling, 20 large bullets, +1 *chain shirt*, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of remove blindness*.

Raiders (4): Male hill giant Bbn1; CR 8; Large Giant; HD 12d8+1d12+78; hp 139; Init +0; Spd 40 ft.; AC 22 (touch 9, flat-footed 22); Base Atk +10; Grp +26; Atk +22 melee (2d8+18, masterwork greatclub) or +9 missile (2d6+12, rock); Full Atk +22/+17 melee (2d8+18, masterwork greatclub) or +9 missile (2d6+12, rock); Space/Reach 10 ft./10 ft.; SA Rage 1/day, rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +17, Ref +5, Will +6; Str 35, Dex 11, Con 22, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +13, Jump +14, Listen +5, Spot +5, Survival +3; Cleave, Improved Bullrush, Improved Sunder, Power Attack, Weapon Focus (greatclub).

Rage (Ex): Duration 11 rds.; hp 165; AC 20; Grp +28; Atk +24 melee (2d8+21, masterwork greatclub); Full Atk +24/+19 melee (3d6+21, masterwork greatclub); SV Fort +19, Ref +5, Will +8.

Rock Throwing (Ex): The range increment for the hill giant is 120 ft..

Possessions: Masterwork large greatclub, large dagger, rocks, masterwork chain shirt, *cloak of resistance* +1.

Encounter 7: Ghostly Confrontation

Taurgern: Male human ghost Wiz10; CR 12; Medium Undead (incorporeal); HD 10d12; hp 70 (85)*; Init +3; Spd 30; AC 20* (16 touch, 16 flat-footed); Base Atk +5; Grp +4; Atk +9 touch (1d4 intelligence drain) or +9 ranged (spell); Full Atk +9 touch (1d4 intelligence drain) or +9 ranged (spell); SA Draining touch, horrific appearance, malevolence; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, fire resistance 20*, +4 turn resistance, undead traits; AL NE; SV Fort +5, Ref +9, Will +11; Str 8, Dex 18, Con –, Int 20, Wis 10, Cha 14.

Skills and Feats: Concentration +17, Craft (alchemy) +10, Knowledge (arcana) +19, Knowledge (religion) +18, Knowledge (history) +18, Knowledge (local) +18, Knowledge (nobility and royalty) +11, Spellcraft +20; Empower spell, Greater Spell focus (evocation), Iron Will, Scribe Scroll, Skill Focus (concentration), Spell Focus (enchantment), Spell Focus (evocation).

* Includes the effects of *false life*, *mage armor* and *shield*. Note that the spell *resist energy (fire)* is also in effect, but if Taurgern knows that the PCs favor another energy type he will select that type instead.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from Intelligence. On each such successful attack, the ghost heals 5 points of damage to itself.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a DC 17 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 2) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spells Prepared (4/6/5/4/4/3; base DC = 15 + spell level): 0th—*acid splash*, *detect magic*, *touch of fatigue*, *ray of frost*, 1st—*burning hands*, ~~*mage armor*~~, *magic missile* (2), *ray of enfeeblement* (2); 2nd—*blindness/deafness*, ~~*false life*~~, ~~*resist energy*~~, *scorching ray*, *tasha's hideous laughter*^{*}, 3rd—*dispel magic*, *haste*, *hold person*^{*}, *lightning bolt*; 4th—*scorching ray (empowered)*, *enervation* (2), *greater invisibility*, 5th—*lightning bolt*^ψ (empowered), *dominate person*^{*}, *feeblemind*^{*}.

Ψ Because of Greater Spell Focus (Evocation), the base DC against these spells is 17 + spell level.

¥ Because of Spell Focus (Enchantment), the base DC against these spells is 16 + spell level.

Possessions: Spell component pouch, *cloak of resistance* +2, *headband of intellect* +2.

Bodyguard: Male dwarf icegaunt Ftr6; CR 10; Medium Undead (Cold); HD 10d12+6d12+3; hp 109; Init +7; Spd 40 ft.*; AC 27* (touch 13, flat-footed 27); Base Atk +11; Grp +23; Atk +24 melee* (1d6+21 plus 1d6 cold plus 1d4 Constitution drain, slam); Full Atk +24 melee* (1d6+21 plus 1d6 cold plus 1d4 Constitution drain, slam); SA Constitution drain, create spawn, frost touch, spells; SQ Darkvision 60 ft., damage reduction 10/magic, damage reduction 1/adamantine, fire resistance 10*, immunity to cold, undead traits, vulnerability to fire; AL NE; SV Fort +11, Ref +11, Will +12; Str 35, Dex 16, Con –, Int 10, Wis 14, Cha 14.

* The spells *barkskin*, *longstrider*, *magic fang* and *resist energy (fire)* have been taken into account.

Skills and Feats: Balance +8, Concentration +14, Hide +16, Move Silently +16, Spot +15; Cleave, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack*, Silent Spell, Toughness, Weapon Focus (slam), Weapon Specialization (slam).

* Do NOT forget the influence of his *armbands of might*.

