

ULP5-02

Gem of Life

A One-Round D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

Version 1.0

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Heroes across the land have been seeking for the Gems of Ulaa. Now word comes of the possible location of the third gem. You are sent to investigate. All of your skills and will be tested. And even if you should overcome the obstacles of nature and the forces of evil, will you make the right decision for a war torn land and all of it's people. A Principality of Ulek regional adventure for APLs 2-12, and Part Three of the *Gems of Ulaa* series.

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

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Adventure Background

Notes: This scenario is the third of five in the *Gems of Ulaa* series. It is recommended that PCs play the two previous scenarios in the series before playing this one, but it is not required.

The Gems of Ulaa are the focus of this story arc. The goddess Ulaa is the wife of the Oeridian god Blerred, but is herself of unknown origin. She is described as being built like a dwarven woman but with the facial features of a gnome, and is worshipped by both of those races as well as humans. She places precious gems in the earth, primarily rubies, as gifts to those who do her husband's work. She also places other gems, known as the Gems of Ulaa, with great foresight in order to protect the land and those of her faith. Each of these gems differs greatly in its individual raw power. However, each one was created to perform a specific task, known only to the goddess. Over time, the locations of the gems periodically fall from common knowledge, only to be rediscovered later, when they are needed. Doing what she can without interfering directly with mortal affairs, Ulaa guides her faithful to discover the gems when the need is dire, and to hide them the rest of the time. For if the Gems of Ulaa were to fall into the hands of her enemies, they could be used to devastating effect against the land and her followers.

Each Gem of Ulaa has its own individual history that is separate from the history that ties it to the Axe of Corond. The Gem of Life is dear to Ulaa for many reasons. It helps her fulfill her more maternal instincts. Periodically she decides that she wishes her barren caverns to contain life for a few centuries. Then she sends visions to the current bearer of the Gem of Life suggesting they should gather followers and retreat into the bowels of the earth to establish a new society. The visions lead to an empty cavern that supports a good size populace. The visions then describe the building of a temple where Ulaa is worshipped.

A temple that is powered by and enhances the powers of the Gem of Life. Using the Gem of Life and the temple as a focus, Ulaa creates a cavern of life. A jungle grows in the formerly barren cavern. And a society grows from the builders of the temple, and from others who receive visions to come here. This whole process feels to Ulaa much like giving birth, an experience rarely felt by the gods.

Bands of heroes have gathered together and journey across the Principality of Ulek, seeking the Gems of Ulaa to help provide Prince Olinstaad Corond with the power he needs to drive the forces of the Pomarj from his lands. As rumors of the quests reach the ears of the commoners, they also reach the ears of others, both good and evil, which now seek the Gems of Ulaa for their own purposes. In the northern Lortmils, not far from the Jewel River, rumors are heard that long ago an adventurous farmer journeyed into a newly discovered mine, dreaming of untold riches. He returned a month later with tales of a huge cavern, full of riotous life. He described a jungle of giant ferns, lizards the size of houses and birds that could carry those lizards away. And in the center of all this was a small temple, its walls covered with beautiful mosaics made of gems. As the tale goes, many adventurers went in search of this magical land and the treasures it held but none returned. Finally the "Mine of the Vanished Ones" as the mine had become known, was sealed by the clerics and mages of the land to keep the foolish from losing themselves. After a few centuries had passed, even the location of the mine was lost to the memories of those in the area.

Now an ancient elf has appeared in the town of Rittersmarche in the northern Principality of Ulek, claiming to know the location of the Mine of the Vanished Ones and how to get through all of its protections. At the same time, news reaches both the Royal Army and Mine Rangers that the Gem of Life may be found in the temple in the Mine of the Vanished Ones. The Mine Rangers have agreed to support the Royal Army, as the latter recruit heroes to investigate. Unfortunately others have heard the news of the possible location of the Gem of Life. A group of assassins, members of Cult of the Earth Dragon, arrives in Rittersmarche before the PCs and manages to gain entrance to the mine. And following closely behind the PCs is a group of druids from the Emerald Enclave with their own plans as to the use the Gem of Life should be put to.

Adventure Summary

Note to Judges: Near the end of this scenario is a role-playing encounter that will be more interesting for both you and the players if you know something about what motivates each PC. Before starting the adventure ask each player to complete an index card or sheet of paper describing their character's alignment and

motivations. Any personal fears the character might have and any organizations they are members with or have enmity with. Also are there any specific magic items or enhancements that the PC is looking for access too?

The PCs start their adventure in the city of Thunderstrike in a tavern called the Frothy Mug. After enjoying a fine meal they are approached by Barendd Balderk, a Master Sergeant in the Principality of Ulek Royal Army. He asks them to come with him immediately as he has need of their services and believes the situation is urgent. The PCs are told of the visiting elf Honnold in the town of Rittersmarche. They are told that the Mine of the Vanished Ones may be the location of one of the Gems of Ulao and they are asked to retrieve this gem if at all possible. They are also told that they may well face competition from the forces of the Pomarj and maybe even from other forces within the Principality of Ulek. Members of the Royal Army and Mine Rangers are ordered to undertake this mission. Others are requested to do so and offered pay to do so.

Accepting the mission the PCs journey to Rittersmarche and meet the elf Honnold. They must find a way to gain his trust, which is difficult, because Honnold has just had a bad experience with a group of assassins, followers of the Cult of the Earth Dragon, who got here before the PCs. They made promises to Honnold and convinced him to show them the entrance to the Mine of the Vanished Ones. Then they tried to kill him, but he managed to escape. Thus, Honnold is jumpy and unwilling to trust anyone right now.

Once the PCs gain Honnold's trust, and agree to pay Honnold's fee of knowledge, they are guided to the entrance. Here as they journey into the mine, they must overcome several natural obstacles and even a trap left by the assassins. Finally they reach the Cavern of Life. The PCs may track the assassins or they may choose to head directly to the center of the cavern, seeking the temple. If the PCs track the assassins they fight them in the jungle, otherwise they are ambushed inside the temple. Other encounters in the jungle are with native people and native creatures and various jungle hazards. Also, the PCs may begin to realize that the time of the cavern for sustaining life is soon going to end.

Finally the PCs reach the temple. The temple may be easily entered and easily searched, but it takes skill, knowledge, and persistence to find the Gem of Life within the temple. It is hidden both physically and magically. If the assassins were

not previously defeated in the jungle, they are in the treasure room of the temple. They have already found what they think is the Gem of Life and have now laid a trap for the PCs, hoping to slaughter them and loot their treasure as well. As well as finding the gem(s) the PCs may find more clues that tell them of the impending destruction of the cavern. They also may find the knowledge to rescue the inhabitants of the cavern.

Assuming the PCs survive this battle, they may find the false gem and believe it to be the real gem, or they may keep seeking and find the real Gem of Life. When the PCs depart the temple they encounter a group of druids from the Emerald Enclave. These druids know if the PCs have the gem as they can sense the powerful life force emanating from the Gem of Life. If the PCs do not have the gem, the druids greet the PCs and interact with them as travelers met on the road. They do not speak of their own quest and wait patiently for the PCs to move on. If the PCs have the Gem of Life, the druids stop the PCs and try to negotiate for the Gem of Life. While they are negotiating, the leader of the assassins, who has so far avoided battle with the PCs, attempts to initiate a fight between the druids and the PCs, hoping to steal the Gem of Life during the battle.

Once this battle is over, the druids resume negotiations, unless all the druids were slain. The druids have many good reasons for needing the Gem of Life and their arguments alone may sway the hearts of good aligned PCs. For those PCs who desire more obvious rewards than the knowledge of doing right, the druids can offer these also. So the PCs face a conflict that may be both internal to the individual and external to the group. Once this moral dilemma is resolved there is one more choice to make. PCs have the opportunity to lead the natives of the cavern to safety, or to take the quick way out. Leading the natives to safety takes an additional week of the PC's time.

The final encounter happens only if the PCs honor their agreement with Honnold. If they return to him and share their adventures and discoveries he thanks them for meeting their commitment to him. The PCs have acquired an influential friend. If they fail to meet their part of the bargain, Honnold learns of their return, and they have made an influential enemy.

NOTE: This adventure counts as a Royal Army and Mine Ranger mission.

Introduction

The adventure starts in the town of Thunderstrike in a tavern called the Frothy Mug. The tavern is located in the Poor District, which is filled with not only the undesirable folks of the city but those folks who came here when the Pomarj invaded the eastern lands but were unable to find housing in The Commons. The Frothy Mug is run by the bartender Jorig, a male human along with two very busy human barmaids. There are a number of patrons here, most of which are dwarven and human merchants and farmers.

You are dining in a tavern located in the Poor District of the city of Thunderstrike called the Frothy Mug. The tone of the crowd is quite subdued as you catch whispered words voicing concern about young Volimar Corond who was recently assassinated during the award ceremony of the Fharlangathlon, a grand race that is held every four years in honor of Fharlanghn.

Sitting with you are several other adventuring types.

This is an opportunity for the players to do PC introductions.

Once PC introductions are done have everyone make a Gather Information check (DC 10) or a Listen check (DC 10). Those that succeed learn one of the rumors listed below. For every five points over the DC 10 nets the PC an additional rumor. So for example, a PC who gets a Gather Information results of DC 15 learns two rumors.

1) From one of the soldiers, "Yeah, I was with the force that freed Rittersmarche. You should have seen the poor folks. They had been made to slave away growing turnips to feed the Warlord's minions. They were sure happy to see us I tell ya."

2) From one barmaid to the other, "Dearie, I don't know if I like the bosses order to be nice to the damn pig faces, or the fairy elves, but they sure do tip good when you are nice to em."

3) From one of the farmers, "I swear I saw a black dragon fly by the other night. I hear the Warlord made a pact with a family of dragons and Thunderstrike is doomed."

4) From the elven bard in a snatch of song she seems to be working on, "The axe has been found and the mighty heroes seeks the gems to make the prince proud..."

5) From a shadowy figure in the corner who you had not noticed until one of the soldiers stopped to talk to him on the way to the jakes, "I am sure Barendd Balderk is not a doppelganger"

6) From a drunken human merchant, "I just came in from Gryrax. They say there that the Warlord has built himself a navy and is going to invade Gryrax with a bunch of his own ships and a bunch of pirates."

7) From the bartender talking to one of the dwarven farmers, "What's this I hear about a haunted wagon going by your place every feast day?"

8) From a soldier at the other end of the table, "I hear they've found two of the stones so far. Only three more to go."

9) From a drunken human man, "Hey Burnaby, whatever happened to the Bobcats?"

10) From a squalid looking human lady, "Malendril? He was killed years ago after it was determined that he was a spy."

As you chat with your companions and enjoy the food and the ale, your interest is caught by the opening of the front door. In strides a dwarven soldier, a Master Sergeant by the looks of his stripes. He scans the room quickly, obviously knowing who he is looking for. His eyes settle on you and the others at your table and without hesitation he approaches you. All eyes in the room follow him. You notice the disappointment in the faces of several adventurers as he passes them by. "Some of you know me," says the soldier as he reaches you, "but for those who do not, I am Master Sergeant Barendd Balderk of the Royal Army. I have a task for you all. Those of you in the Royal Army or Mine Rangers are now under my orders. The rest of you will be well paid if you will come undertake this task. Come with me and I will fill in the details." He turns, completely confident that you will follow, and strides from the room.

Those following Master Sergeant Barendd Balderk may ask questions, but are ignored at this point in time. Unless someone comments on the rumor about him being a doppelganger, in which case he whirls on that person and says ***"if you believe that, you should return to the Frothy Mug now. I don't have time for these games."***

Following Master Sergeant Barendd Balderk from the Frothy Mug and down the street to the

closest Royal Army barracks, you note he is in quite a hurry; This must indeed be urgent business. The barracks guards jump to attention and salute as he passes, but Barendd barely acknowledges them with a salute of his own. He leads you into an office, motions you into waiting chairs and begins to speak, "You all know, I trust, of the quest for the Gems of Ulaa?" Without waiting for a response he continues to speak, "We have had news of another one, the Gem of Life. We need you folks to retrieve it for the prince, for Ulek. Will you do it?"

Assuming the answers are affirmative, Barendd provides the following information in its entirety. Paraphrase as appropriate in response to questions asked.

An old elf by the name of Honnold recently arrived in the town Rittersmarche, which has been recently liberated from the forces of the Pomarj. He took up residence in a farmhouse that was abandoned during the fighting up there. He spent a few days to himself, although he was seen by curious farmers wandering on the edge of the Suss Forest. After about a week, he went into town and bought supplies. He also ran into a traveling bard and told him some tale about Mine of the Vanished Ones and the Cavern of Life. One of my corporals up there heard the tale and sent news back with some additional information. The residents of the town have legends about the Mine of the Vanished Ones. Some say that it leads to some kind of underground jungles and a temple full of gems. Well with all the Principality of Ulek hunting for the Gems of Ulaa right now, he thought this might deserve some investigation, and rightly so I might add. He's due for a promotion if he survives his tour of duty out there. It's still mighty dangerous on the edges of the Disputed Territory you know.

One mystery is why this elf was telling a bard. The entire blasted Principality of Ulek will know soon. Heck the whole Sheldomar Valley will descend on the place in the hopes of finding treasure. You've got to get there before the rest of the damn fools and see if you can get your hands on the gem if it's there. Watch out for the opposition. They probably know by now what were up too. I'd tell you to be careful, but caution is never any good in battle. Sometime, ya just gotta be lucky or

make your own luck. Do ya got any questions?

Asked about pay he responds, **"100 gold pieces fer each of ya, if loyalty to yer country is not enough for ya."**

Barendd provides mounts to those who need them. If the PCs want to use magic to get there more quickly he helps with details of the area for teleportation. If they want to use magic to gather more information than Barendd can provide the information is available dependant on the spells. Provide history as noted in the background and adventure summary above. Describe opponents (except the leader of the assassins as noted in the appendix). If the right questions are asked, describe the druids and their goals. Ulaa herself blocks divination magic locating the Gem of life or the Mine of the Vanished Ones and the Cavern of Life, although legends of all three may be learned.

Make sure to answer any divinations briefly and with answers very specific to the questions. Powerful and clever PCs should be rewarded for their use of their resources, but there is no need to give the show away.

Asked for other details, Barendd can provide any of the current information noted in the Adventure Summary, including the fact that the most likely enemy the PCs will face are members of the Cult of the Earth Dragon Cult. Once the PCs are ready to set out, Barendd says the following:

"We are trusting in you to succeed. Things are getting difficult with the war effort again. The Prince needs all the help we can give him. Others may tell you that there are better ways to help the Principality of Ulek, but I say that the Prince has been loyal to us for a long time now and nothing could help the Principality of Ulek and its people more than helping Prince Olinstaad Corond. Oh, one other thing. I would leave now. Don't wait around, don't tell anyone where you are headed. And get there as quick as you can. Now be gone with ya."

Barendd does not answer any questions as to what he means by this statement.

Encounter One: Conversation and Discovery

You have had an uneventful trip, managing to avoid any encounters with any of the humanoids that have plagued the Disputed Territory for the past few years. Now you

stand on the outskirts of Rittersmarche, looking at the farm where you hope to find Honnold the elf. It is very quiet and you see no signs of life. There is a chimney, but no smoke. There is a candle in the window, but it is unlit even though the cloudy day is heading quickly towards evening. There is a nest in the eaves near the chimney, but no birds flying to and fro. There is a well-worn path, but there are weeds growing unbent on the path.

No matter whether the PCs traveled by horse, on foot, or by magic, they arrive a day after Honnold's encounter with the assassins. Honnold had been fairly secure in his power as a mage and trusted that he would be secure in his dealings, even with adventurers. But he had not thought that anyone might want to silence him, just to keep him from telling others where the entrance to the Mine of the Vanished Ones is. So Honnold has used some spells and a scroll he had in his possession to hide and protect himself. He created a *Leomund's secure shelter* and renews it every 18 hours. He also used a scroll to create programmed illusion, hiding the shelter that is about fifty feet from the farmhouse itself. Honnold then cast and maintains alarm spells in the area to alert him to visitors. He is torn between wanting to flee to his home and wanting to stay here and collect the experiences of those who will agree to his terms. Honnold is old and cannot adventure on his own any more. But he still loves to experience adventure and has found it very satisfying to do so by reading others thoughts.

Honnold had used a *scroll of contingency* to *teleport* himself to safety if he was attacked, but he had expected a frontal attack, if any, not a stab in the back by a poisoned dagger after he had made an agreement. After all, what he is requesting as payment is very little. So Honnold's *contingency* spell worked and teleported him to safety, but Honnold then had to use two of his more powerful potions to save his own life. He is now running low on resources and finds it very difficult to trust anyone.

When the alarm spells surrounding the farmhouse are activated, Honnold scrys on the house. If there are no visible PCs he does not reveal himself. If the PCs are visible, he watches them for a time and finally make a decision to risk contact, but he is poised to flee at any sign of violence. If the PCs are especially destructive in searching the farmhouse, Honnold decides not to interact with them, and the adventure is over,

unless they have spells to locate him and catch him before he teleports home.

PCs investigating the farmhouse find signs that it was occupied two days ago. Those PCs with the Track feat who are successful on a Survival check (DC 15) discover tracks of a light boned, small footed humanoid (Honnold) who apparently lived in the farmhouse for quite a while (more than a week). A Survival check (DC 20) reveals that a group of humanoids of various sizes were here too; a Survival check (DC 25) reveals that there were six individuals; and a Survival check (DC 30) reveals the relative sizes and weights of each of the six individuals.

The descriptions of the six assassins are as such:

Cara Aleosh is a 5 feet 2 inches tall human female of slight build. She exhibits cat like grace in all of her movements and rarely shows any emotions. Cara was raised in a small monastery run by the Cult of the Earth Dragon, located in the Pomarj. She assumes that she was the child of either human slaves or human victims of the humanoids in control of the Pomarj, but the human monks of the monastery adopted Cara when she was still an infant, and she has no actual knowledge of her birth. She has been raised to be the ultimate assassin. She would much prefer to be working alone and chafes being under the command of Sylla Blightweed. However, Cara is loyal and follows orders well. Cara does not think much of Kufo the gnome as an ally, but she does enjoy the sadistic overtones of his music. Cara thinks Gleg is a threat to the success of the mission. His uncontrolled behavior was what gave them away to Honnold and allowed the mage to escape. She would neutralize the orc, but Sylla has said to leave him alone as she thinks Gleg will have a use at some point. Cara does not like Velli as she thinks Velli is weak, but Cara knows the value of having a cleric around, so she pretends to enjoy Velli's company. She took it upon herself to scout the assassin's back trail in Sylla's absence, so she could have time to herself to contemplate her future within the cult. Cara admires Kilein's discipline and desire to prove himself in battle. Cara considers Maral a whiner, but she does agree that a wizard is more effective if protected, so she has agreed to protect him in battle. She has not told him that this protection only lasts until he is out of spells.

Kufo Rockfall, a male gnome, is about two and a half feet tall. He has dark hair and a long black mustache that he enjoys twirling as he plots his

schemes. His eyes are black also, and it is the rare person who can look into those eyes and not feel fear from the evil seen within them, unless of course Kufo chooses to mask that evil so he can convince someone that he is really just a "cute little gnome." Kufo loves to manipulate people. He always has, and when he saw the effects of a bard's charm on other gnomes in his village as a youngster, Kufo followed the bard and pestered him until the bard took him on as an apprentice. Later in his travels Kufo met Sylla Blightweed and was recruited into the Cult of the Earth Dragon. They use Kufo mostly for his information gathering skills, but now and then pull him in on a special mission where his skills might be useful. This mission is a little different though. Kufo is the one who first heard of Honnold and he decided he wanted to be in on this one, so he "convinced" his contacts to send him along. Kufo was very pleased when he discovered that Sylla was the leader of this group. Kufo does not trust Cara. He finds her too predictable and believes this is simply a front and that one day she will do something so unpredictable that it will ruin the mission. For instance, why does she keep sneaking away from the rest of the group? Kufo enjoys driving Gleg to distraction. He constantly makes up little tunes and sings them almost sub vocally and watches as Gleg becomes more and more irritated, without knowing what is bothering him. Kufo also spends a lot of time, when Cara is not around, telling Gleg that Cara will one day try to poison him, so Gleg gets very little sleep these days. Kufo is glad Velli is along on this trip. He has just about got Velli to the point where she will do anything he says that is not obviously against Sylla's orders. Kilein frustrates Kufo, as he has yet to learn the key which will drive Kilein. Kufo does not like Maral very much. Mostly this is jealousy at someone who can cast more and better spells than he can.

Gleg makes up in size what he lacks in intelligence. He is bigger and hairier than most orcs and he rarely bathes, as there are few with the courage to tell him he should do so, and most of those who have tried are dead. He has tiny pig-like eyes set in a broad, flat face framed by two huge tusks, which Gleg keeps sharpened to a fine point. Gleg is the son of a minor chieftain of a small orc tribe in the Pomarj. His father sent him to work with the Cult of Earth Dragon in exchange for several slaves. Gleg is unhappy being away from his fellows. He considers himself a full orc and acts accordingly. He has learned to obey Sylla's orders (at least until the combat actually

starts and he rages). Gleg almost fears Sylla, if it is possible for him to fear anyone. He considers both Cara and Kufo weak and looks forward to a time when Sylla removes her protection and he can slay them both. Gleg is happy that Velli was brought along on the trip. He has every intention of making Velli his own. Her weakness and cowardice just enhances her beauty in his eyes. Gleg hates Kilein; He is a dwarf after all. And Kilein shows no sense of fear towards Gleg. Gleg longs to battle against Kilein. Gleg loves to tease Maral. He knew Maral when Maral was a stuck up hobgoblin wizards apprentice and Gleg was a half-orc initiate at the cult compound. Now that Maral is an elf, Gleg takes every opportunity to harass him.

Velli Kiir is an attractive half-elf who was captured years ago by followers of the Cult of the Earth Dragon. While she is physically strong, she is always on the verge of panic. One can look into her eyes and see the very tight control she keeps over herself is just a veneer hiding pain and anger that want to rage out of control. She has structured her life around the rituals she witnessed and was subjected to while still a young elf. The Earth Dragon grants her powers because he gains enjoyment by the evil done by this creature who was once good. Velli has tried to befriend Cara as she sees in Cara a mirror of herself, a young woman forced into evil by her circumstances. She does not understand yet that Cara gains enjoyment from the evil, as long as it is always controlled. Velli also would like to be friends with Kufo and responds any time he pays attention to her, but she sometimes wonders if she can trust him. Velli fears Gleg. She knows at some point Sylla will let Gleg have his way with her and she keeps a poisoned dagger in her hair for that day. Velli believes that is why Sylla requested she be sent along on this mission, as Velli is rarely trusted in the field. Velli has so far tried to make Kilein her protector, without much luck. He just does not seem to care about anything. Velli is happy to have Maral in the group. She considers him a kindred soul, and most of the time he treats her with friendliness. She does not yet know he is really a hobgoblin.

Kilein Hekkerold is a dwarf and has a shaved head with many dents and scars on it from past battles. His eyebrows are huge and bushy, looking like large hairy caterpillars. His beard is oily but the braiding is ornate and done with many beads and copper rings. Kilein's large square body is supported by two short legs that can move

surprisingly quickly in battle. Most of the time Kilein is quiet and patient. He has no particularly strong feelings towards any of his companions. Kilein lives for one thing only. Battle. In battle his voice rings out in joyous challenges to his opponents and his eyes shine with strength and malice. The others have yet to see him fight, so while they expect he is formidable, they do how much so, except for Sylla who watched Kilein battle in the arena before he was sold as a slave to the Cult of the Earth Dragon. Kilein has since battled his way through enough combats that he was offered his freedom, but he requested the opportunity for more battle. Sylla knows she has not brought the most stealthy of groups, but she also knows she can rely on Kilein to kill anything she points out to him as an enemy. Kilein does not think much of Maral, but will protect him in battle as that is part of the strategy of fighting in a group. He has always been trained to protect the spell casters.

Maral Amasdel is not a happy elf. He used to be a hobgoblin, until he irritated his master once too often and got polymorph into an elf. It has made his life very difficult and he intends to gain as much power as he can and turn himself back into his proper form. Either soon before or soon after that he will slay his former master. Sylla knew him before he changed and was able to convince the Cult of the Earth Dragon that Maral could be trained easily as a spy and could be very useful. She brought him along on this trip specifically to negotiate with Honnold. He was doing fine until Gleg interfered. Maral enjoys working with most of the others in the group, although he swears they are all laughing at him. He has cultivated both Cara and Kilein to protect him in battle, explaining his spells work better if he is not toe, to toe with the enemy. He and Kufo tend to ignore each other as Kufo does not like having another arcane spell caster in the group. And Gleg is just a dumb stupid orc. Hobgoblins are much smarter than orcs, and once Maral has his original form back he intends to show Gleg that hobgoblins are stronger than orcs too. Maral knows the value of having the cleric as a friend so he has also tried to befriend Velli. He has not told Velli he is actually a hobgoblin, hoping she will trust him.

The description of Sylla Weedblight is given here, but should have been among the six assassins who entered Honnold's farmhouse.

Sylla Weedblight is a female halfling with an athletic build and dark hair. Her eyes are a dark blue and appear to see right into one's soul. She has been successful on every mission she has been sent on by the cult of the earth dragon so far. She was allowed to pick her followers for this mission based on that success. Cara was chosen for her combat skills and her complete obedience to all orders given. Kinfo was chosen for his diverse set of skills and knowledge. Also, although Sylla would kill anyone who pointed this out to her, she finds Kinfo very attractive and enjoys his company. Gleg was brought purely as muscle and as a sacrifice if she needed one to allow her to escape. However she has already regretted bringing him since his lack of discretion gave the show away to Honnold in time for the elven wizard to escape. Sylla brought Velli for many reasons. One always needs a healer and Velli is fairly good at what she does. Also, Sylla knew she could control Velli, where many clerics are much too independent on a mission. And finally, Sylla enjoys frightening Velli. Kilein was brought for his battle tactics and also because she felt a dwarf would be very useful underground. In addition he was their spokesperson if they ran into Principality of Ulek military. Maral was brought because he is a fairly competent wizard and in his current form she thought he might help put Honnold at ease.

When Honnold finally decides to reveal himself, have the PCs make a Spot check (DC 5), then read the following.

Walking towards you from the nearby woods you see the slight form of an elderly looking elf. He leans on a staff with elaborate carvings and wears very finely made clothes. A cloak of light blue worn over a white shirt and green pants. His boots appear to be made of soft leather of some kind. He smiles tentatively at you and greets you. "I am Honnold. Are you perhaps looking for me?"

From this point forward be careful to note how the PCs interact with Honnold. If they are sincerely polite to him he responds by letting down his guard a little. If the PCs notice his nervousness (Sense Motive (DC 15), but they state they wish to make the check) and ask politely why he is nervous, he smiles and relates that the last group who came to visit him attacked him.

Yesterday a group, much like yourselves came to me here. I have been expecting adventurers to show up soon. I started spreading the word

over a week ago. Well they were polite enough, although rather demanding. They agreed to my terms so I showed them to the entrance to the Mine of the Vanished Ones. As I wished them well and turned to leave, I felt a dagger in my side. My spells took me from there and saved me from death, but you can understand why I am nervous. I had about decided to give up on this venture and return home, when you arrived. You seem like reasonable folk, so I am risking my life again. But I must warn you, attack me as the others did and I will be gone, to where I am protected and to where you will never find me.

If asked to describe his attackers, Honnold does so. See the descriptions above but do not describe Sylla Weedblight, as Honnold never saw her, although she was the one who attacked him under an *improved invisibility* spell.

If asked what Honnold's terms are for revealing the information about the entrance, he replies:

"As you can see I grow old. I once enjoyed adventure much as you do, but those days are long past. Still my mind is active and I crave new experiences and new knowledge. If you will agree to come to me when you return to the surface and allow me to read your minds and share your experiences I will take you the entrance of the Mine of the Vanished Ones. I know it will be a great adventure. I can feel it in these old bones of mine. Will you do it?"

Most PCs will agree, although it is possible that some may feel that they should keep their experiences secret for the sake of the Principality of Ulek, and others may not wish to have their privacy invaded. If PCs agree it is time to make a Diplomacy check (DC 10+APL), if they are telling the truth or a Bluff check (DC 10+APL), if they are lying. Include the following modifiers. Note that both positive and negative modifiers are possible as different PCs within the group may earn different modifiers:

- +1: Group includes an elven wizard
- +2: PC in group was honest and forthright and polite in their dealings with Honnold
- -2: PC in group was rude to Honnold
- -4: PC threatened or initially refused Honnold's offer
- -2: Group includes anyone who appears to be a rogue of some kind

Feel free to allow the PCs to continue to speak with Honnold for as long as they like. So long as they do not attack him, he speaks with them. This is very important to him and he would like to trust them.***

One other item to be aware of; this entire encounter is being watched by the leader of the assassins. Sylla Weedblight is a female halfling. She was put in charge of the group of assassins sent by the cult of the dragon on this mission because she has recently proven herself to be one of the wildest and most vicious people in the cult. She has kept her crew in line, mostly by fear. But she failed to slay Honnold recently, and now she is hoping for another chance. She sent the others on ahead and has been waiting and watching, hoping Honnold comes out in the open. She is over a hundred feet away in the forest. She is watching with a telescope and is well hidden. She is reading the lips of Honnold and the PCs throughout this interaction, but does not feel safe taking any action at this time. If for some reason PCs wish to look for spies in the area, see Sylla's entry in Appendix I for her hide skill based on APL and add another 10 due to distance. Also Sylla has an amulet of non-detection so should not be detectable by magic means. When this encounter ends, Sylla drinks a potion of *improved invisibility* and follow the PCs from the limit of her vision. She is fairly sure she knows where they are going and is not too worried about losing them. Sylla follows the PCs from now until the encounter with the druids, but does not reveal herself until after the Gem of Life is found.

Honnold: Male Elf Wiz9; hp 42; see Appendix.

***Encounter Two: The Real Journey Commences

Encounter Two A: A Tight Squeeze

Honnold leads you to a crevasse in forested hills near the Jewel River. There has obviously been some kind of an earthquake in the area recently, because the opening leads down into fresh dark earth for a few feet before hitting bedrock. As you make your final preparations and say farewell, you notice there is excitement on Honnold's aged face, almost as if he were going with you in reality, not just vicariously.

You travel for a couple of hours and come to a place where the crevasse to narrows, almost to the point of being impassable.

Anyone of medium size must squeeze to get through this point. Any person or creature of large size or larger is unable to go beyond this point without the aid of magic or without taking a full day of clearing a path. If the PCs do take a full day to clear the path, they are disturbed after about twelve hours of work, by a flock of bats flying by. These are the shape-changed druids who heard the noises of digging and decided to bypass the PCs. You may run the rest of the scenario until the temple. But the druids have beat the PCs to the draw and retrieved the Gem of Life for themselves. They also manage to avoid the assassins, so the PCs still have to face or avoid the assassins themselves.

If any PC makes Search or Tracking checks (DC 5) they find evidence of recent passage of a small group of people. A DC 30 track check gives the tracker specifics on the number of people in the group that passed and on the relative size and weight of each one. Use the following or paraphrase.

It appears that a small group, six individuals, passed through here about fifteen hours ago; one small humanoid and five medium humanoids. Of the five medium humanoids, two are fairly lightly build, two average build, and one very large and stocky. The last appears to have left some skin behind him on the rocks. It is tough and hairy.

Read the following if any of the PCs are dwarven or make a successful Knowledge: Dungeoneering check:

You notice that the tunnel through which you are following is not entirely stable. Every now and then chips and flakes of rock fall from the walls or ceiling. You are constantly stepping around or over small rockslides. You can almost feel the earth shifting slowly around you. This tunnel will probably not be here in a few days.

Once the PCs are past this obstacle, proceed with the next sub-encounter.

Encounter Two B: Acid and Rock and Roll

If the PCs have a scout actively searching use the search check DC noted below for the acid trap. If not allow each PC a spot check DC 25 plus APL to see the strands of spider web. If the trap is spotted read the following:

You see ahead of you, stretched across the tunnel several strands of very thin spider silk,

clearly a trap of some kind. They cover the entire tunnel. It will be impossible to bypass without disabling the trap. Apparently those you are following would prefer that you turn back.

If no one spots the trap read the following:

All around you flasks crash to the ground, breaking open and spraying you with painful corrosive acid. Apparently those you are following would prefer that you turned back.

APL 2 (EL 2)

Acid Trap: CR2; mechanical; location trigger; no reset; acid (2d6, DC 20 Reflex save half damage); multiple targets (all targets with 30 feet either side of the trigger); Search DC 20; Disable Device DC 20*

APL 4 (EL 4)

Acid Trap: CR4; mechanical; location trigger; no reset; acid (4d6, DC 25 Reflex save half damage); multiple targets (all targets with 30 feet either side of the trigger); Search DC 20; Disable Device DC 20*

APL 6 (EL 6)

Acid Trap: CR6; mechanical; location trigger; no reset; acid (4d6, DC 25 Reflex save half damage); multiple targets (all targets with 30 feet either side of the trigger); Search DC 25; Disable Device DC 25*

APL 8 (EL 8)

Acid Trap: CR8; mechanical; location trigger; no reset; acid (8d6, DC 25 Reflex save half damage); multiple targets (all targets with 30 feet either side of the trigger); Search DC 25; Disable Device DC 25*

APL 10 (EL 10)

Acid Trap: CR10; mechanical; location trigger; no reset; acid (10d6, DC 30 Reflex save half damage); multiple targets (all targets with 30 feet either side of the trigger); Search DC 25; Disable Device DC 25*

* - note that while the disable device check listed here requires the PC to have the skill, this trap is set up in such a way that the PCs could stand back and break the spider silk in a variety of ways. The judge should allow innovative PCs to do so.

Keep in mind that the trap itself covers an area 30 feet to either side of the trigger mechanism. If the PCs are not careful about where they are standing when they do their long range disable, they may be affected anyway. And if they don't carefully examine the ceiling for location of the acid flasks (use the same DC as the search DC) they have no way of knowing the area of effect of the trap anyway.

If the PCs activated the acid trap, then this *glyph of warding* is deactivated. If the party bypassed the acid trap then this glyph is still active, for APLs 4 and above. It was never here for APL 2. Again if there is someone searching successfully or someone using detect magic read the following:

Ahead you see a faintly glowing sigil, that covers the entire path. It appears they are serious about you not following them.

If the glyph is not spotted read the following:

Suddenly the air around you booms with painful sonic force. You reel in agony. And it only gets worse as the tunnel ceiling begins to collapse around you.

Note that only APL 6 and above feel the effects of the collapsing ceiling.

APL 4 (EL 4)

Glyph of Warding (Blast): CR4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, 2d8 sonic, DC14 Reflex save half damage); multiple targets (all targets within 5 ft); Search DC 28; Disable Device DC 28

APL 6 (EL 6)

Glyph of Warding (Blast): CR4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, 2d8 sonic, DC14 Reflex save half damage); multiple targets (all targets within 5 ft); Search DC 28; Disable Device DC 28

Collapsing Ceiling: CR2; mechanical; sonic trigger; no reset; 1d6 plus buried (take 1d6 non-lethal damage per round until free, strength check DC 20 to get free, each person helping can add +2 if they make a DC 10 strength check, using tools adds +2 to the strength check but buried person may not use tools. If buried person goes unconscious from non-lethal damage they begin suffocating; see rules DMG pg. 304); DC15 Reflex save half damage and not buried; multiple targets (all targets within 30 ft); Search DC N/A; Disable Device DC N/A

APL 8 (EL 8)

Glyph of Warding (Blast): CR5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 6th level cleric, 3d8 sonic, DC14 Reflex save half damage); multiple targets (all targets within 5 ft); Search DC 28; Disable Device DC 28

Collapsing Ceiling: CR3; mechanical; sonic trigger; no reset; 2d6 plus buried (take 2d6 non-lethal damage per round until free, strength check DC 20 to get free, each person helping can add +2 if they make a DC 10 strength check, using tools adds +2 to the strength check but buried person may not use tools. If buried person goes unconscious from non-lethal damage they begin suffocating; see rules DMG pg. 304); DC15 Reflex save half damage and not buried; multiple targets (all targets within 30 ft); Search DC N/A; Disable Device DC N/A

APL 10 (EL 10)

Glyph of Warding (Blast): CR6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 6th level cleric, 3d8 sonic, DC16 Reflex save half damage); multiple targets (all targets within 5 ft); Search DC 28; Disable Device DC 28

Collapsing Ceiling: CR4; mechanical; sonic trigger; no reset; 2d6 plus buried (take 2d6 non-lethal damage per round until free, strength check DC 20 to get free, each person helping can add +2 if they make a DC 10 strength check, using tools adds +2 to the strength check but buried person may not use tools. If buried person goes unconscious from non-lethal damage they begin suffocating; see rules DMG pg. 304); DC20 Reflex save half damage and not buried; multiple targets (all targets within 30 ft); Search DC N/A; Disable Device DC N/A

Encounter Two C: Deeper and Deeper

The tunnel you are following finally comes to an end. Not that the end brings much hope. Before is emptiness. A huge pit descending deep into the darkness. If you speak in more than a hushed tone your voice echoes eerily. There are ledges spaced intermittently, at least as far as you can see. It might be possible to descend with the use of ropes and other climbing gear.

If the PCs make a tracking check they find that the assassins were here only about twelve hours ago. Apparently they camped for a while before making the descent. The judge should move

through this descent as quickly as possible. Listen to the players preparations and take them into account. If they use magic it must sustain them for 100 feet per APL. Most transportations spells will accommodate this. If they use mundane methods, the base DC for the climb checks is 30, but of course the PCs may use their knotted ropes for a DC of 5 if they have them. There are plenty of places to secure the ropes, and if they at least 100 feet of rope per APL they may use ropes for the entire climb down, or if they can figure a way to recover the ropes they may reuse them. If they are smart enough to lower their equipment separately they do not need to apply armor and encumbrance modifiers. If dice rolling becomes necessary, have each person make one climb check roll per APL. If they fail a check then roll 1d10 per APL. Divide this number by two and that as the number of d6s to roll for damage (but never more than 20). This complicated number allows you to determine randomly how far they were between ledges when they slipped and fell to the next ledge.