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 17 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Spells Prepared (5/4/3/1; Base DC = 12 + spell level): 0–*detect magic* (2), *guidance*, *light*, *resistance*, 1st–*longstrider*, *magic fang*, *obscuring mist*, ~~*pass without trace*~~, 2nd–*barkskin*, *resist energy (fire)*, ~~*tree shape*~~, 3rd–*call lightning*

Possessions: Dwarven waraxe, dagger, light crossbow, 20 bolts, +1 *adamantine chain shirt*, *armbands of might*, *cloak of resistance* +1, *boots of the winterlands*.

Appendix 6: Inhabitants of Nor Narsel

Amaryllis Brownhill: Female lightfoot halfling Rog3/Rgr2; CR 5; Small Humanoid (halfling); HD 3d8+2d6+10; hp 35; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +4; Grp +0; Atk +6 melee (1d4/19-20, masterwork shortsword) or +9 missile (1d6/x3, masterwork composite longbow); Full Atk +6 melee (1d4/19-20, masterwork shortsword) or +7/+7 missile (1d6/x3, masterwork composite longbow); SA Favored enemy (orc: +2), sneak attack +2d6; SQ Evasion, +2 saves vs. fear, wild empathy +2; AL NG; SV Fort +8, Ref +11, Will +3; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Balance +5, Climb +8, Bluff +6, Diplomacy +12, Handle Animal +2, Hide +6, Jump +5, Knowledge (geography) +6, Listen +5, Move Silently +6, Profession (peddler) +6, Search +6, Sense Motive +7, Speak Languages (Common, Dwarven, Halfling, Orcish), Spot +3, Survival +8 (+10 when tracking), Tumble +9; Negotiator, Point Blank Shot, Rapid Shot, Track.

Possessions: Masterwork shortsword, dagger, masterwork composite longbow, 20 arrows, +1 *studded leather*, *cloak of resistance* +1, 2 tanglefoot bags, 1 thunderstone, *wand of cure light wounds*.

Amgrend, Sertern (sergeant) of the Guards: Male human Ftr3; CR 3; Medium Humanoid (human); HD 3d10+3; hp 25; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8/x3, composite longbow); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8/x3, composite longbow); AL N; SV Fort +5, Ref +3, Will +3; Str 14, Dex 12, Con 13, Int 11, Wis 9, Cha 13.

Skills and Feats: Climb +6, Handle Animal +8, Listen +0, Ride +10, Spot +0; Animal Affinity, Iron Will, Mounted Combat, Weapon Focus (lance), Weapon Focus (longsword).

Possessions: Masterwork longsword, dagger, spear, composite longbow, 20 arrows, Masterwork studded leather, heavy wooden shield, *cloak of resistance* +1, signal whistle, 2 *potion of cure light wounds*.

Bomgren, mayor and sheriff of Nor Narsel: Male human Ftr8/Cav1; CR 9; Medium Humanoid (human); HD 9d10+27; hp 79; Init +1; Spd 20 ft.; AC 25 (touch 12, flat-footed 24); Base Atk +9; Grp +12; Atk +14 melee (1d8+5/19-20, masterwork longsword) or +14 melee

(1d8+6/x3, +1 *lance*); Full +14/+9 melee (1d8+5/19-20, masterwork longsword) or +14/+9 melee (1d8+6/x3, +1 *lance*); SA Mounted weapon bonus (lance) +1; AL NG; SV Fort +8, Ref +4, Will +4; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Diplomacy +9, Handle Animal +14, Knowledge (royalty and nobility) +7, Profession (military command) +4, Ride +17*; Cleave, Improved Toughness, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longsword).

* He is trained in riding normal horses and hippogriff.

Possessions: Masterwork longsword, dagger, +1 *lance*, +2 *full plate*, +1 *heavy wooden shield*, *ring of protection* +1, *potion of cure serious wounds*, war-trained hippogriff mount, exotic military saddle.

Note: In daily life Bomgren does not wear armor, or carry any other weapon besides his dagger. His lance, sword and full plate are catching dust in his living room.

Jaran, cleric of Pelor: Male human Clr7; CR 7; Medium Humanoid (human); HD 7d8; hp 32; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +5; Grp +6; Atk +7 melee (1d6, light mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6, light mace) or +4 ranged (1d8/19-20, light crossbow); SA Turn undead 4/day; SQ Spontaneous cure; AL NG; SV Fort +8, Ref +2, Will +10; Str 12, Dex 9, Con 11, Int 11, Wis 18, Cha 13.

Skills and Feats: Concentration +10, Diplomacy +6, Heal +10, Knowledge (religion) +5, Ride +0; Augmented Healing, Brew Potion, Great Fortitude, Improved Initiative.

Spells Prepared (6/6/5/4/3; Base DC = 14 + spell level): 0 *detect magic* (2), *guidance* (2), *mending*, *read magic*, 1st *bleed*, *detect evil*, *endure elements**, *remove fear*, *sanctuary*, *shield of faith*, 2nd *cure moderate wounds**, *delay poison*, *lesser restoration* (2), *make whole*, 3rd *cure serious wounds**, *dispel magic* (2), *remove blindness*, 4th *cure critical wounds**, *restoration* (2).

* Domain spell. *Deity:* Pelor; *Domains:* Healing (+1 CL healing spells), Sun (greater turn undead 1/day).