Finally you reach the bottom. Those of you not flying, floating, levitating, or otherwise avoiding touching the ground, end up waist deep in mud. Well except for your poor gnome and halfling companions who are in over their heads.

Any creature of small size must either be carried through this mud or make a strength check DC15. If this strength check is failed the small creature begins to drown. (see DMG pg. 304).

Encounter Two D: The Western Gallery

Finally you enter a broad tunnel that was obviously at one time well used, although it was long ago. After four hours of unobstructed travel a wondrous sight appears before you. A huge cavern who's limits you can not see stretches before you. It is lit by some type of diffuse yellow light, not as bright as the sun, but bright enough to see well by. It is warm and humid, which helps explain the rest of what you see. It is a forest, or more properly you would say, a jungle. But even for those of you who have seen jungles before this is unique. The huge plants you thought at first were trees are instead ferns. Their broad leaves grow from gigantic stalks, starting at ground level and reaching high towards the unseen ceiling of the cavern. In the distance you hear the deep throated roaring of some great carnivore, larger you are sure than any

lion or bear you may have seen. It reminds you of a dragons bellow. A shadow passes over head and looking up you see, not the dragon you had feared, but perhaps something even more disquieting, a gigantic bird, larger than any living creature you have seen before. You release the breath you were holding as it flies on, quickly out of sight in spite of it's great size.

Signs of the assassins passing are visible if looked for. tracking check/survival DC 19 in the tunnel. DC 14 once they enter the jungle. Long ago priests of Ulaa, delving deep in search of the bounty of their goddess, found this land beneath the surface. Wanting to keep it as private as possible they called upon Ulaa and created a *miracle* spell that hides the return entrance to the pit from all who have entered the jungle. Unless PCs have access to teleport or dimensional travel, or are resistant to magic, once they enter the jungle they are unable to find their way back into the exit tunnel. There are two other ways out of this cavern, but they must be discovered by the PCs as they explore.

If the PCs track the assassins go to encounter three A. If the PCs follow Honnold's directions and head for the center of the cavern go to encounter three B. The PCs then encounter the assassins at the temple instead of catching them before the temple.

*****Encounter Three: The Cavern of Life**

Encounter Three A: The Enemy at Last

As you move through the jungle, listening to sounds that are slightly different from any forest you have ever been in, and seeing oversized insects and the oversized birds that eat them your tracker tells you that you should prepare for battle as you will soon catch those you pursue. They appear to have much less skill in the wilderness than your tracker does.

At this point allow all the PCs to make a spot check opposed by the assassin Cara Aleosh hide check. Cara took 10 to hide and is not moving yet. If the PCs do spot her and attempt to slay or capture her, battle ensues, which makes enough noise that her friends arrive in five rounds. If Cara is not spotted, she watches for one round as the PCs prepare and then she attempts to Move Silently from the area to warn her friends of the approaching party. At this point in time, have the

PCs make a Listen check. If Cara escapes unnoticed then track how many rounds the PCs take to prepare and allow the assassins a similar preparation time, one round of which is used to hide for ambush. Then as the PCs move forward allow the PCs to make Spot (but not Listen) checks as the assassins is not moving. At higher APLs, any assassins that are not immediately spotted wait their three rounds to observe the fight and then try to assassinate their chosen enemy. They first target first arcane casters, then divine casters then rogue types and last of all the fighters in the party.

The fighter types (including the monk) attack the PCs without armor first, while the spellcasters (including the bard) do their best to delay the PC tanks. They attempt to drop one PC at a time and then move on to the next. At higher levels, where the assassins have invisibility spells, they first cast invisibility spells. If one of the spellcaster assassins is forced into melee, they attempt to turn invisible again. The assassins also attempt to cast true strike immediately before their death attack blow.

Another thing to keep in mind is that Sylla is watching this entire encounter. In general she does not interfere, as she fears that her group is outclassed. But if a PC sneaks off into the jungle for some reason (such as to sneak up on an NPC spell caster), Sylla tries to position herself to strike with her poisoned dagger and deathblow just as the PC makes his or her attack on the NPC spell caster. Whether successful or not Sylla then disappears back into the jungle. Sylla's presence should remain unknown, but PCs are resourceful and may discover her presence. If she is found and battle ensues, see the final encounter for her statistics.

APL 4 (EL 7)

Cara Aleosh: Female Human Mnk2; hp 15; see Appendix.

Kufo Rockfall: Male Gnome Brd2; hp 12; see Appendix.

Gleg: Male Half-orc Brb1/Rog1; hp 18; see Appendix.

Velli Kiir: Female Half-Elf Clr1/Rog1; hp 16; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr1/Rog1; hp 20; see Appendix.

Maral Amasdel: Male Elf Wiz1/Rog1; hp 11; see Appendix.

APL 6 (EL 9)

Cara Aleosh: Female Human Mnk4; hp 30; see Appendix.

Kufo Rockfall: Male Gnome Brd4; hp 24; see Appendix.

Gleg: Male Half-orc Brb2/Rog2; hp 36; see Appendix.

Velli Kiir: Female Half-Elf Clr2/Rog2; hp 32; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr2/Rog2; hp 40; see Appendix.

Maral Amasdel: Male Elf Wiz2/Rog2; hp 19; see Appendix.

APL 8 (EL 11)

Cara Aleosh: Female Human Mnk5/Asn1; hp 44; see Appendix.

Kufo Rockfall: Male Gnome Brd5/Asn1; hp 36; see Appendix.

Gleg: Male Half-orc Brb3/Rog3; hp 54; see Appendix.

Velli Kiir: Female Half-Elf Clr3/Rog3; hp 48; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr3/Rog3; hp 60; see Appendix.

Maral Amasdel: Male Elf Wiz3/Rog3; hp 27; see Appendix.

APL 10 (EL 13)

Cara Aleosh: Female Human Mnk5/Asn3; hp 56; see Appendix.

Kufo Rockfall: Male Gnome Brd5/Asn3; hp 48; see Appendix.

Gleg: Male Half-orc Brb3/Rog3/Asn2; hp 66; see Appendix.

Velli Kiir: Female Half-Elf Clr3/Rog3/Asn2; hp 62; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr3/Rog3, Asn2; hp 76; see Appendix.

Maral Amasdel: Male Elf Wiz3/Rog3/Asn2; hp 37; see Appendix.

APL 12 (EL 15)

Cara Aleosh: Female Human Mnk5/Asn5; hp 68; see Appendix.

Kufo Rockfall: Male Gnome Brd5/Asn5; hp 60; see Appendix.

Gleg: Male Half-orc Brb5/Rog3/Asn 2; hp 84; see Appendix.

Velli Kiir: Female Half-Elf Clr5/Rog3/Asn2; hp 78; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr5/Rog3/Asn2; hp 96; see Appendix.

Maral Amasdel: Male Elf Wiz5/Rog3/Asn2; hp 45; see Appendix.

Once this battle is over, move right into Encounter Three B as the sounds of the approaching dinosaur come crashing through the jungle towards the PCs.

Encounter Three B: Terrific Dinosaur Combat

As you travel through the jungle, headed for the mysterious pyramid you have heard about you come across a skeleton, well actually half of a skeleton. You see part of a hip bone and most of both legs. There also appears to be a scroll tube lying next to the skeleton. As you ponder where the rest of the skeleton might be, the ground beneath you shakes once, then again and again. It feels like something enormous is moving, towards you unfortunately.

Give the PCs one round to take whatever actions they like. If they have a scout flying the flying PC (or pet) sees the very tall densely packed trees to the northwest moving in a large wave. Something very big is moving towards the PCs. This need not be a combat encounter. The PCs could choose to hide. If the encounter calls for a carnivore let it make a check to see if it smells the PCs and if so it hunts for them. If the encounter calls for a herbivore, the only danger is being trampled, unless the PCs decide to attack. When reading the description of the dinosaur from the monster manual, make it as scary as possible, even for the herbivores. Some folks may decide on a preemptive strike and initiate combat against an otherwise harmless creature.

After the dinosaur is gone or defeated the PCs may choose to examine the scroll tube. It contains a letter in elven written to Tharivol Nailo wishing

him luck in his search for the Mine of the Vanished Ones. The language is quite archaic and any elf or anyone of another race who reads elven and has any ranks in Knowledge: History feels sure this letter was written many centuries ago. If a detect magic is cast the scroll tube is magical. It has minor magic that preserves whatever is contained within it.

APL 2 (EL 2)

Deinonychus (1): hp 34; see *Monster Manual*.

APL 4 (EL 5)

Deinonychus (2): hp 34 each; see *Monster Manual*.

APL 6 (EL 6)

Megaraptor (1): hp 79; see *Monster Manual*.

APL 8 (EL 8)

Triceratops (1): hp 196; see *Monster Manual*.

APL 10 (EL 10)

Tyrannasaurus (2): hp 180 each; see *Monster Manual*.

Encounter Three C: The Earth Shakes

As you journey on after your encounter with the huge lizard, you notice the air becomes very still. There are no insects around you, and the jungle sounds which you were just growing used to are suddenly silent. Then the ground begins to shake violently and you stagger and struggle to stay on your feet. Your stomach is doing flip-flops and you hear terrible cracking sounds above you. You wonder if the perhaps the entire cavern is about to collapse.

Have everyone make a Reflex save (DC 20). Those that fail are thrown to the ground taking 1d6 points of non-lethal damage in the process. Next, allow each PC to make a Spot check (DC 20) to see the debris falling from above. Let them have one round to try to create cover for themselves, then describe the following.

Just as the ground stops shaking and you begin to breathe again it seems the sky is falling. All around you large jagged stones crash into the ground. The giant ferns seem to give you no protection at all. And then it is

done. You are mostly unscathed, perhaps bruised and battered or scratched by flying debris, but otherwise okay.

Encounter Three D: We Meet Adventurers

You come on a clearing in the jungle which contains a small camp with a few people in it. They are interesting in their variety of races as much as the sameness of their clothing and equipment. You see humans and elves, dwarves, gnomes, and halflings. You see folks of orcish descent and some of the elves have dark skin. Among the humans you see traits of Suel and Flan that you recognize, and others that you do not recognize. Indeed, there are many racial mixtures here too. And yet all of them, with the exception of two carry nothing but wooden spears and stone daggers and wear nothing but animal skins. The two who are different carry clubs and wear holy symbols that look vaguely familiar.

These folk are the descendants of the original adventurers who came in search of treasure and glory and were trapped here. Their adventuring gear either fell apart long ago or is stored as a family heirloom in their village a day's travel from here. This group is a combination hunting party and journey to the temple of Ulaa (the pyramid in the center of the jungle), for guidance. The two with holy symbols are priests of Ulaa. A Knowledge: Religion (DC 15) recognizes these as ancient versions of the holy symbol of Ulaa. The priests fear that Ulaa is trying to send her people a message with the earthquakes and they are journeying to the temple to enter the dreaming room for guidance.

If approached in a friendly manner these people are happy to talk with the PCs. They answer any questions they are asked, honestly and openly. They share any of the information from the adventure background and from above that is appropriate. In addition they ask about the world above and what it is like today. At some point the older priest asks permission to speak with the PCs in private. He then tells them that there is a legend passed from priest to priest about a group of people who will one day arrive from the land above.

Ulaa gave a vision to us long ago. She sent some of us here to build a temple and build a life for those who would follow. We built a pyramid in the jungle in designed based on the visions Ulaa sent us. Her magic then filled this cavern with life, and over time people came

and settled here. Most were unhappy at first, because they wanted to return above and were unable, and many became food for the thunder lizards, but many survived and became our ancestors. Other visions were shared with us over time to guide our people, and also one was given of the ending of our time hear. The story of this vision is passed from priest to priest. That new people would arrive one day from the lands above, after many years of no one joining us. These new ones would come seeking the Gem of Life to help save the lands above from a great evil. We must help them obtain the gem, but in return they must take our people to a new land that Ulaa has chosen for us, for removing the gem will hasten the end of this land, which the earth shakes already portend.

The priest has decided the PCs are the ones in his vision. He shows them the temple and the three rooms he knows of. He knows of the magical gem in the treasure room, but is quite sure this is not the gem of life. He has never found the remaining room but is sure it exists and is simply waiting to be found by the saviors. He feels this is a fair test, if they can find it, they can have it, and trusts they will also save his people.

If the PCs should choose to attack the natives for some reason they fight back to the best of their abilities until one of the two priests is slain. Then the chief hunter and the remaining priest orders the others to flee while they try to delay the PCs.

Tiev: Male Human Clr5; hp 40; see Appendix 1.

Raguulf: Female Half-elf Clr2; hp 16; see Appendix 1.

Brauton: Male Hobgoblin Ft45; hp 50; see Appendix 1.

Natives (20): Male and Female Human (really a mixture of many races, but treat as human) Fighter 1; hp 10; see Appendix 1.

*****Encounter Four: Temple of Life**

You have been following your native guides for a few hours now. Suddenly you step out into a clearing. Before you is a small temple. It is a pyramid with a fifty-foot square base that looks to be about thirty feet tall. The sides, while sloping are steps rather than being smooth. Most of the steps seem to be acting as small garden beds for bush like plants. And the

plants are rather amazing, for what you at first thought to be berries, now as you get closer looks like gems. Emeralds, topaz, diamonds, rubies and any other type of gem you can think of. There is no apparent plan to how they are planted. Even those among you who feel little thirst for mundane riches, feel the tugging of greed to posses these beautiful gems.

If the assassins have already been encountered do not read the next paragraph out loud.

It appears that someone has been here who gave into that greed. Many of the plants have been uprooted and strewn on the ground. At first you think these plants have been picked clean, and then you see shriveled little berries, in the shapes of the various gems. All the luster has gone from them.

These bushes are for viewing only. Gems that are picked turn into shriveled little gem shaped berries. If a plant is uprooted in it's entirety it dies, and all the gems shrivel up. There is no way for anyone to take these gems unless Ulaa allows. Her elemental servants come here to pick the gems to seed through her domains of the earth to later be discovered by her worshippers. Her feelings are that the gems must be worked for as this makes their beauty even greater.

The bushes strewn about were left by the assassins who gave in easily to their greed. Their disappointment is easy to asses as the bushes have been tossed about in frustration.

There is a central pathway leading up each side of the pyramid and once the pyramid is climbed there is an obvious opening on the top with a spiral staircase down inside the pyramid. Inside the pyramid the staircase descends into a twenty by twenty room with a ten-foot high ceiling. On each wall is a mural. Next to the staircase is an altar that appears to be the largest emerald ever seen, as it is about three feet high, two feet wide and 6 feet long. The mural on the north wall depicts a beautiful dwarves female lying on a bed of gems, apparently asleep. The mural on the west wall shows a band of diverse peoples (much like the group of natives encountered already, but larger), journeying through a long dark tunnel. The mural on the south wall depicts piles of gemstones. And the mural on the east wall depicts a jungle much like the jungle through which you have just passed. The artwork on all of these murals is rather crude.

(see map 2)

Any PC who successfully makes an Appraise check (DC 15), know that the altar is actually made of green glass, but is of amazing quality and workmanship. Any PC with Knowledge: Architecture and Engineering (DC 11) realizes that there is plenty of room within the pyramid for there to be a room hidden behind each mural. The priests know the location for the secret doors to the north and south rooms. They have never really questioned if there were other rooms. The north and south rooms are 20 feet by 30 feet with a 6-foot ceiling. The east and west rooms are 20 feet by 20 feet with a 6-foot ceiling.

The north room is the dreaming room. It is a very bare room with two simple pallets made of slightly dried out giant fern leaves. Anyone who spends more than a minute in this room begins to get drowsy. They must make a Will save (DC 10), (which they can choose to fail) or fall asleep. The clerics urge them to let the vision come. If the PCs fail the Will save they slump to the floor asleep and receive a vision that is somewhat grim.

The clerics move to the two pallets and lay down on them to receive their visions. Everyone who sleeps sees the same thing. The jungle cavern outside being buried beneath a rain of stones and earth, falling from the sky, then a long line of people marching through dark tunnels, lit faintly by torches carried here and there in the line. And behind the line of people there is another line of huge creatures of all shapes and sizes. There is no light in this line so all that is seen is shadowy forms in the almost impenetrable darkness (a dwarf or other PC with dark vision see dinosaurs walking peacefully, predator followed by herbivores followed by hopping winged dinosaur, and even, just before the vision ends, a gigantic feathered bird struggles through the tunnel, losing feathers as it goes.

The west room is the map room. The Search DC to find this secret door is 20. If the PCs examine the mural in detail, Search check (DC 20), they find images of themselves scattered throughout the line of people. Upon entering this room it lights up with a soft glow. The three walls look much like someone had taken an anthill and cut it in half so one could see the tunnels dug by the ants. But there are no ants moving through these tunnels. There is however a glowing path that can be followed from the left wall, leaving a large open room, across the back wall and ending on the right wall in another large open room. On the floor is what is quite obviously a map. On the left side

looks like what might be an overview of the cavern the PCs are in now, especially as there appears to be a small temple in the middle of the cavern. Again there is a glowing trail leading from left to right ending in another cavern whose primary feature appears to be a large underground lake. The clerics upon seeing this room fall to their knees in wonder and offer up thanks to Ulaa for showing them their new home. Then they look at the PCs and say, ***“You must be the chosen ones. Will you lead us to our new home as Ulaa has foretold. We will not be able to find our way on this journey unless you lead us.”*** The clerics then rise and await an answer. They understand that the PCs may still have unfinished business. But they try to persuade the PCs until either they agree or leave the area of the pyramid completely. If the PCs never find this room on their own, have one of the clerics discover it before the PCs leave the temple.

The south room is the treasure room. It is indeed full of gems as shown in the mural. Each gem is of poor quality and of only 1 gp worth or less. The clerics do not object if the PCs wish to fill their pockets and packs with gems. They have no need of them and have always wondered at the purpose of this room. They consider the living gems outside much more wondrous than these flawed gems.

If the assassins have not been previously encountered, they are waiting here to surprise the PCs. They are either invisible or hidden beneath piles of gems (consider their hide check as having taken 20) depending on APL. Any prep spells they have that last more than rounds per level is precast and active as they heard the PCs coming and hid themselves here. They have already discovered what they think is the Gem of Life, which is found on the body of Gleg as the others had not yet determined how they would take it away from him. The assassins use a similar strategy to that noted in Encounter Three A. They each attempt a death attack or sneak attack on the PCs, trying to drop the least armored ones first. The spell casters fall back and use spells or missile weapons if possible, trying to delay the PC warriors. The assassin fighters try to focus on one PC at a time, spell casters first if possible, working together to flank, and moving on to the next PC only when the first is dead. This strategy may be more difficult to implement in the enclosed space here than it is in the jungle.

If the assassins are already defeated before the PCs arrive here then they must find the unique

gem here on their own. There is a pile of emeralds. It requires a successful Search check (DC 20) to spot the better quality gem. Or a *detect magic* identifies the one gem. The *detect magic* may also give the clue that this is not the gem of life. Its magic is not as powerful as might be expected, being of only moderate level, and it is of the enchantment type only. This gem is used by the clerics of Ulaa in their holy rites. They offer it to the PCs as another incentive for guiding the natives to their new home. It acts as reusable incense of meditation, but is usable only by clerics of Ulaa.

The secret door to the east room requires a successful Search check (DC 20+APL) to located. The room contains nothing but a pedestal with a gem on it, and the gem can only be seen by those of good alignment or by druids, who do not really see it, but sense the presence of it in their minds as it emanates life. This effect of being hidden from non-good creatures is only in effect while the emerald rests on the pedestal. Once it is picked up it can be seen normally.

APL 4 (EL 7)

Cara Aleosh: Female Human Mnk2; hp 15; see Appendix.

Kufo Rockfall: Male Gnome Brd2; hp 12; see Appendix.

Gleg: Male Half-orc Brb1/Rog1; hp 18; see Appendix.

Velli Kiir: Female Half-Elf Clr1/Rog1; hp 16; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr1/Rog1; hp 20; see Appendix.

Maral Amasdel: Male Elf Wiz1/Rog1; hp 11; see Appendix.

APL 6 (EL 9)

Cara Aleosh: Female Human Mnk4; hp 30; see Appendix.

Kufo Rockfall: Male Gnome Brd4; hp 24; see Appendix.

Gleg: Male Half-orc Brb2/Rog2; hp 36; see Appendix.

Velli Kiir: Female Half-Elf Clr2/Rog2; hp 32; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr2/Rog2; hp 40; see Appendix.

Maral Amasdel: Male Elf Wiz2/Rog2; hp 19; see Appendix.

APL 8 (EL 11)

Cara Aleosh: Female Human Mnk5/Asn1; hp 44; see Appendix.

Kufo Rockfall: Male Gnome Brd5/Asn1; hp 36; see Appendix.

Gleg: Male Half-orc Brb3/Rog3; hp 54; see Appendix.

Velli Kiir: Female Half-Elf Clr3/Rog3; hp 48; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr3/Rog3; hp 60; see Appendix.

Maral Amasdel: Male Elf Wiz3/Rog3; hp 27; see Appendix.

APL 10 (EL 13)

Cara Aleosh: Female Human Mnk5/Asn3; hp 56; see Appendix.

Kufo Rockfall: Male Gnome Brd5/Asn3; hp 48; see Appendix.

Gleg: Male Half-orc Brb3/Rog3/Asn2; hp 66; see Appendix.

Velli Kiir: Female Half-Elf Clr3/Rog3/Asn2; hp 62; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr3/Rog3, Asn2; hp 76; see Appendix.

Maral Amasdel: Male Elf Wiz3/Rog3/Asn2; hp 37; see Appendix.

APL 12 (EL 15)

Cara Aleosh: Female Human Mnk5/Asn5; hp 68; see Appendix.

Kufo Rockfall: Male Gnome Brd5/Asn5; hp 60; see Appendix.

Gleg: Male Half-orc Brb5/Rog3/Asn 2; hp 84; see Appendix.

Velli Kiir: Female Half-Elf Clr5/Rog3/Asn2; hp 78; see Appendix.

Kilein Hekkerold: Male Dwarf Ftr5/Rog3/Asn2; hp 96; see Appendix.

Maral Amasdel: Male Elf Wiz5/Rog3/Asn2; hp 45; see Appendix.

*****Encounter Five: What's a Nice Druid Like you Doing in a Place Like This?**

As you leave the temple and descend the pyramid steps, you notice that the natives have been joined by other folk, and these look like perhaps they are more above grounders. Their equipment is not quite as militant as some of yours, but they dressed like many rangers and druids you have met before. One of them, a tall human female, steps forward with a smile on her face.

If the PCs have found the gem read the following as she can sense its presence simply from the life force it emanates:

"You have found the gem we all seek it seems. We offer you no threat, but may we parlay as there are things you should know before you reach your final decision on how to dispose of this gem."

If the PCs do not have the gem read the following:

Greetings fellow seekers. How does your hunt go?

This woman is Cyrinn Arnwold. She is the leader of this group of druids, who represent the Emerald Conclave, a loose gathering of druids who work throughout the Principality of Ulek and beyond. They seek the Gem of Life for their own purposes.

They wish to use its powers to begin the regrowth of life throughout the Disputed Territory. War has destroyed much of the life in the Disputed Territory and the druids feel the Gem of Life would be better put to use there than in helping the Prince continue his war against the Pomarj. If the PCs have the Gem of Life the druids bargain for it. They explain their needs and offer trades and rewards as noted in Appendix 2. This is the time when you must use the information garnered at the beginning of the scenario and try their best to influence the PCs to give the gem to the druids.

As negotiations are drawing to a close, regardless of which direction they seem to be going, Sylla Weedblight takes action. She has been observing from the edge of the jungle and while the discussion proceeded she has moved herself into position. She used a *scroll of dominate* to take control of one of the druids, Keegon and now forces him to attack the PCs. If Keegon is high enough level he shape changes first, into the most powerful combatant he can, then moves to attack.

Otherwise he simply utters a battle cry and attacks the nearest PC. Meanwhile in round two, Sylla uses her hat of disguise to look as much as possible like the most obnoxious or chaotic of the PCs, or the one who has been most vocal in opposing the druids getting the Gem of Life. She steps among the PCs turning visible as she does so and shouts ***“we can’t trust these druids, they will kill us for that gem.”*** Note: (ask the player of this PC to shout this for you.) Any PC making a Spot check (DC 10) notices that there are “two” of the given PC and anyone making a Spot check that beats Sylla’s disguise check is able to tell who is the real PC. Of course the PC selected knows who they are and can try to convince the others that they are themselves.

The druids are not aggressive here. Their actions take the following priority as appropriate, except for the dominated one who attacks to kill, until killed or subdued. First, the druids check on and heal, if possible, fallen comrades, then they cast defensive spells on themselves, or summon nature’s allies to protect them. They fight back if attacked directly. The animal companions hold back unless their druid is attacked or is attacking, so Keegon’s companion joins the fray when Keegon does. The assassin continues to attack, switching appearance and switching from PC to druid as you feel will best keep the battle going. PCs may make Spot checks to identify the assassins, overcoming her disguise check with each change.

Once the battle is over the druids attempt to restart negotiations. Let the PCs discuss among themselves how they wish to respond to the negotiations.

APL 4 (EL 6)

Sylla Weedblight: Female Halfling Rog5/Asn1; hp 30; see Appendix.

Cyrlinn Arnwold: Female Human Drd5; hp 33; see Appendix.

Ulredd Stonesplitter: Male Dwarf Drd3; hp 24; see Appendix.

Keegon: Male Halfling Drd3; hp 21; see Appendix.

APL 6 (EL 9)

Sylla Weedblight: Female Halfling Rog5/Asn 4; hp 46; see Appendix.

Cyrlinn Arnwold: Female Human Drd7; hp 45; see Appendix.

Ulredd Stonesplitter: Male Dwarf Drd5; hp 38; see Appendix.

Keegon: Male Halfling Drd5; hp 33; see Appendix.

APL 8 (EL 12)

Sylla Weedblight: Female Halfling Rog5/Asn 7; hp 60; see Appendix.

Cyrlinn Arnwold: Female Human Drd9; hp 57; see Appendix.

Ulredd Stonesplitter: Male Dwarf Drd7; hp 52; see Appendix.

Keegon: Male Halfling Drd7; hp 45; see Appendix.

APL 10 (EL 14)

Sylla Weedblight: Female Halfling Rog5/Asn9; hp 70; see Appendix.

Cyrlinn Arnwold: Female Human Drd11; hp 69; see Appendix.

Ulredd Stonesplitter: Male Dwarf Drd8; hp 59; see Appendix.

Keegon: Male Halfling Drd8; hp 51; see Appendix.

APL 12 (EL 16)

Sylla Weedblight: Female Halfling Rog6, Asn10; hp 80; see Appendix.

Cyrlinn Arnwold: Female Human Drd13; hp 81; see Appendix.

Ulredd Stonesplitter: Male Dwarf Drd8; hp 59; see Appendix.

Keegon: Male Halfling Drd8; hp 51; see Appendix.

*****Encounter Six: The Way Home**

Just as negotiations with the druids end another earthquake hits. The results are even more frightening than before as trees topple around you and the temple falls into a crevasse opened by the quake. Ones the aftershocks are done a pale faced Tiev comes to you and asks, will you now lead us to our new home. We need guides and protectors and you are the finders of the gem of life. The ones foretold in our dreams. If you will not lead us we are lost.

PCs should understand from the map in the map room that this journey will take them an extra week (meaning an additional time unit). But the map room also showed a way to return to the surface more quickly. It will be an arduous journey, not one that could be made successfully by all of the natives (336 of them) and there is no way the other creatures of the cavern could follow. It is also possible and even likely that at higher levels PCs have powerful magic allowing them to go home a different way. If the PCs decide not to help the natives, the druids will (unless of course all the druids are dead). PCs who guide the natives receive the *Favor of Ulaa* as noted on the AR.

Encounter Seven: The Journey Ended

You finally return to the surface. It takes a while to adjust to the bright light of the clear and sunny day. The air somehow fresher smelling and you do not feel the weight of tons of earth hanging above your heads. This may disappoint the dwarves in your group, but the rest of you are quite happy. Now you must decide whether to return to Honnold and complete your bargain with him, or go directly to report in.

*****Conclusion A (PCs have the gem and visit Honnold)**

Your visit with Honnold was a happy one. He was obviously very pleased that you chose to honor your agreement. Once he had read the memories from each of your minds he teleported you back to Thunderstrike where you reported to Barendd. He too was pleased with your success and thanked you for your contributions to the war effort. He hopes you will be able to locate more of the gems as time is running short.

*****Conclusion B (PCs don't have the gem but visit Honnold)**

Your visit with Honnold was a happy one. He was obviously very pleased that you chose to honor your agreement. Once he had read the memories from each of your minds he teleported you back to Thunderstrike where

you reported to Barendd. Barendd was very disappointed in your failure to obtain the Gem of Life. He makes it clear that the war effort may suffer severely and you may even have put the Prince's life in extreme danger as the prince will move forward with his plans, even without all of the gems.

*****Conclusion C (PCs have the gem but don't visit Honnold)**

You make it back to Thunderstrike where you reported to Barendd. Barendd was pleased with your success and thanked you for your contributions to the war effort. He hopes you will be able to locate more of the gems as time is running short. You receive a letter from Honnold telling you he considers you oath breakers and he will do his best to ensure that all those he has contact with will not aid you in any of your future endeavors.

*****Conclusion D (PCs don't have the gem and don't visit Honnold)**

You make it back to Thunderstrike where you report to Barendd. Barendd was very disappointed in your failure to obtain the Gem of Life. He makes it clear that the war effort may suffer severely and you may even have put the Prince's life in extreme danger as the prince will move forward with his plans, even without all of the gems.

You receive a letter from Honnold telling you he considers you oath breakers and he will do his best to ensure that all those he has contact with will not aid you in any of your future endeavors.

The End

Treasure Summary

Special

Recommendation for the Principality of Ulek Mine Rangers

You have received a recommendation to join the Mine Rangers, for your aid in retrieving the Gem of Life.

Commendation for the Principality of Ulek Mine Rangers

You have received a commendation for the Mine Rangers, for your aid in retrieving the Gem of Life. The use of this commendation will appear in future scenarios or meta-organization documentation. This commendation also grants you access (Frequency: Regional) to the following items: *everfull mug* (A&EG), *helm of glorious recovery* (MH), *horn of blasting* (DMG) and *staff of righteousness* (A&EG). Only current members in good standing may earn this commendation.

Recommendation for the Principality of Ulek Royal Army

You have received a recommendation to join the Royal Army, for your aid in retrieving the Gem of Life.

Commendation for the Principality of Ulek Royal Army

You have received a commendation for the Mine Rangers, for your aid in retrieving the Gem of Life. The use of this commendation will appear in future scenarios or meta-organization documentation. This commendation also grants you access (Frequency: Regional) to the following items: *burrowing pitons* (A&EG), *necklace of adaptation* (DMG), *rope of stone* (A&EG) and *stone salve* (DMG). Only current members in good standing may earn this commendation.

Friend of Honnold

For keeping your word to the ancient elf Honnold, you have earned his confidence and thus are a trusted friend.

Enmity of Honnold

For failing to keep your word to the ancient elf Honnold, you have earned an adversary.

Payment from the Emerald Conclave

For giving the Gem of Life to the Emerald Conclave, you have been given one of the following options:

- *Amulet of natural armor* +2, +3, +4 or +5 (DMG) or *necklace of the wild beast* [any] (A&EG)
- Druid spouse and cohort
- Recommendation for advancement in the Emerald Conclave
- Gains +2 circumstance bonus to all charisma related skill checks involving good aligned peoples in the Sheldomar Valley meta-region
- Giant owl animal companion

Favor of Ulaa's Followers

For undertaking an arduous journey that resulted in you saving numerous innocent lives from the Cavern of Life, you have earned the favor of Ulaa's followers. From this point forward, you now receive a +2 circumstance bonus to all charisma related skill checks when dealing with the followers of Ulaa.

***Appendix 1: NPCs

Encounter One

All APLs

Honnold: Elf Wizard 9; CR 9; Medium Humanoid; HD 9d4+6; hp 42 (60); Init +5; Spd 30 ft., [fly 60 ft. (good maneuverability)]; AC 12 (16), touch 12, flat-footed 11 (15) (+1 Dexterity, +1 Ring (+4 mage armor)); Base Atk +4; Grp +3; Atk +3 melee (1d6-1/x2, quarterstaff); Full Atk +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d4-1/19-20x2, dagger); Space/Reach 5 ft./5 ft.; SA none; SQ elven traits, spells; AL Lawful Neutral; SV Fort +2, Ref +4, Will +8; Str 9, Dex 13, Con 8, Int 22, Wis 14, Cha 13.

Skills and Feats: Appraise +8, Concentration +15, Decipher Script +20, Diplomacy +3, Knowledge Arcana +18, Knowledge Geography +18, Knowledge History +18, Knowledge Nobility and Royalty +18, Listen +6, Spellcraft +22, Search +8, Spot +6, Survival +4; Toughness, Combat Casting, Diligent, Magical Aptitude, Improved Initiative

Wizard (4/6/5/4/3/2; save DC 16 + spell level)(note that spells with an asterisk have been precast. Above stats in parentheses reflect these precast spells which will last through the negotiations with the PCs): 0 – *Detect Magic(2), Read Magic, Prestidigitation*; 1st – *Alarm*, Identify, Mage Armor*, Magic Missile, Protection from Chaos*, Shield*; 2nd – *Bear's Endurance*, Blur, Detect Thoughts, Invisibility, Resist Energy (fire)**; 3rd – *Dispel Magic, Fly*, Hold Person, Suggestion*; 4th – *Dimension Door, Scrying*, Stoneskin**; 5th – *Teleport, Wall of Force*.

Spellbook: 0 – *Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Prestidigitation, Ray of Frost, Read Magic*; 1st – *Alarm, Charm Person, Identify, Mage Armor, Magic Missile, Magic Weapon, Protection from Chaos, Shield, True Strike*; 2nd – *Bear's Endurance, Blur, Glitterdust, Bull's Strength, Cat's Grace, Detect Thoughts, Invisibility, Melf's Acid Arrow, Resist Energy, Scorching Ray, Web*; 3rd – *Dispel Magic, Fireball, Fly, Haste, Hold Person, Invisibility Sphere, Lightning Bolt, Suggestion*; 4th – *Charm Monster, Confusion, Dimension Door, Enervation, Ice Storm, Otiluke's Resilient Sphere, Scrying, Shout, Stoneskin*; 5th – *Cone of Cold, Dominate Person, Greater Detect*

Thoughts (New Spell - see Appendix 2), Telekinesis, Teleport, Wall of Force.

Possessions: quarterstaff, dagger, *Ring of Protection +1, Rod of Metamagic - Silent, Dust of Disappearance, Headband of Intellect +2.*

Description: Honnold is old. Most elves wear their age with grace, but Honnold has reached the point where he is obviously near the end of his life. He does not want to die and is desperately trying to gain new experiences before he does die. He feels that he has not lived life to it's fullest. Long ago he was an adventurer of some repute and no little skill, but he had an encounter with undead creatures that left many of his friends dead, and himself weakened. Honnold escaped and journeyed to the Valley of the Mage where he was known and welcomed. There his interests focused on gaining knowledge through research rather than experience and it is only now, in his last few remaining years, that he has once again decided to journey out into the world. Honnold knew Jaran Krimeeah and Tsylin San when he resided in the Valley of the Mage, but he held himself separate from the politics of the valley and is respected by both people. If asked about the current situation in the Valley of the mage Honnold will reply that he prefers not to discuss it. Honnold was present centuries ago when the Mine of the Vanished was sealed. In his recent travels Honnold heard rumors of the search for the Gems of Ulaa, and linked those rumors to the tales he had heard of a temple of gems in the Mine of the Vanished. Honnold came here to see what he could find, and after discovering the newly opened crevasse struck upon his plan to learn what was below.

Encounter Two D

APL 4

Cara Aleosh: Human Monk 2; CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12 (+2 Dexterity, +2 Wisdom); Base Atk +1; Grp +6; Atk +2 melee (1d6+1/x2, unarmed strike) or +3 melee (1d6+2/x2, +1 quarterstaff); Full Atk +0/+0 melee (1d6+1/x2, unarmed strike) or +1/+1 melee (1d6+2/x2, +1 quarterstaff) or +3 ranged (1d4+1/x2, sling); Space/Reach 5 ft./5 ft.; SA

Flurry of Blows, Improved Unarmed Strike, Improved Grapple; SQ AC Bonus, Combat Reflexes, Evasion; AL Lawful Evil; SV Fort +4, Ref +5, Will +5; Str 13, Dex 14, Con 12, Int 11, Wis 15, Cha 10.

Skills and Feats: Balance +4, Disguise +2, Hide +7, Jump +3, Listen +7, Move Silently +7, Tumble +7; Dodge, Mobility.

Possessions: Sling, +1 quarterstaff.

Kufo Rockfall: Gnome Bard 2; CR 2; Small Humanoid; HD 2d6+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dexterity, +3 Studded Leather Armor, +1 size, +1 amulet of natural armor); Base Atk +1; Grp +1; Atk +1 melee (1d6/19-20/x2, long sword); Full Atk +1 melee (1d6/19-20/x2, long sword) or +3 ranged (1d6/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ Bardic Knowledge, Countersong, Fascinate, Inspire Courage, Gnome Traits; AL Chaotic Evil; SV Fort +1, Ref +5, Will +5 (+7 illusions); Str 10, Dex 14, Con 13, Int 13, Wis 10, Cha 15.

Skills and Feats: Craft Alchemy +3, Balance +1, Climb -1, Escape Artist +1, Disguise +7, Gather Information +7, Hide +10, Jump -1, Listen +2, Move Silently +6, Perform Lute +7 (+9 scrolls), Spellcraft +7 (+9 scrolls), Swim -2, Use Magic Device +7; Dodge.

Bard Spells Known (5/2; save DC 12 + spell level): 0 – *Detect Magic*, *Ghost Sound*, *Light*, *Lullaby*, *Read Magic*; 1st – *Cause Fear*, *Sleep*.