Possessions: Masterwork light mace, dagger, light crossbow, 20 bolts, +1 *breastplate*, +1 *heavy wooden*

shield, cloak of resistance +1, scroll of lesser restoration, 2 potions of cure light wounds, 500 gp in gems.

Rafern: Male human Wiz3; CR 3; Medium Humanoid (human); HD 3d4+12; hp 22; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL N; Fort +6, Ref +2, Will +2; Str 10, Dex 12, Con 16, Int 14, Wis 8, Cha 13.

Skills and Feats: Concentration +8, Knowledge (arcane) +7, Knowledge (architecture and engineering) +7, Profession (miner) +7, Spellcraft +10, Survival +2; Craft Wondrous Items, Great Fortitude, Improved Initiative, Scribe Scroll.

Spells Prepared (4/3/2; Base DC = 12 + spell level): 0 *detect magic, light, message, read magic*, 1st *mage armor, ray of enfeeblement* (2); 2nd *resist energy, scorching ray*.

Possessions: Dagger, light crossbow, 20 bolts, robes, spellbook, spellcomponent pouch.

Village guards (11): Male/female human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 6; Init +4; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/x3, short spear) or +1 ranged (1d6/x3, short bow); Full Atk +2 melee (1d6+1/x3, short spear) or +1 ranged (1d6/x3, short bow); AL NG/CG/N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +4, Jump +4, Listen +1, Spot +1, Swim +3; Alertness, Improved Initiative.

Possessions: Short spear, dagger, short bow, 20 arrows, studded leather, heavy wooden shield, cold weather outfit.

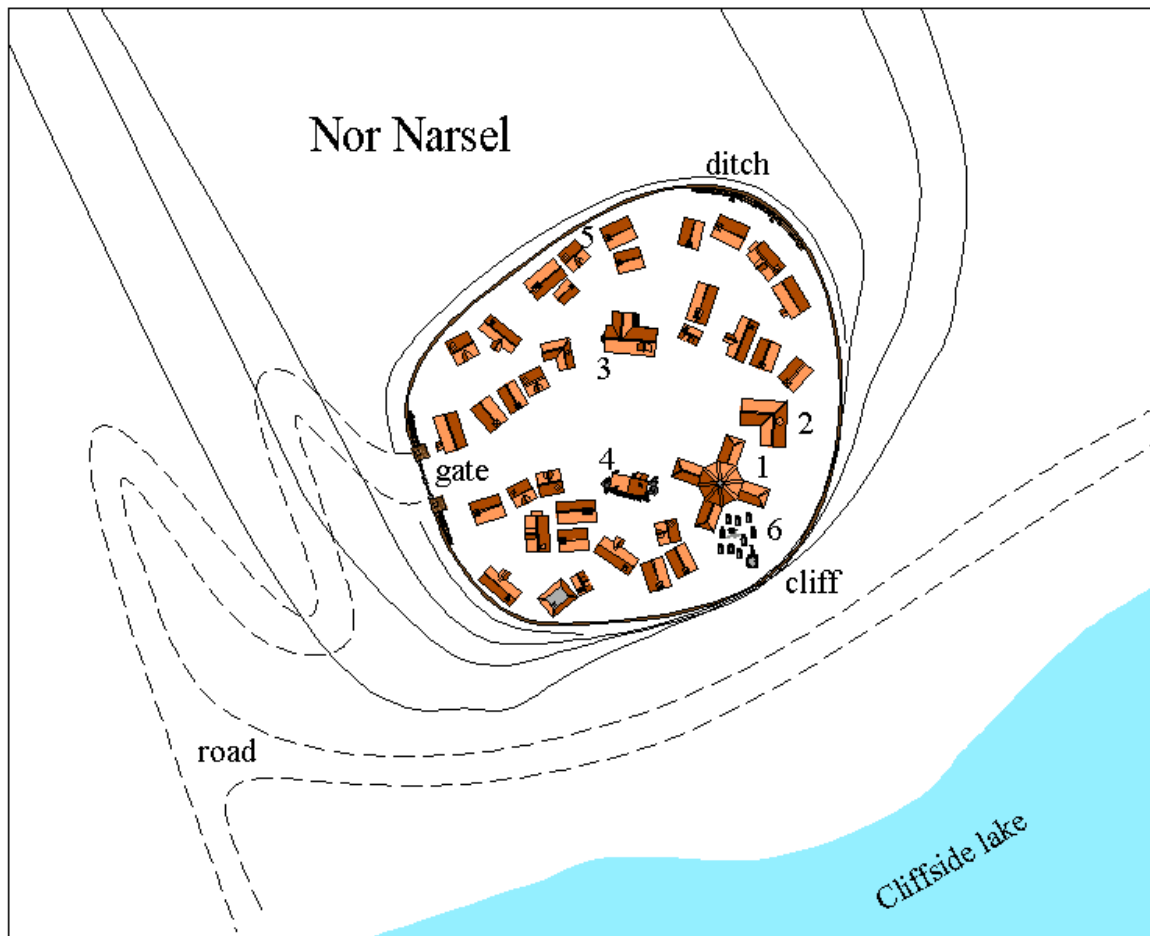
Zelcar the Grim, innkeeper of the Restful Soldier: Male human Ftr3/Exp1; CR 3; Medium Humanoid (human); HD 3d10+1d6+4; hp 30; Init +2; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, masterwork longsword); Full Atk +7 melee (1d8+2/19-20, masterwork longsword); AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 14, Con 12, Int 11, Wis 13, Cha 9.

Skills and Feats: Handle Animal +5, Profession (cook) +5, Profession (innkeeper) +5, Ride +10; Animal Affinity, Mounted Combat, Weapon Focus (longsword), Weapon Focus (lance), Spirited Charge.

Possessions: Masterwork longsword, dagger, +1 *full plate*, masterwork heavy wooden shield.

Note: In daily life Zelcar does not wear armor, or carry any other weapon besides his dagger. His sword and full plate are catching dust in a closet somewhere in the inn.

Appendix 7: Nor Narsel at a Glance



Nor Narsel (hamlet): Conventional; AL CG; gp limit 100 gp; Assets 1500 gp; Population 300; Isolated (288 humans, 9 halfling, 1 elf, 1 half-elf).

Authority Figures: Alysia "Bull's Eye" (female human; CG; Rgr3), Royal Warder of the Glorioles; Amaryllis Brownhill (female halfling; CG; Rog3/Rgr2), merchant and liaison with Glorvardum; Captain Bomgren (male human; NG; Ftr8/Cav1), mayor and sheriff of Nor Narsel; Damaken (male human; N; Drd5), traveling druid of Ulaa who regularly visits the village; Jaran (male human; NG; Clr7 of Pelor); Zelcar the Grim (male human; CG; Ftr3/Exp1), innkeeper.

Important Temples: House of Repose (a shrine dedicated to Pelor); Shrine of the 5 Winds (a shrine dedicated to the 5 Oeridian wind gods – no clergy serves at the shrine); Sparklehome (shrine dedicated to Ulaa – a wandering druid regularly visits the place).

Few humans call the Glorioles their home. It is a dangerous rugged region uncontrolled by central authority and constantly beset by orcs and their giant masters. At the height of the Great Kingdom only a few clans of savage Flans and small groups of halflings and gnomes lived in the region. With the decline of the Great Kingdom refugees of the Imperial Forces fled into the mountains. Still, the region never was a popular place for settlers to start anew and few communities survive more than a few winters.

The last of such waves of refugees to settle in the region were the embittered survivors of Commander Ossoon's army and survivors of the Almor massacre. Feeling abandoned by the world, blaming it for the ultimate defeat of Commander Ossoon and destruction of Almor, they decided to abandon the world. Retreating in the Glorioles, least dangerous of the true wildernesses in the region seemed like a good idea at the time.

Nor Narsel was one of several communities founded by these people in CY 584, and it is one of the more successful at that. It had the advantage of a relatively large group of war veterans whose skills with the blade proved vital in the first few months. When Captain Bomgren managed to capture several young hippogriffs and successfully started breeding them, a strong foundation for the existence of the village was laid, especially when others learned the trait from the Captain. Both the dwur of Glorvardum and authorities of Sunndi offered a good price in the form of supplies for these fine aerial steeds.

Nor Narsel, meaning New Narsel in Old Oeridian, is built at the start of a long winding narrow valley in the northeastern site of the mountains. The valley has several names, but translated into common they all come down to Hippogriff Valley, named after a herd of hippogriffs that have lived here for centuries. Three lakes connected by wide streams lie in this valley providing ample water and fishing opportunities. The valley is surrounded by three lesser mountain tops, which the locals named after three of the Oeridian Wind gods: Maiden's Peak to the northeast, Brother's Peak to the north and Queen's Peak to the southwest. To the east a steep slope leads down to what ultimately becomes Ahlissa. If it were not for the dense coniferous forest one would have a splendid view on the Thelly River valley below and Ahlissa beyond.

As it is now, both mountains and forest offer ample protection against most intelligent raiders of the mountains. The fact that it is not on any of the main paths of the mountains helps as well. The only easy path into the valley from the Hestmark Highlands means coming within reach of the Ahlissan army, something few raiders are willing to risk. The irony of this situation is not lost on the inhabitants of Nor Narsel, who are now protected by their enemies of old though without the usual taxes that come with such protection. The price of this protection is isolation, but that is exactly how the inhabitants like it.

The valley itself is relatively flat, and the ground is soggy and fertile at the banks of the lower two lakes. These grasslands form perfect grazing fields for the horses and cattle of the village. The water of the lakes is cold, but contains a variety of fowl and fish. There is more than enough wood on the slopes of the mountains, though the villagers are careful not to cut too many trees. They learned early the hard way how much protection the trees offer against avalanches and floods.

The main part of the hamlet is clustered inside a round earthen fortress on top of a small steep hill at the start of the valley. A wooden gate sided by two wooden watchtowers provides access to the hamlet. Even without an easy access route the region is far from safe. During the summer months shepherds and farmers might live in outlying farms or in small cabins higher up in the valley. During the winter only the most foolish would live outside the hamlet's walls.