Bard Spells Per Day (3/1)

Possessions: studded leather armor, long sword, light crossbow, *amulet of natural armor* +1.

Gleg: Half-orc Barbarian 1, Rogue 1; CR 2; Medium Humanoid; HD 1d12+1d6+2; hp 18; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dexterity, +6 magical breastplate); Base Atk +1; Grp +4; Atk +5 melee (1d12+3/x3, Masterwork Great Axe); Full Atk +5 melee (1d12+3/x3, Masterwork Great Axe) or +3 ranged (1d8+3/x3, Composite Long Bow) or +3 ranged (1d4+3/19-20/x2, Dagger); Space/Reach 5 ft./5 ft.; SA rage, sneak attack; SQ fast movement, trap finding, half-orc traits; AL Chaotic Evil; SV Fort +3, Ref +4, Will +1; Str 17, Dex 14, Con 12, Int 9, Wis 13, Cha 8.

Skills and Feats: Balance -1, Climb +4, Disguise +1, Escape Artist -1, Hide +1, Jump

+4, Move Silently +2, Swim +1; Weapon Focus Great Axe.

Possessions: Masterwork Great Axe, Composite Long Bow (+3 strength bonus), Dagger, +1 *breastplate*.

Velli Kiir: Half-elf Cleric of the Earth Dragon 1, Rogue 1; CR 2; Medium Humanoid; HD 1d8+1d6+4; hp 16; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dexterity, +4 Scale Mail, +3 Heavy Steel Shield); Base Atk +0; Grp +0; Atk +1 melee (1d8/x2, morningstar); Full Atk +1 melee (1d8/x2, morningstar) or +1 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Rebuke Undead, Sneak Attack; SQ Spontaneous Casting, Trap Finding, Half-elf Traits; AL Lawful Evil; SV Fort +4, Ref +3, Will +4 (+2 enchantments); Str 11, Dex 12, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Balance -3, Climb -4, Concentration +6, Diplomacy +7, Disguise +3, Escape Artist -3, Gather Information +3, Heal +6, Hide +0, Jump -4, Listen +5, Move Silently +0, Search +1, Spot +5, Swim -8; Alertness.

Cleric Spells Prepared (3/3; save DC 12 + spell level): 0 – *detect magic*, *guidance*, *light*; 1st – *bane*, *bless*, *magic stone**, *shield of faith*.

*Domain Spell. *Domains:* Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Possessions: Scale Mail, masterwork morningstar, light crossbow, hidden dagger; +1 *Heavy Steel Shield*.

Kilein Hekkerold: Dwarf Fighter 1, Rogue 1; CR 2; Medium Humanoid; HD 1d10+1d6+6; hp 20; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dexterity, +4 Scale Mail, +2 Heavy Wooden Shield); Base Atk +1; Grp +3; Atk +4 melee (1d10+2/x3, dwarven war axe); Full Atk +4 melee (1d10+2/x3, dwarves war axe) or +2 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft.; SA Sneak Attack; SQ Trap Finding, Dwarven Traits; AL Neutral Evil; SV Fort +8, Ref +6, Will +3; Str 15, Dex 13, Con 16, Int 12, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Balance -3, Climb +3, Disguise +1, Escape Artist -3, Hide +0, Jump +2, Move Silently +0, Swim -2; Weapon Focus Dwarven Waraxe, Power Attack.

Possessions: scale mail, heavy wooden shield, masterwork dwarven waraxe, short bow, *cloak of resistance* +1

Maral Amasdel: Elf Wizard 1, Rogue 1; CR 2; Medium Humanoid; HD 1d4+1d6+3; hp 11; Init +0; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dexterity, +1 ring of protection); Base Atk +0; Grp +1; Atk +1 melee (1d6+1/x2, quarterstaff); Full Atk +1 melee (1d6+1/x2, quarterstaff) or +3 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack; SQ Trap Finding, Elven Traits; AL Neutral Evil; SV Fort +0, Ref +5, Will +2 (+2 enchantments); Str 12, Dex 16, Con 11, Int 15, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Decipher Script +6, Disguise +2, Hide +6, Knowledge Arcana +6, Listen +4, Move Silently +9, Open Lock +4, Search +4, Sleight of Hand +4, Spellcraft +6, Spot +4; Alertness, Scribe Scroll, Toughness

Wizard Spells Prepared (3/2; save DC 12 + spell level): 0 – *daze, detect magic, ray of frost*; 1st – *color spray, mage armor*.

Spellbook: 0 – *Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Prestidigitation, Ray of Frost, Read Magic*; 1st – *color spray, identify, mage armor, magic missile, magic weapon*.

Possessions: Quarterstaff, Light Crossbow, ring of protection +1.

APL 6

Cara Aleosh: Human Monk 4; CR 4; Medium Humanoid; HD 4d8+4; hp 30; Init +2; Spd 40 ft.; AC 15, touch 15, flat-footed 13 (+2 Dexterity, +3 Wisdom); Base Atk +3; Grp +8; Atk +4 melee (1d8+1/x2, unarmed strike) or +4 melee (1d6+2/x2, +1 quarterstaff); Full Atk +2/+2 melee (1d8+1/x2, unarmed strike) or +3/+3 melee (1d6+2/x2, +1 quarterstaff) or +6 ranged (1d4+1/x2, masterwork sling); Space/Reach 5 ft./5 ft.; SA Flurry of Blows, Improved Unarmed Strike, Improved Grapple; SQ AC Bonus, Combat Reflexes, Evasion, Still Mind, Slow Fall; AL Lawful Evil; SV Fort +6, Ref +7, Will +8 (+10 Enchantments); Str 13, Dex 14, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +4, Disguise +3, Hide +9, Jump +5, Listen +9, Move Silently +9, Tumble +10; Dodge, Mobility, Acrobatic.

Possessions: Masterwork Sling, +1 quarterstaff, *potion of Cat's Grace, Potion of Cure Moderate Wounds*.

Kufo Rockfall: Gnome Bard 4; CR 4; Small Humanoid; HD 4d6+4; hp 24; Init +2; Spd 20 ft.; AC 18, touch 13, flat-footed 16 (+2 Dexterity, +4 Studded Leather Armor +1, +1 size, +1 amulet of natural armor); Base Atk +3; Grp +3; Atk +3 melee (1d6/19-20/x2, long sword); Full Atk +3 melee (1d6/19-20/x2, long sword) or +5 ranged (1d6/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ Bardic Knowledge, Countersong, Fascinate, Inspire Courage, Inspire Competence, Gnome Traits; AL Chaotic Evil; SV Fort +2, Ref +6, Will +6 (+8 illusions); Str 10, Dex 14, Con 13, Int 13, Wis 10, Cha 16.

Skills and Feats: Craft Alchemy +3, Balance +2, Climb +0, Disguise +12, Escape Artist +2, Forgery +3, Gather Information +10, Hide +13, Jump +0, Listen +2, Move Silently +9, Perform Lute +10, Spellcraft +9 (+11 scrolls), Swim +0, Use Magic Device +10 (+12 scrolls); Dodge, Deceitful.

Bard Spells Known (6/3/2; save DC 13 + spell level): 0 – *Dancing Lights, Daze, Detect Magic, Ghost Sound, Light, Lullaby, Read Magic*; 1st – *Cause Fear, Charm Person, Sleep*. 2nd – *Hold Person, Invisibility*

Possessions: long sword, light crossbow, +1 studded leather armor, amulet of natural armor +1, *potion of eagle's splendor*.

Gleg: Half-orc Barbarian 2, Rogue 2; CR 4; Medium Humanoid; HD 2d12+2d6+4; hp 36; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dexterity, +6 magical breastplate); Base Atk +3; Grp +7; Atk +8 melee (1d12+4/x3, Masterwork Great Axe); Full Atk +8 melee (1d12+4/x3, Masterwork Great Axe) or +5 ranged (1d8+4/x3, Composite Long Bow) or +5 ranged (1d4+4/19-20/x2, Dagger); Space/Reach 5 ft./5 ft.; SA rage, sneak attack; SQ fast movement, uncanny dodge, trap finding, evasion, half-orc traits; AL Chaotic Evil; SV Fort +4, Ref +5, Will +1; Str 18, Dex 14, Con 12, Int 9, Wis 13, Cha 8.

Skills and Feats: Balance -1, Climb +5, Disguise +3, Escape Artist -1, Hide +4, Jump +5, Move Silently +4, Swim +2; Weapon Focus Great Axe, Combat Reflexes.

Possessions: Masterwork Great Axe, Composite Long Bow (+4 strength bonus), Dagger, +1 *breastplate*, 2 *potions of cure moderate wounds, potion of lesser restoration, potion of neutralize poison*.

Velli Kiir: Half-elf Cleric of the Earth Dragon 2, Rogue 2; CR 4; Medium Humanoid; HD 2d8+2d6+8; hp 32; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dexterity, +5 Scale Mail, +3 Heavy Steel Shield); Base Atk +2; Grp +2; Atk +3 melee (1d8/x2, morningstar); Full Atk +3 melee (1d8/x2, morningstar) or +3 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Rebuke Undead, Sneak Attack; SQ Spontaneous Casting, Trap Finding, Evasion, Half-elf Traits; AL Lawful Evil; SV Fort +5, Ref +4, Will +5 (+7 Enchantments); Str 11, Dex 12, Con 14, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance -2, Climb -3, Concentration +11, Diplomacy +8, Disguise +5, Escape Artist -2, Gather Information +3, Heal +8, Hide +4, Jump -3, Listen +6, Move Silently +4, Search +1, Spot +6, Swim -6; Alertness, Combat Casting.

Cleric Spells Prepared (4/4; save DC 13 + spell level): 0 – *detect magic, guidance, light, resistance*; 1st – *bane, bless, magic stone*, shield of faith*.

*Domain Spell. *Domains:* Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Possessions: masterwork morningstar, light crossbow, hidden dagger with drow poison on it; +1 *Heavy Steel Shield*, +1 *scale mail*.

Kilein Hekkerold: Dwarf Fighter 2, Rogue 2; CR 4; Medium Humanoid; HD 2d10+2d6+12; hp 40; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dexterity, +5 Scale Mail +1, +2 Heavy Wooden Shield); Base Atk +3; Grp +6; Atk +7 melee (1d10+3/x3, dwarven war axe); Full Atk +7 melee (1d10+3/x3, dwarves war axe) or +4 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft.; SA Sneak Attack; SQ Trap Finding, Evasion, Dwarven Traits; AL Neutral Evil; SV Fort +9, Ref +7, Will +3; Str 16, Dex 13, Con 16, Int 12, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Balance -2, Climb +7, Disguise +3, Escape Artist -2, Hide +4, Jump +5, Move Silently +4, Swim +1; Weapon Focus Dwarven Waraxe, Power Attack, Cleave, Blind Fighting.

Possessions: heavy wooden shield, masterwork dwarven waraxe, short bow, +1 *scale mail, cloak of resistance* +1

Maral Amasdel: Elf Wizard 2, Rogue 2; CR 4; Medium Humanoid; HD 2d4+2d6+3; hp 19; Init +0; Spd 30 ft.; AC 14, touch 14, flat-footed 11

(+3 Dexterity, +1 ring of protection); Base Atk +2; Grp +3; Atk +3 melee (1d6+1/x2, quarterstaff); Full Atk +3 melee (1d6+1/x2, quarterstaff) or +5 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack; SQ Trap Finding, Evasion, Elven Traits; AL Neutral Evil; SV Fort +0, Ref +6, Will +3 (+5 enchantments); Str 12, Dex 16, Con 11, Int 16, Wis 11, Cha 10.

Skills and Feats: Concentration +5, Decipher Script +9, Disguise +4, Hide +9, Knowledge Arcana +8, Knowledge Architecture and Engineering +8, Listen +4, Move Silently +12, Open Lock +5, Search +5, Sleight of Hand +7, Spellcraft +8, Spot +4, Use Rope +5; Alertness, Scribe Scroll, Toughness, Deft Hands

Wizard Spells Prepared (4/3; save DC 13 + spell level): 0 – *daze, detect magic, ghost sound, ray of frost*; 1st – *mage armor, magic missile, shield*.

Spellbook: 0 – *Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Prestidigitation, Ray of Frost, Read Magic*; 1st – *color spray, identify, mage armor, magic missile, magic weapon*.

Possessions: Quarterstaff, Light Crossbow, *ring of protection* +1, *potion of blur, potion of cure moderate wounds, scroll of web*.

APL 8

Cara Aleosh: Human Monk 5, Assassin 1; CR 6; Medium Humanoid; HD 5d8+1d6+6; hp 44; Init +2; Spd 40 ft.; AC 17, touch 16, flat-footed 15 (+2 Dexterity, +3 Wisdom, +1 monk AC bonus, +1 bracers of armor); Base Atk +3; Grp +8; Atk +4 melee (1d8+1/x2, unarmed strike) or +4 melee (1d6+2/x2, +1 quarterstaff); Full Atk +3/+3 melee (1d8+1/x2, unarmed strike) or +4/+4 melee (1d6+2/x2, +1 quarterstaff) or +6 ranged (1d4+1/x2, masterwork sling); Space/Reach 5 ft./5 ft.; SA Flurry of Blows, Improved Unarmed Strike, Improved Grapple, Sneak Attack, Death Attack, Poison Use; SQ AC Bonus, Combat Reflexes, Evasion, Still Mind, Slow Fall, Purity of Body; AL Lawful Evil; SV Fort +9, Ref +10, Will +9 (+11 Enchantments); Str 13, Dex 14, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +4, Disguise +5, Hide +11, Jump +5, Listen +11, Move Silently +11, Tumble +12; Dodge, Mobility, Acrobatic, Great Fortitude.

Possessions: Masterwork Sling, +1 quarterstaff, bracers of armor +1, cloak of resistance +1, potion of Cat's Grace, Potion of Cure Moderate Wounds.

Kufo Rockfall: Gnome Bard 5, Assassin 1; CR 6; Small Humanoid; HD 6d6+6; hp 36; Init +6; Spd 20 ft.; AC 19, touch 14, flat-footed 17 (+2 Dexterity, +4 Studded Leather Armor +1, +1 size, +1 amulet of natural armor, +1 ring); Base Atk +3; Grp +3; Atk +3 melee (1d6/19-20/x2, long sword); Full Atk +3 melee (1d6/19-20/x2, long sword) or +5 ranged (1d6/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Bardic Knowledge, Countersong, Fascinate, Inspire Courage, Inspire Competence, Gnome Traits; AL Chaotic Evil; SV Fort +2, Ref +8, Will +6 (+8 illusions); Str 10, Dex 14, Con 13, Int 13, Wis 10, Cha 16.

Skills and Feats: Craft Alchemy +3, Balance +2, Climb +0, Disguise +14, Escape Artist +2, Forgery +3, Gather Information +12, Hide +15, Jump +0, Listen +2, Move Silently +11, Perform Lute +11, Spellcraft +10 (+12 scrolls), Swim +0, Use Magic Device +12 (+14 scrolls); Dodge, Deceitful, Improved Initiative.

Bard Spells Known (6/4/3; save DC 13 + spell level): 0 – *Dancing Lights*, *Daze*, *Detect Magic*, *Ghost Sound*, *Light*, *Lullaby*, *Read Magic*; 1st – *Cause Fear*, *Charm Person*, *Cure Light Wounds*, *Sleep*. 2nd – *Gitterdust*, *Hold Person*, *Invisibility*

Assassin Spells Known (2; save DC 11 + spell level): 1st – *Feather Fall*, *True Strike*.

Possessions: long sword, light crossbow, +1 studded leather armor, amulet of natural armor +1, ring of protection +1, potion of eagle's splendor.

Gleg: Half-orc Barbarian 3, Rogue 3; CR 6; Medium Humanoid; HD 3d12+3d6+6; hp 54; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dexterity, +6 magical breastplate, +1 amulet of natural armor); Base Atk +5; Grp +8; Atk +10 melee (1d12+4/x3, Masterwork Great Axe); Full Atk +10 melee (1d12+4/x3, Masterwork Great Axe) or +7 ranged (1d8+4/x3, Composite Long Bow) or +7 ranged (1d4+4/19-20/x2, Dagger); Space/Reach 5 ft./5 ft.; SA rage, sneak attack; SQ fast movement, uncanny dodge, trap finding, evasion, trap sense, half-orc traits; AL Chaotic Evil; SV Fort +5, Ref +6 (traps +8), Will +5; Str 18, Dex 14, Con 12, Int 9, Wis 13, Cha 8.

Skills and Feats: Balance -1, Climb +6, Disguise +4, Escape Artist -1, Hide +7, Jump +6, Move Silently +7, Swim +3; Weapon Focus Great Axe, Combat Reflexes, Iron Will.

Possessions: Masterwork Great Axe, Composite Long Bow (+4 strength bonus), Dagger, +1 breastplate, amulet of natural armor +1, 2 potions of cure moderate wounds, potion of lesser restoration, potion of neutralize poison.

Velli Kiir: Half-elf Cleric of the Earth Dragon 3, Rogue 3; CR 6; Medium Humanoid; HD 3d8+3d6+12; hp 48; Init +1; Spd 20 ft.; AC 20, touch 12, flat-footed 19 (+1 Dexterity, +5 Scale Mail, +3 Heavy Steel Shield, +1 ring); Base Atk +4; Grp +4; Atk +5 melee (1d8/x2, morningstar); Full Atk +5 melee (1d8/x2, morningstar) or +5 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Rebuke Undead, Sneak Attack; SQ Spontaneous Casting, Trap Finding, Evasion, Trap Sense, Half-elf Traits; AL Lawful Evil; SV Fort +6, Ref +7 (+8 traps), Will +6 (+8 Enchantments); Str 11, Dex 12, Con 14, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance -2, Climb -3, Concentration +12, Diplomacy +9, Disguise +7, Escape Artist -2, Gather Information +3, Heal +9, Hide +7, Jump -3, Listen +6, Move Silently +7, Search +1, Spot +6, Swim -6; Alertness, Combat Casting, Lightning Reflexes.

Cleric Spells Prepared (4/4/3; save DC 13 + spell level): 0 – *detect magic*, *guidance*, *light*, *resistance*; 1st – *bane*, *bless*, *magic stone**, *shield of faith*; 2nd – *bull's strength*, *calm emotions**, *soundburst*

*Domain Spell. *Domains:* Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Possessions: masterwork morningstar, light crossbow, hidden dagger with drow poison on it; +1 Heavy Steel Shield, +1 scale mail, ring of protection +1, 2 scrolls of cure light wounds.

Kilein Hekkerold: Dwarf Fighter 3, Rogue 3; CR 6; Medium Humanoid; HD 3d10+3d6+18; hp 60; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dexterity, +5 Scale Mail +1, +2 Heavy Wooden Shield); Base Atk +5; Grp +8; Atk +9 melee (1d10+3/x3, dwarven war axe); Full Atk +9 melee (1d10+3/x3, dwarves war axe) or +7 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft.; SA Sneak Attack; SQ Trap Finding, Evasion, Trap Sense, Dwarven Traits; AL

Neutral Evil; SV Fort +10, Ref +8, Will +5; Str 16, Dex 13, Con 16, Int 12, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Balance -2, Climb +9, Disguise +5, Escape Artist -2, Hide +7, Jump +6, Move Silently +7, Swim +2; Weapon Focus Dwarven Waraxe, Power Attack, Cleave, Blind Fighting, Great Cleave.