The buildings inside the village consist mainly of large wooden longhouses with cattle and people living in the same room. A couple of buildings are made out of stone, most notably the House of Repose, Captain Bomgren's house (which includes the hippogriff stables) and the only inn and tavern "The Restful Soldier" in the village.

The House of Repose (1)

The most distinctive building in the hamlet is known as the House of Repose. It is a small temple dedicated to Pelor that also functions as a hospital and a retirement home for old veterans (mostly permanently disabled). The center of the building is a dome shaped two-story tall chapel with large windows providing a clear view of the sky. The dome is made out of marble and decorated with simple but beautiful frescos and carvings. Four one story tall wings radiating like a cross from the chapel offering living quarters for the old, the clergy, and the wounded.

Bomgren's House (2)

This three story tall house towers above the rest of the hamlet. It looks a bit like a fortress with its small arrow-slit like windows and heavy iron-bound doors. Most distinctive part of the house are several large railing-less balconies which give access to the hippogriff stables. The house also functions as the townhouse and contains a large meeting hall.

The Restful Soldier (3)

This simple two story tall stone house functions as both the towns only inn and tavern. Most of the guests tend to be local rangers and hunters coming here for supplies or to weather the winter. Once in a while a peddler or hippogriff trader stays in the inn.

Appendix 8: The Glorioles at a Glance

These low, worn, densely wooded mountains are the only peaks of note in the whole southeastern portion of the Flanaess. Blurring almost imperceptibly into the Hestmark Highlands to the south, their lower slopes and foothills are thickly cloaked in dense, gloomy coniferous forests. To the west, the leafy Rieuwood grows in the very shadow of these mountains, its towering Ipps, mingling with the more predominant firs and cedars of the interior. Shrouding the lower hills and valleys in an almost impenetrable veil, these forests are home to cave bears, wolves, red deer, wild boar and a few remaining black panthers. Other, less savory things also lurk in the half-gloom of the forest. Ogres and giants infest the lower slopes while wyverns nest in a few lonely outcroppings of rock that struggle above the treeline.

Human settlers also dwell here, establishing small communities in the foothills that slowly slope away from the range proper. They live here in relative harmony with the noniz and hobniz who have lingered here since elder times.

Two major, and a host of minor, peaks jut above the forest mantle, thrusting their blunted granite summits proudly skyward. Worn with age the largest of the mountains are named Kilvangath¹ and Bolwhurgirn² by the dwur. Forming the nuclei of the proud and ancient dwur kingdom of Glorvardum³ they are also known as Kroonburzh and Parentarr by the lowlanders. The latter is also referred to colloquially as Panther Peak after the sleek ebon-hued great cats that dwelt among the high crags when the Oeridians first came to the lands below.

Several deep passes cut through the Glorioles linking Sunndi with the outside world. One, the Anbek, is strongly held by the dwur of Glorvardum. The other located further to the west is strategically important as Pitchfield lies at its terminus and has been the site of considerable conflict over the centuries. Alternately held by dwur, giants and imperial forces of the Great Kingdom it is now firmly under Sunndian control.

Description

Seemingly hewn from great gray shards of granite arbitrarily hurled here by some otherworldly power, these ancient mountains are now worn and eroded with age. The Glorioles' foothills and lower slopes rise in a series of gradual plateaus that undulate for many miles out from the range proper. The interior is more remote and craggy particularly around Kilvangath and Bolwhurgirn with plunging, steep-sided valleys and towering cliffs hindering exploration.

No rivers course down the upper flanks of these mountains although many small streams tumble down the shallow gorges and valleys of the upper slopes. They are fed by several dark-watered tarns themselves replenished by the frequent rain that falls here, the streams cut narrow passages through the gloom of the forests. Lower down the mountains, many of these streams converge to form narrow, swiftly flowing rivers, along which human settlements cluster.

Below the tree line, low-lying land tends to become boggy and noisome. Localized and characterized by a preponderance of reeds and other damp-loving plants, these areas are avoided by all. Some few have been drained and transformed into particularly fertile meadows by the hobniz who prize the surrounding uplands.

Small pools are also dotted throughout the range. Often fed by the natural run off of water from the land or by underground sources these natural waterholes act as a focus for the rich animal life and often serve as meeting places for hunters and travelers alike. Communities often meet in such place in moot or in celebration in such places and followers of Beory view these places as sacred.

The coniferous forest that cloaks this region clusters thickly about the lower slopes. Brownish-gray barked firs intermingle with green needle-laden larches, slender white barked silver birches and a scattering of mighty oaks.

Beneath the tree canopy on the forest floor vegetation is sparse. Perennial grasses, mosses and ferns as well as occasional clumps of heather, whortleberry and cranberry bushes are prevalent here. In the rare areas where the tree-cover is broken bracken and wild flowers cluster thickly. Fungi abound, as does a plethora of medicinal herbs. In the warm summer month's swarms of insects plague these forest and all year round birds roost in great numbers

¹ Meaning "Powerful Homeland-Tunnel"

² Meaning "Hidden Iron Mountain Hold"

³ Meaning "Glitter Exile-Home"

amongst the heavily laden boughs. Predacious sparrowhawks hunt these skies hunting the more numerous blackbirds, woodpeckers and finches. Badgers, rabbits, foxes and squirrels teem through these woods and are hunted for meat and for their furs that are cured, sometimes dyed and then sold in Ahlissan cities.

Above the tree line on Kilvangath and Bolwhurgirn only hardy grasses and the stunted Gloriole gorse bush survive.

Climate

Low-lying clouds often obscure the highest peaks of the range and rain frequently falls here. Throughout the winter months and early spring the higher peaks are often mantled in a thick snow covering while lesser snowfalls dust the forest. Avalanches are an occasional hazard and in exposed areas the wind chill can be murderous. In exceptional cold years snow can persist throughout Coldeven.

From Growfest through Harvester the mountains enjoy warm weather although it often drizzles for much of any given day.

Throughout the early autumn months the weather once again draws inward and becomes noticeably cool. Fogs and mists blanket the woods more thickly, giving them an eerie, ethereal quality. Even skilled woodsmen can lose their way in these conditions, some disappearing never to be seen again. Throughout Ready'reat the mists gradually give way to snow.

Rain is frequent here, and the forest floor is often moist and slick. The sounds of dripping water are near constant, muting the other more expected woodland sounds.

Sentient Life

Noniz, hobniz and human settlers all dwell in the lower, wooded portions of the range. No large settlements exist here and in the main the races do not intermingle much. The human settlers have undertaken limited logging to clear dells and glades for their villages. Almost exclusively carried out along riverbanks, these villages are surrounded by sizable expanses of farmed land. Hunters still stalk the mountains and limited trade now takes place with nearby Ahlissan and Sunndian settlements. Several hundred Almorans also dwell here. In the main soldiers and camp followers who survived Ossoon's campaigns they are a bitter, dejected people. Trapped hundreds of miles from home they have founded several well hidden and heavily fortified villages on the wooded fringes of the range's foothills. They still cling

to their traditions and values, however many advocate a guerrilla war against the old enemy.

Hill and stone giants still infest the upper slopes of the Glorioles, served by their ogre brethren. Organized into a loose confederation of tribes led by shamans strong in the auspices of Grolantor they occasionally climb down from their high places to prey upon the lowlanders. Trolls can also be encountered deep in the inner fastnesses of the mountains and some serve Grolantor's followers.

The northeastern reaches of the Glorioles are claimed by the dwur of Glorvardum. Their realm is clustered around the peaks and high places of Kilvangath and Bolwhurgirn. Both peaks are warded by strong fortifications and are riddled with mines, holds and citadels. Their delvings have bored deep into the very roots of the mountains, ever questing for the rich veins of silver that once ran here. Now all but exhausted, these delvings and workings lie silent and in the main abandoned.

Barely numbering 10,000 the dwur are a dwindling people still clinging to their independence. While closely allied with Sunndi the dwur here do not actively participate in defending the rest of the range except when an enemy force is attempting to force the passes. The scattering of noniz, hobniz and human settlements in the lower portions of the range are wholly independent of Glorvardum although some trade is carried on in the summer months. A few hundred noniz and hobniz do dwell amongst the dwur acting as intermediaries, negotiators, mercenaries, scouts or other specialist roles. Although on friendly terms with the humans, the dwur avoid contact with in the main and none dwell on the high mountains. Glorvardum holds a seat on Sunndi's Congress of Lords but does not often participate in council sessions except in times of war.

Game Mechanics

When running a scenario within the Glorioles it is advisable to be familiar with the climbing rules as well as the effects of the environment on combat. Climbing rules can be found on page 69 of the *Player's Handbook*. The Glorioles are considered rugged mountains when there is a need to randomly determine the environment (see the *Dungeon's Master Guide* page 89), though on the lower slopes light undergrowth is much more prevalent than in the tables in the *Dungeon's Master Guide*.

Appendix 9

New Rules Items

Prestige Classes

Bloodhound

(Source: *Complete Adventurer* page 28)

A bandit king raids caravans on the road. An ogre pilages farms to the north. A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh – and the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a bloodhound.

A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them. Low-level bloodhounds depend on their keen senses and careful training to hunt their targets. As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Though some bloodhounds leave calling cards or even brands on their targets, most don't kill their quarry if they can help it. They prefer instead to subdue their targets and bring them in. For those of good alignment, this practice satisfies some deeply held belief in the cause of justice. For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same targets over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally, a paladin shoulders the mantle, but never for money. Most bloodhounds are human though elves and half-elves sometimes find this lifestyle satisfying. Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Most NPC bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark. Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Hit Dice: 1d0.

Requirements

To qualify to become a bloodhound, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Endurance, Track.

Class Skills

The bloodhound's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the bloodhound prestige class.