Possessions: masterwork dwarven waraxe, masterwork short bow, +1 *scale mail*, +1 *heavy steel shield*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of cure moderate wounds*

Maral Amasdel: Elf Wizard 3, Rogue 3; CR 6; Medium Humanoid; HD 3d4+3d6+3; hp 27; Init +0; Spd 30 ft.; AC 15, touch 14, flat-footed 12 (+3 Dexterity, +1 ring of protection, +1 amulet of natural armor); Base Atk +3; Grp +4; Atk +4 melee (1d6+1/x2, quarterstaff); Full Atk +4 melee (1d6+1/x2, quarterstaff) or +7 ranged (1d8/19-20/x2, light crossbow) or +8 ranged point blank (1d8+1/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack; SQ Trap Finding, Evasion, Trap Sense, Elven Traits; AL Neutral Evil; SV Fort +3, Ref +8, Will +5 (+7 enchantments); Str 12, Dex 16, Con 11, Int 16, Wis 11, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +10, Disguise +6, Hide +15, Knowledge Arcana +9, Knowledge Architecture and Engineering +9, Listen +4, Move Silently +15, Open Lock +6, Search +5, Sleight of Hand +8, Spellcraft +9, Spot +4, Use Rope +5; Alertness, Scribe Scroll, Toughness, Deft Hands, Point Blank Shot

Wizard Spells Prepared (4/3/2; save DC 13 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*, 1st – *mage armor*, *magic missile*, *shield*; 2nd – *blur*, *Melf's acid arrow*.

Spellbook: 0 – *Daze*, *Detect Magic*, *Detect Poison*, *Flare*, *Ghost Sound*, *Prestidigitation*, *Ray of Frost*, *Read Magic*; 1st – *color spray*, *identify*, *mage armor*, *magic missile*, *magic weapon*; 2nd – *blur*, *bear's endurance*, *glitter dust*, *knock*, *Melf's acid arrow*, *resist energy*.

Possessions: Quarterstaff, Masterwork Light Crossbow, *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +1, *potion of blur*, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of haste*, *scroll of confusion*, 2 *scrolls of fireball*, *scroll of web*.

APL 10

Cara Aleosh: Human Monk 5, Assassin 3; CR 8; Medium Humanoid; HD 5d8+3d6+8; hp 56; Init +3; Spd 40 ft.; AC 18, touch 17, flat-footed 15 (+3 Dexterity, +3 Wisdom, +1 monk AC bonus, +1 bracers of armor); Base Atk +5; Grp +10; Atk +6 melee (1d8+1/x2, unarmed strike) or +6 melee (1d6+2/x2, +1 quarterstaff); Full Atk +5/+5 melee (1d8+1/x2, unarmed strike) or +6/+6 melee (1d6+2/x2, +1 quarterstaff) or +9 ranged (1d4+1/x2, masterwork sling); Space/Reach 5 ft./5 ft.; SA Flurry of Blows, Improved Unarmed Strike, Improved Grapple, Sneak Attack, Death Attack, Poison Use; SQ AC Bonus, Combat Reflexes, Evasion, Still Mind, Slow Fall, Purity of Body, Save against Poison, uncanny dodge; AL Lawful Evil; SV Fort +10 (+11 poison), Ref +12, Will +10 (+12 Enchantments); Str 13, Dex 14(16), Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Balance +16, Disguise +7, Hide +14, Jump +5, Listen +13, Move Silently +14, Tumble +15; Dodge, Mobility, Acrobatic, Great Fortitude.

Assassin Spells Known (3; save DC 11 + spell level): 1st – *disguise self*, *detect poison*, *true strike*

Possessions: Masterwork Sling, +1 *quarterstaff*, *bracers of armor* +1, *cloak of resistance* +1, *gloves of dexterity* +2, *Potion of Cure Moderate Wounds*.

Kufo Rockfall: Gnome Bard 5, Assassin 3; CR 8; Small Humanoid; HD 8d6+8; hp 48; Init +6; Spd 20 ft.; AC 19, touch 14, flat-footed 17 (+2 Dexterity, +4 Studded Leather Armor +1, +1 size, +1 amulet of natural armor, +1 ring); Base Atk +5; Grp +5; Atk +5 melee (1d6/19-20/x2, long sword); Full Atk +5 melee (1d6/19-20/x2, long sword) or +7 ranged (1d6/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Bardic Knowledge, Countersong, Fascinate, Inspire Courage, Inspire Competence, Save against Poison, uncanny dodge, Gnome Traits; AL Chaotic Evil; SV Fort +3 (+4 poison), Ref +9, Will +7 (+9 illusions); Str 10, Dex 14, Con 13, Int 14, Wis 10, Cha 16 (18).

Skills and Feats: Craft Alchemy +4, Balance +2, Bluff +15, Climb +0, Diplomacy +6, Disguise +18, Escape Artist +2, Forgery +4, Gather Information +14, Hide +16, Intimidate +6, Jump +0, Listen +2, Move Silently +12, Perform Lute

+12, Sleight of Hand +4, Spellcraft +12 (+14 scrolls), Swim +0, Use Magic Device +14 (+16 scrolls); Dodge, Deceitful, Improved Initiative.

Bard Spells Known (6/4/3; save DC 13 + spell level): 0 – *Dancing Lights*, *Daze*, *Detect Magic*, *Ghost Sound*, *Light*, *Lullaby*, *Read Magic*; 1st – *Cause Fear*, *Charm Person*, *Cure Light Wounds*, *Sleep*. 2nd – *Gitterdust*, *Hold Person*, *Invisibility*

Assassin Spells Known (3/2; save DC 12 + spell level): 1st – *Feather Fall*, *Ghost Sound*, *True Strike*; 2nd – *Alter Self*, *Invisibility*.

Possessions: long sword, light crossbow, +1 studded leather armor, amulet of natural armor +1, ring of protection +1, +2 cloak of charisma.

Gleg: Half-orc Barbarian 3, Rogue 3, Assassin 2; CR 8; Medium Humanoid; HD 3d12+5d6+8; hp 66; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dexterity, +6 magical breastplate, +1 amulet of natural armor); Base Atk +6; Grp +10; Atk +12 melee (1d12+5/x3, Masterwork Great Axe); Full Atk +12/+7 melee (1d12+5/x3, Masterwork Great Axe) or +8/+3 ranged (1d8+4/x3, Composite Long Bow) or +8/+3 ranged (1d4+4/19-20/x2, Dagger); Space/Reach 5 ft./5 ft.; SA rage, sneak attack, Death Attack, Poison Use; SQ fast movement, uncanny dodge, trap finding, evasion, trap sense, Save against Poison, improved uncanny dodge, half-orc traits; AL Chaotic Evil; SV Fort +5 (+6 poison), Ref +9 (traps +11), Will +5; Str 18 (20), Dex 14, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance -1, Climb +9, Disguise +6, Escape Artist -1, Hide +9, Intimidate +8, Jump +7, Move Silently +9, Swim +4; Weapon Focus Great Axe, Combat Reflexes, Iron Will.

Assassin Spells Known (3; save DC 10 + spell level): 1st – *Jump*, *Obscuring Mist*, *True Strike*;

Possessions: Masterwork Great Axe, Composite Long Bow (+4 strength bonus), Dagger, +1 breastplate, amulet of natural armor +1, gauntlets of ogre power, 2 potions of cure moderate wounds, potion of lesser restoration, potion of neutralize poison.

Velli Kiir: Half-elf Cleric of the Earth Dragon 3, Rogue 3, Assassin 2; CR 8; Medium Humanoid; HD 3d8+5d6+16; hp 62; Init +1; Spd 20 ft.; AC 20, touch 12, flat-footed 19 (+1 Dexterity, +5 Scale Mail, +3 Heavy Steel Shield, +1 ring); Base Atk +5; Grp +5; Atk +6 melee (1d8/x2,

morningstar); Full Atk +6 melee (1d8/x2, morningstar) or +6 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Rebuke Undead, Sneak Attack, Death Attack, Poison Use; SQ Spontaneous Casting, Trap Finding, Evasion, Trap Sense, Save against Poison, uncanny dodge, Half-elf Traits; AL Lawful Evil; SV Fort +6 (+7 poison), Ref +10 (+11 traps), Will +7 (+9 Enchantments); Str 11, Dex 12, Con 14, Int 11, Wis 16 (18), Cha 13.

Skills and Feats: Balance -2, Climb -3, Concentration +12, Diplomacy +11, Disguise +9, Escape Artist -2, Gather Information +3, Heal +10, Hide +9, Jump -3, Listen +7, Move Silently +9, Search +1, Spot +7, Swim -6; Alertness, Combat Casting, Lightning Reflexes.

Cleric Spells Prepared (4/4/3; save DC 14 + spell level): 0 – *detect magic*, *guidance*, *light*, *resistance*; 1st – *bane*, *bles*, *magic stone**, *shield of faith*; 2nd – *bull's strength*, *calm emotions**, *soundburst*

*Domain Spell. *Domains*: Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Assassin Spells Known (3; save DC 10 + spell level): 1st – *Disguise Self*, *Feather Fall*, *True Strike*;

Possessions: masterwork morningstar, light crossbow, hidden dagger with drow poison on it; +1 Heavy Steel Shield, +1 scale mail, ring of protection +1, periapt of wisdom +2, 2 scrolls of cure light wounds.

Kilein Hekkerold: Dwarf Fighter 3, Rogue 3, Assassin 2; CR 8; Medium Humanoid; HD 3d10+5d6+32; hp 84; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dexterity, +5 Scale Mail +1, +2 Heavy Wooden Shield); Base Atk +6; Grp +9; Atk +10 melee (1d10+3/x3, dwarven war axe); Full Atk +10/+5 melee (1d10+3/x3, dwarves war axe) or +7/+2 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Trap Finding, Evasion, Trap Sense, Save against Poison, uncanny dodge, Dwarven Traits; AL Neutral Evil; SV Fort +11 (+12 poison), Ref +11, Will +5; Str 16, Dex 13, Con 16 (18), Int 13, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Balance -2, Climb +11, Disguise +7, Escape Artist -2, Hide +9, Jump +8, Move Silently +9, Swim +2; Weapon Focus Dwarven Waraxe, Power Attack, Cleave, Blind Fighting, Great Cleave.

Assassin Spells Known (3; save DC 10 + spell level): 1st – *Detect Poison, Ghost Sound, True Strike*;

Possessions: masterwork dwarven waraxe, masterwork short bow, +1 *scale mail*, +1 *heavy steel shield*, *cloak of resistance* +1, *amulet of health* +2, *potion of cure moderate wounds*

Maral Amasdel: Elf Wizard 3, Rogue 3 Assassin 2; CR 8; Medium Humanoid; HD 3d4+5d6+3; hp 37; Init +0; Spd 30 ft.; AC 15, touch 14, flat-footed 12 (+3 Dexterity, +1 ring of protection, +1 amulet of natural armor); Base Atk +4; Grp +5; Atk +5 melee (1d6+1/x2, quarterstaff); Full Atk +5 melee (1d6+1/x2, quarterstaff) or +8 ranged (1d8/19-20/x2, light crossbow) or +9 ranged point blank (1d8+1/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Trap Finding, Evasion, Trap Sense, Save against Poison, uncanny dodge, Elven Traits; AL Neutral Evil; SV Fort +3 (+4 poison), Ref +11, Will +5 (+7 enchantments); Str 12, Dex 16, Con 11, Int 17 (19), Wis 11, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +13, Disguise +8, Hide +17, Knowledge Arcana +10, Knowledge Architecture and Engineering +10, Listen +4, Move Silently +17, Open Lock +8, Search +8, Sleight of Hand +10, Spellcraft +10, Spot +4, Use Rope +5; Alertness, Scribe Scroll, Toughness, Deft Hands, Point Blank Shot

Wizard Spells Prepared (4/3/2; save DC 13 + spell level): 0 – *daze, detect magic, ghost sound, ray of frost*; 1st – *mage armor, magic missile, shield*; 2nd – *blur, Melf's acid arrow*.

Spellbook: 0 – *Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Prestidigitation, Ray of Frost, Read Magic*; 1st – *color spray, identify, mage armor, magic missile, magic weapon*; 2nd – *blur, bear's endurance, glitter dust, knock, Melf's acid arrow, resist energy*.

Assassin Spells Known (3/2; save DC 14 + spell level): 1st – *Jump, Obscuring Mist, True Strike*; 2nd – *Invisibility, Spider Climb*.

Possessions: Quarterstaff, Masterwork Light Crossbow, *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of intellect* +2, *potion of blur*, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of haste*, *scroll of confusion*, 2 *scrolls of fireball*, *scroll of web*.

APL 12

Cara Aleosh: Human Monk 5, Assassin 5; CR 10; Medium Humanoid; HD 5d8+5d6+10; hp 68; Init +3; Spd 40 ft.; AC 18, touch 17, flat-footed 15 (+3 Dexterity, +3 Wisdom, +1 monk AC bonus, +1 bracers of armor); Base Atk +6; Grp +11; Atk +7 melee (1d8+1/x2, unarmed strike) or +8 melee (1d6+3/x2, +2 quarterstaff); Full Atk +6/+6/+1 melee (1d8+1/x2, unarmed strike) or +8/+8/+3 melee (1d6+3/x2, +1 quarterstaff) or +10/+5 ranged (1d4+1/x2, masterwork sling); Space/Reach 5 ft./5 ft.; SA Flurry of Blows, Improved Unarmed Strike, Improved Grapple, Sneak Attack, Death Attack, Poison Use; SQ AC Bonus, Combat Reflexes, Evasion, Still Mind, Slow Fall, Purity of Body, Save against Poison, uncanny dodge, improved uncanny dodge; AL Lawful Evil; SV Fort +10 (+12 poison), Ref +13, Will +10 (+12 Enchantments); Str 13, Dex 14(16), Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Balance +18, Disguise +9, Hide +16, Jump +5, Listen +15, Move Silently +16, Tumble +17; Dodge, Mobility, Acrobatic, Great Fortitude, Run.

Assassin Spells Known (4/3; save DC 11 + spell level): 1st – *disguise self, detect poison, feather fall, true strike*; 2nd – *cat's grace, fox's cunning, invisibility*,

Possessions: Masterwork Sling, +2 *quarterstaff*, *bracers of armor* +1, *cloak of resistance* +1, *gloves of dexterity* +2, *Potion of Cure Moderate Wounds*.

Kufo Rockfall: Gnome Bard 5, Assassin 5; CR 10; Small Humanoid; HD 10d6+10; hp 60; Init +6; Spd 20 ft.; AC 20, touch 14, flat-footed 18 (+2 Dexterity, +4 Studded Leather Armor, +1 size, +2 amulet of natural armor, +1 ring); Base Atk +6; Grp +6; Atk +6 melee (1d6/19-20/x2, long sword); Full Atk +6/+1 melee (1d6/19-20/x2, long sword) or +7 ranged (1d6/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Bardic Knowledge, Countersong, Fascinate, Inspire Courage, Inspire Competence, Save against Poison, uncanny dodge, improved uncanny dodge, Gnome Traits; AL Chaotic Evil; SV Fort +3 (+5 poison), Ref +9, Will +7 (+9 illusions); Str 10, Dex 14, Con 13, Int 14, Wis 10, Cha 16 (18).

Skills and Feats: Craft Alchemy +4, Balance +2, Bluff +17, Climb +0, Diplomacy +6, Disguise +20, Escape Artist +2, Forgery +4, Gather

Information +16, Hide +18, Intimidate +6, Jump +0, Listen +2, Move Silently +14, Perform Lute +12, Sleight of Hand +4, Spellcraft +14 (+16 scrolls), Swim +0, Use Magic Device +18 (+20 scrolls); Dodge, Deceitful, Improved Initiative, Magical Aptitude.

Bard Spells Known (6/4/3; save DC 13 + spell level): 0 – *Dancing Lights, Daze, Detect Magic, Ghost Sound, Light, Lullaby, Read Magic*; 1st – *Cause Fear, Charm Person, Cure Light Wounds, Sleep*. 2nd – *Gitterdust, Hold Person, Invisibility*

Assassin Spells Known (4/3; save DC 12 + spell level): 1st – *Disguise Self, Feather Fall, Ghost Sound, True Strike*; 2nd – *Alter Self, Darkness, Invisibility*.

Possessions: long sword, light crossbow, +1 studded leather armor, amulet of natural armor +2, ring of protection +1, +2 cloak of charisma.

Gleg: Half-orc Barbarian 5, Rogue 3, Assassin 2; CR 10; Medium Humanoid; HD 5d12+5d6+10; hp 84; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dexterity, +7 magical breastplate, +1 amulet of natural armor); Base Atk +8; Grp +12; Atk +14 melee (1d12+6/x3, +1 Great Axe); Full Atk +14/+9 melee (1d12+6/x3, +1 Great Axe) or +11/+6 ranged (1d8+5/x3, +1 Composite Long Bow) or +10/+5 ranged (1d4+4/19-20/x2, Dagger); Space/Reach 5 ft./5 ft.; SA rage 2/day, sneak attack, Death Attack, Poison Use; SQ fast movement, uncanny dodge, trap finding, evasion, trap sense, Save against Poison, improved uncanny dodge, half-orc traits; AL Chaotic Evil; SV Fort +6 (+7 poison), Ref +9 (traps +11), Will +5; Str 18 (20), Dex 14, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance -1, Climb +11, Disguise +6, Escape Artist -1, Hide +9, Intimidate +10, Jump +12, Move Silently +9, Swim +6; Weapon Focus Great Axe, Combat Reflexes, Iron Will, Skill Focus Jump.

Assassin Spells Known (3; save DC 10 + spell level): 1st – *Jump, Obscuring Mist, True Strike*;

Possessions: Dagger, +1 Great Axe, +1 Composite Long Bow (+4 strength bonus), +2 breastplate, amulet of natural armor +1, gauntlets of ogre power, 2 potions of cure moderate wounds, potion of lesser restoration, potion of neutralize poison.

Velli Kiir: Half-elf Cleric of the Earth Dragon 5, Rogue 3, Assassin 2; CR 10; Medium Humanoid; HD 5d8+5d6+20; hp 78; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+1 Dexterity, +6 Scale Mail, +3 Heavy Steel Shield, +1 ring); Base Atk +6; Grp +6; Atk +7 melee (1d8+1/x2, +1 morningstar); Full Atk +7/+2 melee (1d8+1/x2, +1 morningstar) or +8 ranged (1d8+1/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Rebuke Undead, Sneak Attack, Death Attack, Poison Use; SQ Spontaneous Casting, Trap Finding, Evasion, Trap Sense, Save against Poison, uncanny dodge, Half-elf Traits; AL Lawful Evil; SV Fort +7 (+8 poison), Ref +10 (+11 traps), Will +8 (+10 Enchantments); Str 11, Dex 12, Con 14, Int 11, Wis 16 (18), Cha 13.

Skills and Feats: Balance -2, Climb -3, Concentration +14, Diplomacy +15, Disguise +9, Escape Artist -2, Gather Information +3, Heal +12, Hide +9, Jump -3, Listen +7, Move Silently +9, Search +1, Sense Motive +6, Spot +7, Swim -6; Alertness, Combat Casting, Lightning Reflexes, Negotiator.