Weapon and Armor Proficiency: Bloodhounds are proficient with all simple and martial weapons, and with light armor.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Initially, a bloodhound can have only one mark at a time. For every three bloodhound levels gained beyond 1st, a bloodhound can have one additional mark, but only if all the marks are chosen during the same process (see above). For example, a 4th-level bloodhound could mark two bugbears in the same group of prisoners, or the depictions of a bugbear and a hobgoblin if both were studied at the same time. If a bloodhound gives up on apprehending any of his

marks, all remaining marked creatures become unmarked as described above.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside if the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Bring'em Back Alive (Ex): At 3rd level and higher, a bloodhound can turn a potentially killing blow into an incapacitating one – all the better to bring a mark back for punishment. At the bloodhound's option, any melee attack that would reduce a foe to –2 or fewer hit points reduces the foe to –1 hit points instead. A bloodhound must choose to use this ability immediately upon reducing his foe to –2 or fewer hit points, and before making any other action (or even continuing a full attack). A raging bloodhound can't use this ability.

Tenacious Pursuit (Ex): At 3rd level and above, a bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the *Player's Handbook*). In addition, a bloodhound tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases. At 6th level, the speed increase improves to 20 feet, and it goes up to 30 feet at 9th level.

Hunter's Dedication (Ex): Beginning at 4th level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): Starting at 4th level, a bloodhound can move stealthily even at a quick pace. He no longer takes a –5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a –10 penalty (instead of a –20 penalty) on Hide and Move Silently checks

when running. (He takes the normal –20 penalty when attacking or charging.)

Crippling Strike (Ex): Starting at 5th level, a bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark. A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet. See the rogue class feature, page 51 of the *Player's Handbook*.

Track the Trackless (Su): Starting at 5th level, a bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he takes a –20 penalty on his survival check when doing so.

See Invisibility (Su): This ability, gained at 6th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): At 6th level, a bloodhound gains spell resistance against divination spells equal to 15 + his bloodhound level. This benefit does not stack with other forms of spell resistance.

Locate Creature (Sp): Once per day, a bloodhound of 7th level or higher can produce an effect identical to that of a *locate creature* spell with a caster level equal to the bloodhound's character level.

Freedom of Movement (Su): Starting at 8th level, a bloodhound can act normally regardless of magical effects that impede movement, as if he were affected by a *freedom of movement* spell. The effect lasts for a total time per day of 1 round per point of Wisdom bonus he possesses (minimum 1 round). The effect occurs automatically as soon as it is applied, lasts until it runs out or no is no longer needed, and can be used multiple times per day (up to the total daily limit of rounds). The character's caster level is equal to his bloodhound level.

Scent (Ex): At 9th level, a bloodhound gains the scent ability (see page 314 of the *Monster Manual*).

Find the Path (Sp): A 10th-level bloodhound can use *find the path* twice per day as the spell. His caster level is equal to his bloodhound level.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Mark (1), swift tracker
2 nd	+2	+3	+3	+0	Nonlethal force, ready and waiting
3 rd	+3	+3	+3	+1	Bring'em back alive, tenacious pursuit (speed +10 ft.)
4 th	+4	+4	+4	+1	Hunter's dedication, mark (2), move like the wind
5 th	+5	+4	+4	+1	Crippling strike, track the trackless
6 th	+6	+5	+5	+2	See invisibility, shielded mind, tenacious pursuit (+20 ft.)
7 th	+7	+5	+5	+2	Locate creature, mark (3)
8 th	+8	+6	+6	+2	Freedom of movement
9 th	+9	+6	+6	+3	Scent, tenacious pursuit (+30 ft.)
10 th	+10	+7	+7	+3	Find the Patch, mark (4)

Monsters

Icegaunt

(Source: *Frostburn*, page 141)

Medium Undead (Cold)

Hit Dice: 10d12+3 (68 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 17 (+7 natural), touch 10, flat-footed 17

Base Attack/Grapple: +5/+10

Attack: Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

Full Attack: Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)

Space/Reach: 5 ft./5ft.

Special Attacks: Constitution drain, create spawn, frost touch, spells.

Special Qualities: Darkvision 60 ft., damage reduction 10/magic, immunity to cold, undead traits, vulnerability to fire.

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

Abilities: Str 20, Dex 11, Con –, Int 11, Wis 14, Cha 12

Skills: Concentration +14, Hide +13, Move Silently +13, Spot +15

Feats: Cleave, Power Attack, Silent Spell, Toughness

Environment: Cold mountains

Organization: Solitary, pair, or tomb (3-8)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 11-20 HD (Medium)

Level Adjustment: –

This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.

Over long winters or on high mountain peaks, human remains become freeze-dried husks with perfectly preserved hair, clothes, and skin, but without any liquid remaining in their flesh. When animated, these corpses become icegaunts, intelligent undead tied to alpine glaciers and vast polar ice caps.

An icegaunt is a weathered, wrinkled creature with tanned skin and a cold, bony handshake. It can speak, though only haltingly and in a harsh rasp common to frostbite victims. Its clothes are sometimes covered with frost or ice, but otherwise normal for the terrain. Careful observers will notice that icegaunts do not breathe.

Icegaunts are commonly the result of sacrifices to mountain gods. In a few, icegaunts are created from the

bodies of polar explorers, who then wander endlessly, seeking to lead others astray in a frozen death. Because their well-preserved flesh makes them appear more aged than withered, icegaunts can sometimes fool others into following them. As false guides, they inevitably lead others into glacial crevasses or avalanches, or onto dangerously thin ice.

Icegaunts speak Common.

Combat

In combat, icegaunts prefer to attack by surprise, lurching up from shallow pits dug in snow or ice, or appearing out a summoned storm of obscuring snow. Like mummies, they are intelligent and fear fire.

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Typical Druid Spells Prepared: 0–*detect magic* (2), *guidance*, *light*, *resistance*; 1st–*conjure ice beast I**, *detect snares and pits*, *longstrider*, *obscuring mist*; 2nd–*chill metal* (DC 12), *fog cloud*, *numbing sphere** (DC 14); 3rd–*column of ice** (DC 15).

* New spell described in *Frostburn*.

Undead Traits: An icegaunt is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Feats

Knockback [General]

(Source: *Races of Stone*, page 142)

By putting your bulk behind a blow, you can push your enemy backward.

Prerequisites: Improved Bull Rush, Power Attack, size Large or Larger.

Benefit: If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a two-handed weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the *Player's Handbook*.

Special: A fighter may select knockback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Improved Buckler Defense [General]

(Source: *Complete Warrior*, page 100)

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your off-hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Practiced Spellcaster [General]

(Source: *Complete Divine*, page 82)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since has 8 HD). If he later

gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) much choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR 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 has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Reckless Rage [General]

(Source: *Races of Stone*, page 143)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to your Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Urban Tracking [General]

(Source: *Races of Destiny*, page 154)

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depend on the community size and the conditions; see the table below:

Community Size*	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

* See page 137 of the *Dungeon Master's Guide*.

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours party has been missing/sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic*	-2
Tracked party does not match community's primary or secondary racial demographic	+2

* See Racial Demographics, page 129 of the *Dungeon Master's Guide*.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The DM should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check), but you take a -5 penalty on the check.

Spells

Competition Domain

(Source: *Complete Divine*, page 138)

Granted Power: You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

Competition Domain Spells

1. Remove Fear
2. Zeal
3. Prayer
4. Divine Power
5. Righteous Might
6. Zealot Pact
7. Regenerate
8. Moment of Prescience
9. Visage of the Deity, Greater

Accelerated Movement

Transmutation

Level: Bard 1, ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

While this spell is in effect, you can move at your normal speed when using Balance, Climb, or Move Silently without taking any penalty on your check. This spell does not affect the penalty for using these skills while running or charging.

Material Component: A dead cockroach.

(Source: *Complete Adventurer* page 142)

Vigor, mass lesser

Conjuration (Healing)

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attack lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

(Source: *Complete Divine*, page 187)

Wrack

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

(Source: *Complete Divine*, page 190)

Zeal

(Abjuration)

Level: Blackguard 2, competition 2, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent. Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

(Source: *Complete Divine*, page 191)

Items

Mundane Items

Fur Clothing: Cost 8 gp; Weight 10 lb.; Source *Frostburn* page 78.

Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

Skis and poles: Cost 15 gp; Weight 6 lb.; Source *Frostburn* page 78.

Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (x4) on slight grades or as a run (x5) on severe grades. It takes a full-round action to don or to remove skis.

Snow goggles: Cost 2 gp; Weight –; Source *Frostburn* page 78.

These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*). While wearing snow goggles, you incur a –4 circumstance penalty on Spot and Search checks.

Snowshoes: Cost 15 gp; Weight 8 lb.; Source *Frostburn* page 78.

These allow the wearer to move across snow and ice with increased speed. Snow of any depths is considered a minor impediment. Snowshoes take 1 minute to don and a full-round action to remove.

Alchemical Items

Armor Insulation: Craft DC 25; Cost 50 gp; Weight 2 lb.; Source *Frostburn* page 78.

This thick red syrupy mixture is applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effect of cold. For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains a +5 circumstance bonus of Fortitude saving throws against exposure to cold weather.

Frostbite Salve: Craft DC 20; Cost 50 gp; Weight 1 lb.; Source *Frostburn* page 79.

This pale yellow cream provides instant relief from frostbite damage. It does not cure frostburn damage, but temporarily suppresses up to 2 points of ability score damage caused by frostbite. The salve's effectiveness lasts for just one hour, after which point the ability score damage suppressed by the salve returns.

Magical Items

Armbands of Might (source: *Complete Adventurer* page 132): These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least –2 on his attack roll.

Armbands occupy the same space on the body as a pair of bracers or bracelets.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*, Price 4100 gp.

Player's Handout 1:
Letter from Lanagh [LAN-nay]

Dear (insert PC's name),

Oerth is a dangerous place and once again the children of Sehanine Moonbow are in need of adventurers like your self. The Taelinri have asked me to employ a group of heroes to aid the Elístraíir, though this time it is not death but life that brings you to my doorsteps. To resolve a great tragedy to a fulfilling end there is need for a few brave souls who are not afraid of some hardship. Since we have worked together in the past, your name was among the first I thought off. If you are interested, and I am sure I can make an offer you cannot resist, meet me at the Whispering Fountain in the gardens of the Temple of the Elístraíir at noon of 9 Diamondíce (better known as Fireseek among humans).

Until we meet again,

Moon-Maiden Lanagh of Sehanine Moonbow