Cleric Spells Prepared (5/5/4/3; save DC 14 + spell level): 0 – *detect magic, guidance* (2), *light, resistance*; 1st – *bane, bless* (2), *magic stone**, *shield of faith*; 2nd – *bull's strength, calm emotions**, *hold person, soundburst*; 3rd – *dispel magic, magic circle against chaos**, *searing light*

*Domain Spell. *Domains*: Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Assassin Spells Known (3; save DC 10 + spell level): 1st – *Disguise Self, Feather Fall, True Strike*;

Possessions: hidden dagger with drow poison on it; +1 morningstar, +1 light crossbow, +1 Heavy Steel Shield, +2 scale mail, ring of protection +1, periapt of wisdom +2, 2 scrolls of cure light wounds.

Kilein Hekkerold: Dwarf Fighter 5, Rogue 3, Assassin 2; CR 10; Medium Humanoid; HD 5d10+5d6+40; hp 104; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dexterity, +6 Scale Mail, +2 Heavy Wooden Shield); Base Atk +8; Grp +11; Atk +12 melee (1d10+6/19-20x3, dwarven war axe); Full Atk +12/+7 melee (1d10+6/19-20x3, dwarves war axe) or +9/+4 ranged (1d6+1/x3, short bow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Trap Finding, Evasion, Trap Sense, Save against Poison, uncanny dodge, Dwarven

Traits; AL Neutral Evil; SV Fort +12 (+13 poison), Ref +11, Will +5; Str 16, Dex 13, Con 16 (18), Int 13, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Balance -2, Climb +13, Disguise +7, Escape Artist -2, Hide +9, Jump +10, Move Silently +9, Swim +4; Weapon Focus Dwarven Waraxe, Power Attack, Cleave, Blind Fighting, Great Cleave, Weapon specialization dwarves war axe, improved critical dwarves war axe.

Assassin Spells Known (3; save DC 10 + spell level): 1st – *Detect Poison, Ghost Sound, True Strike*;

Possessions: +1 dwarven waraxe, +1 short bow, +2 scale mail, +1 heavy steel shield, cloak of resistance +1, amulet of health +2, potion of cure moderate wounds

Maral Amasdel: Elf Wizard 5, Rogue 3 Assassin 2; CR 10; Medium Humanoid; HD 5d4+5d6+3; hp 45; Init +0; Spd 30 ft.; AC 16, touch 15, flat-footed 13 (+3 Dexterity, +2 ring of protection, +1 amulet of natural armor); Base Atk +5; Grp +6; Atk +6 melee (1d6+1/x2, quarterstaff); Full Atk +6 melee (1d6+1/x2, quarterstaff) or +9 ranged (1d8/19-20/x2, light crossbow) or +10 ranged point blank (1d8+1/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack, Death Attack, Poison Use; SQ Trap Finding, Evasion, Trap Sense, Save against Poison, uncanny dodge, Elven Traits; AL Neutral Evil; SV Fort +3 (+4 poison), Ref +11, Will +6 (+8 enchantments); Str 12, Dex 16, Con 11, Int 17 (19), Wis 11, Cha 10.

Skills and Feats: Concentration +7, Decipher Script +15, Disguise +8, Gather Information +2, Hide +17, Knowledge Arcana +12, Knowledge Architecture and Engineering +12, Listen +4, Move Silently +17, Open Lock +8, Search +10, Sleight of Hand +10, Spellcraft +12, Spot +4, Use Rope +5; Alertness, Scribe Scroll, Toughness, Deft Hands, Point Blank Shot, quicken spell, investigator

Wizard Spells Prepared (4/4/3/2; save DC 14 + spell level): 0 – *daze, detect magic, ghost sound, ray of frost*; 1st – *mage armor, magic missile (x2), shield*; 2nd – *blur, glitter dust, Melf's acid arrow*; 3rd – *fireball, haste*.

Spellbook: 0 – *Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Prestidigitation, Ray of Frost, Read Magic*; 1st – *color spray, identify, mage armor, magic missile, magic weapon*; 2nd – *blur, bear's endurance, glitter*

dust, knock, Melf's acid arrow, resist energy; 3rd – *dispel magic, fireball, haste, magic circle against good*.

Assassin Spells Known (3/2; save DC 14 + spell level): 1st – *Jump, Obscuring Mist, True Strike*; 2nd – *Invisibility, Spider Climb*.

Possessions: Quarterstaff, Masterwork Light Crossbow, ring of protection +2, amulet of natural armor +1, cloak of resistance +1, headband of intellect +2, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, scroll of confusion, 2 scrolls of fireball, scroll of web.

Encounter Three D

All APLs

Tiev: Human Cleric of Ulaa 5; CR 5; Medium Humanoid; HD 5d8+10; hp 40; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dexterity); Base Atk +3; Grp +4; Atk +5 melee (1d6+1/x2, club); Full Atk +4 melee (1d6+1/x2, club); Space/Reach 5 ft./5 ft.; SA turn undead 4 /day; SQ none; AL Neutral Good; SV Fort +6, Ref +2, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Listen +11, Spell craft +8; Brew Potion, Lightning Reflexes, Weapon Focus Club.

Cleric Spells Prepared 5/5/4/3, save DC 13 + spell level): 0 – *detect magic, guidance (2), light, resistance*; 1st – *bane, bless (2), magic stone*, shield of faith*; 2nd – *aid, bull's strength, calm emotions*, sound burst*; 3rd – *dispel magic, magic circle against chaos, magic circle against evil**.

Domain Spell. Domains: Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Possessions: club, ancient holy symbol of Ulaa.

Description: Tiev has grown old in the service of his people. He has begun to train a new cleric to replace him when he dies. Meanwhile Tiev has held out hope that he would witness the coming of the people from above and is thrilled that the PCs are here.

Raguulf: Half-elf Cleric of Ulaa 2; CR 2; Medium Humanoid; HD 2d8+4; hp 16; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dexterity); Base Atk +1; Grp +1; Atk +1 melee (1d6/x2,

club); Full Atk +1 melee (1d6/x2, club); Space/Reach 5 ft./5 ft.; SA Rebuke Undead; SQ Spontaneous Casting, Half-elf Traits; AL Lawful Good; SV Fort +5, Ref +1, Will +5 (+7 enchantments); Str 11, Dex 12, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Diplomacy +7, Gather Information +3, Heal +6, Listen +5, Search +1, Spot +5; Alertness.

Cleric Spells Prepared (4/4; save DC 12 + spell level): 0 – *detect magic, guidance, light*(2); 1st – *bane, bless*(2), *magic stone**, *shield of faith*.

*Domain Spell. *Domains:* Earth (rebuke, command, or bolster earth creatures 4 times per day.), Law (cast law spells at +1 caster level)

Possessions: Club, ancient holy symbol of Ulaa.

Description: Raguulf is eager and excited about this trip. It is her first time to the temple and it appears to be a time of great change. She struggles to be mature about the situation, but if a PC talks to her alone, she will bubble over with questions or babble out answers to questions asked her.

Brauton: Hobgoblin Fighter 5; CR 5; Medium Humanoid; HD 5d10+15; hp 50; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dexterity); Base Atk +5; Grp +8; Atk +8 melee (d8+5/x3, spear); Full Atk +8 melee (d8+5/x3, spear); Space/Reach 5 ft./5 ft.; SA none; SQ darkvision; AL Lawful Neutral; SV Fort +8, Ref +4, Will +3; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Jump +11, Move Silent +11; Improved Initiative, Power Attack, Weapons Focus Spear, Weapon Specialization Spear, Cleave.

Possessions: spear.

Description: Brauton is really only about one quarter hobgoblin at this point. He is burly and tall and hairier than most of the others in the group. His face is flat and ugly, but he is obviously both accepted and respected. If a PC asks about his ancestry specifically they would need to make a knowledge nature check DC 20 to figure it out. Brauton is responsible for leading this group. Tiev is his close friend and he will protect Tiev to the best of his ability.

Natives (20): Human Fighter 1; CR 1; Medium Humanoid; HD 1d10+3; hp 10; Init +1; Spd 30

ft.; AC 11, touch 11, flat-footed 10 (+1 Dexterity); Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, spear); Full Atk +4 melee (1d8+2/x3, spear); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL Neutral; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 16, Int 12, Wis 11, Cha 8.

Skills and Feats: Climb +7, Jump +7, Swim +7; Weapon Focus Spear, Power Attack.

Possessions: spear

Description: These natives are a mixture of many races and both male and female. The races are so interbred that there are no racial bonuses or negatives in the group.

Encounter Five

APL 4

Sylla Weedblight: Halfling Rogue 5, Assassin 1; CR 6; Small Humanoid; HD 6d6; hp 30; Init +7; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 Dexterity, +3 Leather, +1 size); Base Atk +3; Grp +3; Atk +8 melee (1d4/19-20x2, short sword); Full Atk +8 melee (1d4/19-20x2, short sword) or +8 ranged (1d6/19-20x2, light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack, death attack, poison use; SQ trap finding, evasion, trap sense, uncanny dodge, halfling traits; AL Neutral Evil; SV Fort +3, Ref +11 (+12 traps), Will +4; Str 10, Dex 17, Con 11, Int 14, Wis 13, Cha 10.

Skills and Feats: Climb +10, Decipher Script +10, Disable Device +14, Disguise +18, Hide +16, Jump +2, Listen +11, Move Silently +14, Open Lock +14, Search +11, Spot +10; Improved Initiative, Weapon Finesse, Dodge.

Assassin Spells Known (3; save DC 12 + spell level): 1st – *Jump, Obscuring Mist, True Strike*; *Assassin Spells Per Day* (1)

Possessions: masterwork short sword, masterwork light crossbow, masterwork thieves tools, +1 *leather armor, hat of disguise, cloak of resistance* +1, 6 *potions of cure light wounds*.

Cyrilinn Arnwold: Human Druid 5; CR 5; Medium Humanoid; HD 5d8+5; hp 33; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+3 hide armor, +2 shield, +2, dexterity); Base Atk +3; Grp +3; Atk +4 melee (1d6/18-20x2, scimitar); Full Atk +4 melee (1d6/18-20x2, scimitar) or +3 melee (1d6/x2, club) or +6 ranged (1d4x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy,

woodland stride, trackless step, resist nature's lure, wild shape, spontaneous casting; AL Neutral Good; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 13, Int 11, Wis 16, Cha 12.

Skills and Feats: Balance -1, Climb -3, Diplomacy +9, Escape Artist -1, Hide -1, Jump -3, Knowledge Nature +12, Listen +11, Move Silently -1, Spot +11, Survival +15, Swim -6; Track, Spell Focus Conjunction, Augment Summoning

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level, 14 + spell level for conjunction spells): 0 – *detect magic, detect poison, guidance, light, purify food and drink*; 1st – *entangle, magic fang (2), obscuring mist*; 2nd – *barkskin, flame blade, resist energy*; 3rd – *call lightning, protection from energy*.

Possessions: scimitar, club, sling, hide armor, heavy wooden shield, healer's kit, 2 scrolls of cure moderate wounds, 2 scrolls of neutralize poison, 2 scrolls of speak with plants, phylactery of faithfulness, 2 qualls feather tokens (tree), wand of cure light wounds.

Ulredd Stonesplitter: Dwarf Druid 3; CR 3; Medium humanoid; HD 3d8+6; hp 24; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+4 hide armor, +3 shield, +2 Dexterity); Base Atk 2; Grp 2; Atk +2 melee (1d6/x2, short spear); Full Atk +2 melee (1d6/x2, short spear) or +2 melee (1d6/x2, club) or +4 ranged (1d4/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, spontaneous casting, dwarves traits; AL Lawful Neutral; SV Fort +5, Ref +3, Will +6; Str 10, Dex 14, Con 15, Int 11, Wis 16, Cha 10.

Skills and Feats: Appraise +2, Balance +0, Climb -2, Concentration +14, Escape Artist +0, Hide +0, Jump -2, Knowledge Dungeoneering +8, Knowledge Nature +12, Move Silently +0, Survival +15, Swim -4; Track, Combat Casting.

Druid Spells Prepared (4/3/2; save DC 12 + spell level): 0 – *detect magic, detect poison, guidance, light*; 1st – *entangle, magic fang, obscuring mist*; 2nd – *flame blade, resist energy*;

Possessions: short spear, club, sling, hide armor +1, heavy wooden shield +1.

Keegon: Halfling Druid 3; CR 3; Small humanoid; HD 3d8+3; hp 21; Init +3; Spd 20 ft.; AC 16, touch 14, flat-footed 13 (+2 leather armor, +3 Dexterity, +1 size); Base Atk 2; Grp -3; Atk +7 melee (1d4/x2, sickle +1); Full Atk +7 melee (1d4/x2, sickle +1) or +2 melee (1d6-1/x3,

spear) or +7 ranged (d3-1/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, spontaneous casting, halfling traits; AL Chaotic Neutral; SV Fort +5, Ref +5, Will +6; Str 8, Dex 16, Con 13, Int 11, Wis 15, Cha 12.

Skills and Feats: Climb +1, Handle Animal +7, Hide +7, Jump +1, Knowledge Nature +8, Listen +4, Move Silently +5, Ride +13, Spellcraft +6, Survival +6; Weapon Finesse, Dodge.

Druid Spells Prepared (4/3/2; save DC 12 + spell level): 0 – *detect magic, detect poison, guidance, light*; 1st – *entangle, magic fang, obscuring mist*; 2nd – *flame blade, resist energy*;

Possessions: military saddle, spear, sling, leather armor, +1 sickle.

APL 6

Sylla Weedblight: Halfling Rogue 5, Assassin 4; CR 9; Small Humanoid; HD 9d6; hp 46; Init +8; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+4 Dexterity, +4 Leather, +1 size); Base Atk +6; Grp +6; Atk +12 melee (1d4+1/19-20x2, +1 short sword); Full Atk +12/+7 melee (1d4+1/19-20x2, +1 short sword) or +12 ranged (1d6+1/19-20x2, +1 light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack, death attack, poison use; SQ trap finding, evasion, trap sense, uncanny dodge, save against poison, improved uncanny dodge, halfling traits; AL Neutral Evil; SV Fort +4 (+6 poison), Ref +14 (+15 traps), Will +5; Str 10, Dex 18, Con 11, Int 14, Wis 13, Cha 10.

Skills and Feats: Climb +10, Decipher Script +10, Disable Device +18, Disguise +21, Hide +22, Jump +2, Listen +11, Move Silently +20, Open Lock +18, Search +14, Spot +10; Improved Initiative, Weapon Finesse, Dodge, Stealthy.

Assassin Spells Known (4/3; save DC 12 + spell level): 1st – *feather fall, jump, obscuring mist, true strike*; 2nd – *alter self, invisibility, spider climb* **Assassin Spells Per Day** (4/2)

Possessions: masterwork thieves tools, +1 short sword, +1 light crossbow, +2 leather armor, hat of disguise, cloak of resistance +1, 6 potions of cure light wounds

Cyrilinn Arnwold: Human Druid 7; CR 7; Medium Humanoid; HD 7d8+7; hp 45; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+4 hide armor, +2 shield, +2, dexterity); Base Atk +5; Grp +5; Atk +7 melee (1d6+1/18-20x2, scimitar); Full Atk +7 melee (1d6+1/18-20x2,

scimitar) or +5 melee (1d6/x2, club) or +8 ranged (1d4x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, spontaneous casting; AL Neutral Good; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 13, Int 11, Wis 16, Cha 12.

Skills and Feats: Balance +0, Climb -2, Diplomacy +11, Escape Artist +0, Hide +0, Jump -2, Knowledge Nature +14, Listen +15, Move Silently +0, Spot +15, Survival +17, Swim -4; Track, Spell Focus Conjunction, Augment Summoning, Alertness

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level, 14 + spell level for conjuration spells): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, magic fang* (2), *obscuring mist*; 2nd – *barkskin, bear's endurance, flame blade, reduce animal*; 3rd – *call lightning, contagion, protection from energy*; 4th – *flame strike*.

Possessions: club, sling, heavy wooden shield, healer's kit, +1 scimitar, +1 hide armor, 2 scrolls of cure moderate wounds, 2 scrolls of neutralize poison, 2 scrolls of speak with plants, phylactery of faithfulness, 2 qualls feather tokens (tree), wand of cure light wounds.

Ulredd Stonesplitter: Dwarf Druid 5; CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+4 hide armor, +3 shield, +2 Dexterity); Base Atk +3; Grp +3; Atk +4 melee (1d6+1/x2, short spear); Full Atk +4 melee (1d6+1/x2, short spear) or +3 melee (1d6/x2, club) or +5 ranged (1d4/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, spontaneous casting, resist nature's lure, wild shape, dwarves traits; AL Lawful Neutral; SV Fort +6, Ref +3, Will +6; Str 10, Dex 14, Con 15, Int 11, Wis 16, Cha 10.

Skills and Feats: Appraise +2, Balance +0, Climb -2, Concentration +12, Escape Artist +0, Hide +0, Jump -2, Knowledge Dungeoneering +6, Knowledge Nature +10, Move Silently +0, Survival +12, Swim -4; Track, Combat Casting.

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – *detect magic, detect poison, guidance, light, purify food and drink*; 1st – *entangle, magic fang* (2), *obscuring mist*; 2nd – *barkskin, flame blade, resist energy*; 3rd – *call lightning, protection from energy*.

Possessions: club, sling, short spear +1, hide armor +1, heavy wooden shield +1.

Keegon: Halfling Druid 5; CR 5; Small humanoid; HD 5d8+5; hp 33; Init +3; Spd 20 ft.; AC 16, touch 14, flat-footed 13 (+2 leather armor, +3 Dexterity, +1 size); Base Atk +3; Grp -2; Atk +8 melee (1d4/x2, sickle +1); Full Atk +8 melee (1d4/x2, sickle +1) or +3 melee (1d6-1/x3, spear) or +8 ranged (d3-1/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, spontaneous casting, halfling traits; AL Chaotic Neutral; SV Fort +6, Ref +5, Will +8; Str 8, Dex 16, Con 13, Int 11, Wis 16, Cha 12.

Skills and Feats: Climb +1, Handle Animal +8, Hide +7, Jump +1, Knowledge Nature +9, Listen +5, Move Silently +5, Ride +14, Spellcraft +7, Survival +7; Weapon Finesse, Dodge.

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – *detect magic, detect poison, guidance, light, purify food and drink*; 1st – *entangle, magic fang* (2), *obscuring mist*; 2nd – *barkskin, flame blade, reduce animal*; 3rd – *call lightning, protection from energy*.

Possessions: military saddle, spear, sling, leather armor, +1 sickle.

APL 8

Sylla Weedblight: Halfling Rogue 5, Assassin 7; CR 12; Small Humanoid; HD 12d6; hp 60; Init +8; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+4 Dexterity, +4 Leather, +1 size); Base Atk +8; Grp +8; Atk +15 melee (1d4+2/19-20x2, +1 short sword); Full Atk +15/+10 melee (1d4+2/19-20x2, +1 short sword) or +14 ranged (1d6+1/19-20x2, +1 light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack, death attack, poison use; SQ trap finding, evasion, trap sense, uncanny dodge, save against poison, improved uncanny dodge, halfling traits; AL Neutral Evil; SV Fort +5 (+8 poison), Ref +15 (+16 traps), Will +7; Str 10, Dex 18, Con 11, Int 14, Wis 14, Cha 10.

Skills and Feats: Climb +10, Decipher Script +10, Disable Device +21, Disguise +26, Forgery +4, Hide +25, Jump +2, Listen +12, Move Silently +23, Open Lock +21, Search +17, Spot +11; Improved Initiative, Weapon Finesse, Dodge, Stealthy, Deceitful.

Assassin Spells Known (4/4/3; save DC 12 + spell level): 1st – *detect poison, feather fall, jump, obscuring mist, true strike*; 2nd – *alter self*,

invisibility, pass without trace, spider climb; 3rd - deeper darkness, false life, misdirection

Possessions: masterwork thieves tools, assassin's short sword, +1 light crossbow, +2 leather armor, hat of disguise, cloak of resistance +1, 6 potions of cure light wounds

Cyrlinn Arnwold: Human Druid 9; CR 9; Medium Humanoid; HD 9d8+9; hp 57; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+4 hide armor, +2 shield, +2, dexterity); Base Atk +6; Grp +6; Atk +8 melee (1d6+1/18-20x2, scimitar); Full Atk +8/+3 melee (1d6+1/18-20x2, scimitar) or +6/+1 melee (1d6/x2, club) or +9/+4 ranged (1d4x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, venom immunity, spontaneous casting; AL Neutral Good; SV Fort +9, Ref +5, Will +9; Str 10, Dex 14, Con 13, Int 11, Wis 17 (19), Cha 12.

Skills and Feats: Balance +0, Climb -2, Diplomacy +11, Escape Artist +0, Hide +0, Jump -2, Knowledge Nature +14, Listen +16, Move Silently +0, Spot +15, Survival +18, Swim -4; Track, Spell Focus Conjunction, Augment Summoning, Alertness, Great Fortitude

Druid Spells Prepared (6/5/5/4/3/1; save DC 14 + spell level, 15 + spell level for conjuration spells): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, bull's strength, flame blade, reduce animal*; 3rd – *call lightning, contagion, protection from energy, spike growth*; 4th – *flame strike, freedom of movement, ice storm*; 5th – *Baleful Polymorph*.

Possessions: club, sling, heavy wooden shield, healer's kit, +1 scimitar, +1 hide armor, 2 scrolls of cure moderate wounds, 2 scrolls of neutralize poison, 2 scrolls of speak with plants, phylactery of faithfulness, 2 qualls feather tokens (tree), wand of cure light wounds, periapt of wisdom +2.

Ulredd Stonesplitter: Dwarf Druid 7; CR 7; Medium humanoid; HD 7d8+14; hp 52; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+5 hide armor, +3 shield, +2 Dexterity); Base Atk +5; Grp +5; Atk +6 melee (1d6+1/x2, short spear); Full Atk +6 melee (1d6+1/x2, short spear) or +5 melee (1d6/x2, club) or +7 ranged (1d4/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland

stride, trackless step, spontaneous casting, resist nature's lure, wild shape, dwarves traits; AL Lawful Neutral; SV Fort +7, Ref +4, Will +7; Str 10, Dex 14, Con 15, Int 11, Wis 16, Cha 10.

Skills and Feats: Appraise +2, Balance +0, Climb -2, Concentration +14, Escape Artist +0, Hide +0, Jump -2, Knowledge Dungeoneering +8, Knowledge Nature +12, Move Silently +0, Survival +14, Swim -4; Track, Combat Casting, Improved Initiative.

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, flame blade, reduce animal*; 3rd – *call lightning, contagion, protection from energy*; 4th – *flame strike*.

Possessions: club, sling, short spear +1, hide armor +2, heavy wooden shield +1.

Keegon: Halfling Druid 7; CR 7; Small humanoid; HD 7d8+7; hp 45; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 leather armor, +3 Dexterity, +1 size); Base Atk +5; Grp +0; Atk +10 melee (1d4/x2, sickle +1); Full Atk +10 melee (1d4/x2, sickle +1) or +5 melee (1d6-1/x3, spear) or +10 ranged (d3-1/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, spontaneous casting, halfling traits; AL Chaotic Neutral; SV Fort +7, Ref +8, Will +9; Str 8, Dex 16, Con 13, Int 11, Wis 16, Cha 12.

Skills and Feats: Climb +1, Handle Animal +10, Hide +7, Jump +1, Knowledge Nature +11, Listen +5, Move Silently +5, Ride +16, Spellcraft +9, Survival +7; Weapon Finesse, Dodge, Lightning Reflexes.

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, flame blade, reduce animal*; 3rd – *call lightning, contagion, protection from energy*; 4th – *flame strike*.

Possessions: military saddle, spear, sling, +1 leather armor, +1 sickle, pearl of power 1st level.

APL 10

Sylla Weedblight: Halfling Rogue 5, Assassin 9; CR 14; Small Humanoid; HD 14d6; hp 70; Init +10; Spd 20 ft.; AC 21, touch 17, flat-footed 15 (+6 Dexterity, +4 Leather, +1 size); Base Atk +9; Grp +9; Atk +18 melee (1d4+2/19-20x2, +1 short sword); Full Atk +18/+13 melee (1d4+2/19-20x2, +1 short sword) or +17 ranged (1d6+1/19-20x2, +1 light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack, death attack, poison use; SQ trap finding, evasion, trap sense, uncanny dodge, save against poison, improved uncanny dodge, hide in plain site, halfling traits; AL Neutral Evil; SV Fort +6 (+10 poison), Ref +18 (+19 traps), Will +8; Str 10, Dex 18 (22), Con 11, Int 14, Wis 14, Cha 10.

Skills and Feats: Climb +10, Decipher Script +10, Disable Device +25, Disguise +28, Forgery +4, Hide +29, Jump +2, Listen +12, Move Silently +27, Open Lock +25, Search +19, Spot +11; Improved Initiative, Weapon Finesse, Dodge, Stealthy, Deceitful.

Assassin Spells Known (4/4/4/3; save DC 12 + spell level): 1st – *detect poison, feather fall, jump, obscuring mist, true strike*; 2nd – *alter self, invisibility, pass without trace, spider climb*; 3rd – *deep slumber, deeper darkness, false life, misdirection*; 4th – *dimension door, freedom of movement, greater invisibility*

Possessions: masterwork thieves tools, assassin's short sword, +1 light crossbow, +2 leather armor, hat of disguise, cloak of resistance +1, gloves of dexterity +4, 6 potions of cure light wounds

Cyrilinn Arnwold: Human Druid 11; CR 11; Medium Humanoid; HD 11d8+11; hp 69; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+5 hide armor, +2 shield, +2, dexterity); Base Atk +8; Grp +8; Atk +11 melee (1d6+2/18-20x2, scimitar+2); Full Atk +11/+6 melee (1d6+1/18-20x2, scimitar+2) or +8/+3 melee (1d6/x2, club) or +11/+6 ranged (1d4x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, venom immunity, spontaneous casting; AL Neutral Good; SV Fort +11, Ref +6, Will +11; Str 10, Dex 14, Con 13, Int 11, Wis 17 (19), Cha 12.

Skills and Feats: Balance +0, Climb -2, Diplomacy +13, Escape Artist +0, Hide +0, Jump -2, Knowledge Nature +15, Listen +18, Move Silently +0, Spot +15, Survival +20, Swim -4;

Track, Spell Focus Conjunction, Augment Summoning, Alertness, Great Fortitude

Druid Spells Prepared (6/6/5/5/4/2/1; save DC 14 + spell level, 15 + spell level for conjuration spells): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, faerie fire, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, bull's strength, flame blade, reduce animal*; 3rd – *call lightning, contagion, protection from energy, spike growth, wind wall*; 4th – *flame strike, freedom of movement, ice storm, reincarnate*; 5th – *Baleful Polymorph, commune with nature*; 6th – *find the path*.

Possessions: club, sling, heavy wooden shield, healer's kit, +2 scimitar, +2 hide armor, cloak of resistance +1, 2 scrolls of cure moderate wounds, 2 scrolls of neutralize poison, 2 scrolls of speak with plants, phylactery of faithfulness, 2 qualls feather tokens (tree), wand of cure light wounds, periapt of wisdom +2.

Ulredd Stonesplitter: Dwarf Druid 8; CR 8; Medium humanoid; HD 8d8+24; hp 67; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+5 hide armor, +3 shield, +2 Dexterity); Base Atk +6; Grp +6; Atk +7 melee (1d6+1/x2, short spear); Full Atk +7/+2 melee (1d6+1/x2, short spear) or +6/+1 melee (1d6/x2, club) or +9/+4 ranged (1d4+1/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, spontaneous casting, resist nature's lure, wild shape, dwarves traits; AL Lawful Neutral; SV Fort +9, Ref +4, Will +8; Str 10, Dex 14, Con 16, Int 11, Wis 16, Cha 10.

Skills and Feats: Appraise +2, Balance +0, Climb -2, Concentration +16, Escape Artist +0, Hide +0, Jump -2, Knowledge Dungeoneering +9, Knowledge Nature +13, Move Silently +0, Survival +15, Swim -4; Track, Combat Casting, Improved Initiative.

Druid Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, flame blade, reduce animal*; 3rd – *call lightning, contagion, protection from energy, spike growth*; 4th – *flame strike, freedom of movement*.

Possessions: club, sling +1, short spear +1, hide armor +2, heavy wooden shield +1.

Keegon: Halfling Druid 8; CR 8; Small humanoid; HD 8d8+16; hp 59; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 leather armor, +3 Dexterity, +1 size); Base Atk +6; Grp +1; Atk +11 melee (1d4/x2, sickle +1); Full Atk +11/+6 melee (1d4/x2, sickle +1) or +6/+1 melee (1d6-1/x3, spear) or +12/+7 ranged (d3/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, spontaneous casting, halfling traits; AL Chaotic Neutral; SV Fort +9, Ref +8, Will +10; Str 8, Dex 16, Con 14, Int 11, Wis 16, Cha 12.

Skills and Feats: Climb +1, Handle Animal +10, Hide +7, Jump +1, Knowledge Nature +11, Listen +5, Move Silently +5, Ride +16, Spellcraft +9, Survival +7; Weapon Finesse, Dodge, Lightning Reflexes.

Druid Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, flame blade, reduce animal*; 3^d – *call lightning, contagion, protection from energy, spike growth*; 4th – *flame strike, freedom of movement*.

Possessions: military saddle, spear, +1 sling, +1 leather armor, +1 sickle, pearl of power 1st level.

APL 12

Sylla Weedblight: Halfling Rogue 6, Assassin 10; CR 16; Small Humanoid; HD 16d6+16; hp 96; Init +11; Spd 20 ft.; AC 23, touch 19, flat-footed 16 (+7 Dexterity, +4 Leather, +1 ring, +1 size); Base Atk +11; Grp +11; Atk +21 melee (1d4+2/17-20x2, +1 short sword); Full Atk +21/+16 melee (1d4+2/17-20x2, +1 short sword) or +20 ranged (1d6+1/19-20x2, +1 light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack, death attack, poison use; SQ trap finding, evasion, trap sense, uncanny dodge, save against poison, improved uncanny dodge, hide in plain site, halfling traits; AL Neutral Evil; SV Fort +8 (+13 poison), Ref +21 (+23 traps), Will +9; Str 10, Dex 18 (24), Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Climb +11, Decipher Script +11, Disable Device +28, Disguise +30, Forgery +4, Hide +32, Jump +2, Listen +13, Move Silently +30, Open Lock +28, Search +21, Spot +12; Improved Initiative, Weapon Finesse,

Dodge, Stealthy, Deceitful, Improved Critical short sword.

Assassin Spells Known (4/4/4/4; save DC 12 + spell level): 1st – *detect poison, feather fall, jump, obscuring mist, true strike*; 2nd – *alter self, invisibility, pass without trace, spider climb*; 3^d – *deep slumber, deeper darkness, false life, misdirection*; 4th – *dimension door, freedom of movement, greater invisibility, poison*

Possessions: masterwork thieves tools, assassin's short sword, +1 light crossbow, +2 leather armor, hat of disguise, cloak of resistance +1, gloves of dexterity +6, ring of protection +1, 6 potions of cure light wounds

Cyrilinn Arnwold: Human Druid 13; CR 13; Medium Humanoid; HD 13d8+26; hp 94; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+5 hide armor, +2 shield, +2, dexterity); Base Atk +9; Grp +9; Atk +12 melee (1d6+2/18-20x2, scimitar+2); Full Atk +12/+7 melee (1d6+1/18-20x2, scimitar+2) or +9/+4 melee (1d6/x2, club) or +12/+7 ranged (1d4x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, venom immunity, thousand faces, spontaneous casting; AL Neutral Good; SV Fort +13 (+15 poison or spells), Ref +7 (+9 spells), Will +15 (+17 spells); Str 10, Dex 14, Con 13 (15), Int 11, Wis 18 (20), Cha 12.

Skills and Feats: Balance +0, Climb -2, Diplomacy +13 (19 dwarves, 17 gnomes and halflings), Escape Artist +0, Hide +0, Jump -2, Knowledge Nature +17, Listen +21, Move Silently +0, Spot +18, Survival +23, Swim -4; Track, Spell Focus Conjunction, Augment Summoning, Alertness, Great Fortitude, Iron Will

Druid Spells Prepared (6/7/6/5/5/4/2/1; save DC 15 + spell level, 16 + spell level for conjunction spells): 0 – *create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st – *endure elements, entangle, faerie fire, good berry, magic fang (2), obscuring mist*; 2nd – *barkskin, bear's endurance, bull's strength, chill metal, flame blade, reduce animal*; 3^d – *call lightning, contagion, protection from energy, spike growth, wind wall*; 4th – *air walk, flame strike, freedom of movement, ice storm, reincarnate*; 5th – *baleful polymorph, commune with nature, stonewall, wall of thorns*; 6th – *find the path, fire seeds*; 7th – *animate plants*.

Possessions: club, sling, heavy wooden shield, healer's kit, +2 scimitar, +2 hide armor,

cloak of resistance +1, belt of dwarvenkind, 2 scrolls of cure moderate wounds, 2 scrolls of neutralize poison, 2 scrolls of speak with plants, phylactery of faithfulness, 2 qualls feather tokens (tree), wand of cure light wounds, periapt of wisdom +2.

Ulredd Stonesplitter: Dwarf Druid 8; CR 8; Medium humanoid; HD 8d8+24; hp 67; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+5 hide armor, +3 shield, +2 Dexterity); Base Atk +6; Grp +6; Atk +7 melee (1d6+1/x2, short spear); Full Atk +7/+2 melee (1d6+1/x2, short spear) or +6/+1 melee (1d6/x2, club) or +9/+4 ranged (1d4+1/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, spontaneous casting, resist nature's lure, wild shape, dwarves traits; AL Lawful Neutral; SV Fort +9, Ref +4, Will +8; Str 10, Dex 14, Con 16, Int 11, Wis 16, Cha 10.

Skills and Feats: Appraise +2, Balance +0, Climb -2, Concentration +16, Escape Artist +0, Hide +0, Jump -2, Knowledge Dungeoneering +9, Knowledge Nature +13, Move Silently +0, Survival +15, Swim -4; Track, Combat Casting, Improved Initiative.

Druid Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0 – create water, detect magic, detect poison, guidance, light, purify food and drink; 1st – endure elements, entangle, magic fang (2), obscuring mist; 2nd – barkskin, bear's endurance, flame blade, reduce animal; 3rd – call lightning, contagion, protection from energy, spike growth; 4th – flame strike, freedom of movement.

Possessions: club, sling +1, short spear +1, hide armor +2, heavy wooden shield +1.

Keegon: Halfling Druid 8; CR 8; Small humanoid; HD 8d8+16; hp 59; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 leather armor, +3 Dexterity, +1 size); Base Atk +6; Grp +1; Atk +11 melee (1d4/x2, sickle +1); Full Atk +11/+6 melee (1d4/x2, sickle +1) or +6/+1 melee (1d6-1/x3, spear) or +12/+7 ranged (d3/x2, sling); Space/Reach 5 ft./5 ft.; SA none; SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape, spontaneous casting, halfling traits; AL Chaotic Neutral; SV Fort +9, Ref +8, Will +10; Str 8, Dex 16, Con 14, Int 11, Wis 16, Cha 12.

Skills and Feats: Climb +1, Handle Animal +10, Hide +7, Jump +1, Knowledge Nature +11, Listen +5, Move Silently +5, Ride +16, Spell

craft +9, Survival +7; Weapon Finesse, Dodge, Lightning Reflexes.

Druid Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0 – create water, detect magic, detect poison, guidance, light, purify food and drink; 1st – endure elements, entangle, magic fang (2), obscuring mist; 2nd – barkskin, bear's endurance, flame blade, reduce animal; 3rd – call lightning, contagion, protection from energy, spike growth; 4th – flame strike, freedom of movement.

Possessions: military saddle, spear, +1 sling, +1 leather armor, +1 sickle, pearl of power 1st level.

Appendix 2: What the Druids Will Offer

During character introductions it is important to query the players on what are the primary motivations and alignment of their characters. The final encounter of this scenario involves druids who attempt to persuade the heroes to let them take the Gem of Life and begin the restoration of life to the Disputed Territory. If the PCs make this decision it is not a wrong decision, for there are benefits to the lands in this restoration of life. But it weakens the Prince's chances when he goes to battle again as his weapon does not hold all of the Gems of Ulaa and thus is not at full power. Possible motivations for the druids to play on include:

- **Ability to Serve** – The druids can offer weapon enhancements or magical items that will enhance the ability of the PC to serve their country or cause.
- **Love** – There is a druid who is willing to marry a PC. If the PC is able to have a cohort this NPC can be a cohort. If the PC is currently unable to have a cohort the spouse will not adventure with the PC, but may provide other benefits and will be available to be taken as a cohort if and when the PC may be able to acquire a cohort. Level of this NPC is dependant on the APL. Only one PC can take this.
- **Goodness of their Heart** – The well being of the land and the health of its people is more important than the power of the prince. The gem will allow the druids to undo harm that has already been done. The prince must find another way to win his battles.
- **Loyalty** – Party druids should be offered the choice of supporting other druids. If they are members of the Emerald Conclave they face exile from circle if they do not cooperate. If they do cooperate they will be rewarded with advancement within the circle.
- **Logic** – The land itself is unbalanced right now. It is headed towards disease and destruction unless it can be corrected. Swamps and deserts are forming and the lands will become uninhabitable. More monsters will move into the area, ultimately supporting to Pomarj forces.
- **Glory** – The druids hire bards to sing your praises throughout all of the Flanaess. The PC gains +2 circumstance bonus to all charisma related skill checks involving good aligned peoples in the Sheldomar Valley region.
- **Animal Companion** - The PC gains access to any dinosaurs listed in the player's handbook or to a giant owl as an animal companion. This happens because the druids will bring back dinosaur eggs to raise themselves. The owl is Keegon's companion which he will give up to a druid who agrees to give up the gem. The PCs must be at least 5th level to take advantage of either of these offers, but the offers will remain open until they are ready.