

YEO3-04

Crimson Skies

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

Version 1.1

by William Altizer

As summer's end draws nigh, you find yourself in the town of Spitalvale, and it seems as though you are in luck. The town is preparing for the Temple of Phaulkon's annual celebration of *First Flight*. A Yeomanry regional adventure for APLs 6-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

Time Units and Upkeep

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

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

Adventure Background

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, these spokesmen in turn elect Grossspokesmen that serve in the Council of Common Grossspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

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

Is this a 'Military Module?'

As the defense of the homeland is imperative in this module, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is this adventure "promotion worthy?"

Heroic deeds in the name of the Yeoman Militia are possible in this module, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

The GM and all Yeomanry militia members present at the table must unanimously agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides

the PC up for advancement. Only one PC can be nominated for advancement per scenario.

The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.

The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.

The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry militia member must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked militiaman.

Is this a "Dustdigger Module?"

As this adventure does not significantly involve archeological matters, students in the Academy of Lore may not count this adventure towards their Academy TU requirement.

Spitalvale

A small hamlet halfway between Deresbury Delph and Thistledale, Spitalvale (pop. 300) would be unknown to most were it not for its most famous resident—Blaine Holliman. Blaine is known throughout the Yeomanry as the "Owlman" for his uncanny ability to find, capture, and train giant owls. He regularly sells giant owls, both mature and young, to the Yeoman government to be used as mounts for the country's elite Wing Corps. His prices are considerable, and as such, the government only has six at this point—hardly enough to be a formidable defense. Rumor has it that the government is attempting to mate its existing owls and raise chicks on its own. Blaine will sell owls to adventurers, but the price can be 5,000 freegold or more, assuming that he has any for sale.

Adventure Background

Over the past few years, the spy network of the Scarlet Brotherhood has been able to get its hands on increasingly detailed information about the Yeomanry, whether it be troop movements, the names of successful adventurers, or government activities.

One thing that has piqued the Brotherhood's interest in the Yeomanry is the development of an elite unit of unit of knights mounted on giant owls—the Yeoman Wing Corps. Of particular interest to Brotherhood spies were where these owls were coming from and how they were being trained. With considerable effort, spies have learned of the source of these giant owls—Blain Holliman, the Yeoman “Owlman.”

Some believe that a bargain was made between Blaine and the giant owl Snowfeather, who is considered to be the elder of all the giant owls in the Yeomanry. Snowfeather's influence and rather larger size when compared to his cousins is attributed to the half-celestial blood flowing through his veins.

The Scarlet Brotherhood has decided to set a plan into motion to acquire a number giant owls for themselves. The first step in this plan was to befriend Holliman with an agent in hopes of gaining access to any secrets that he may have acquired over the years with giant owls. This agent was also assigned with the task of determining whether Holliman's cooperation can be bought. If this proves impossible, Holliman is to be either killed or captured.

The agent chosen for this mission was a young priestess of Syrul named Trianne Bellamy. Trianne, posing as a beautiful and rather impressionable worshipper of Phualkon, was able to convince Blaine Holliman to allow her to study under him and to learn the art of owl handling. She has spent nearly four months under his tutelage and feels that she now has learned enough of the art to be able to figure out what he has yet to show her.

With the *Festival of First Flight* approaching, the time to act has arrived. Trianne hopes to steal as many fledglings as possible and bring them to the Scarlet Brotherhood, where she herself will begin the domesticating, breeding, and training process.

At the same time, agents under Trianne's command, led by the half-fiend troll Flagrant Blackblood and the half-dragon ogres Reist and Richten, have been systematically raiding giant owl nests to the north of Spitalvale. Blackblood has taken particular joy in killing the adult giant owls as the hatchlings and eggs are taken. This pillaging has been noticed, and the town has become acute to this over the last few weeks. This further adds to Trianne's desire to end the charade as quickly as possible and begin the true work in the relative safety of the Scarlet Brotherhood. As such, she and her agents plan to abandon a small cave complex to the southwest of town as soon as possible.

Trianne has decided that she has pushed her luck as far as she dares, and has made plans for a three-pronged action

and escape. First, a pair of men has been hired by Trianne's agents to set fire to a small section of the temple of Phaulkon in Spitalvale. The fire is to be concentrated primarily in the area where she resides in hopes of destroying any evidence that would allow one to scry upon her.

Second, she intends to raid a nest to the east of the town in hopes of gaining a few more chicks. Finally, in order to shift the balance of power away from the Yeomanry, she intends to capture Blaine Holliman and take him with her to the Scarlet Brotherhood. Should this prove impossible, she does not hesitate to kill him.

Adventure Summary

The PC's entering the town of Spitalvale just in time for the celebration of “First Flight.” This is a festival held by the temple of Phualkon in honor of the first flight taken by a new generation of birds. The festival atmosphere is ruined by the appearance of a frustrated half-celestial giant owl named Snowfeather, who has come to Spitalvale looking for Blaine Holliman in order to inform him Holliman that another giant owl nest has been defiled and the parents killed.

After talking with Snowfeather, Holliman and approaches the PCs and asks for their help in finding the cause of the nest defilements. The PCs are given a small flag to allow any owls in the region to identify them as friends of Holliman. On the way, Scarlet Brotherhood agents ambush the PCs.

Upon returning to Spitalvale, the party finds the town in an absolute uproar. The temple of Phaulkon is on fire, and the townspeople have put together a bucket brigade. Two suspicious-looking strangers were seen fleeing the scene, and some townsfolk have given chase. Ultimately, it is learned that Trianne is behind the fire.

Trianne was last seen near a giant owl nest with Holliman—presumably investigating the site mentioned by Snowfeather. However, instead of Trianne, the PCs find the half-fiend troll working for here, as well as his small group of deadly assistants.

Following tracks left by a wagon at the eyrie, the party finds the partially hidden entrance to a cave. In the cave they discover a hideout being used as a staging point for Scarlet Brotherhood activity in the region. A final battle ensues, with the fate of Blaine Holliman in the balance!

Introduction

Your travels have brought you to the town of Spitalvale, and just in time for a festival. Every year

in late summer the temple of Phaulkon in Spitalvale hosts a festival to celebrate the newest generation of giant owls taking their first flight. Many of the faithful of Phaulkon make pilgrimages to Spitalvale each year to witness the sight of the giant owls taking flight. These giant birds have become well known throughout the Yeomanry as part of the special, albeit small, air corps that has been put together to defend the realm.

The late morning is pleasant and the normally oppressive summer heat is being held at bay by a cool breeze. The local residents are taking this as a good sign and the cheery mood of the villagers is infectious. Nearby is the temple of Phaulkon and it is a blur of activity as a multitude of birds fly about as if they, too were celebrating the coming festival.

This serves as a good opportunity to allow PCs not familiar with one another to introduce themselves to the other players. Once this is complete, proceed to Encounter One.

Encounter One: Suel Holiday

The good humor is quickly dashed as a giant shadow passes over the village and an earsplitting screech breaks through the din of the crowd below. As people look up in fear they see a huge owl descend towards the entrance of the temple. As it lands it calls out in common:

“Holliman! Holliman! It is I, Snowfeather. I have come with news most grave. Holliman!”

Several priest of Phaulkon come forth to try and talk with the huge bird in hopes of calming it down. However, it continues its demands to see Holliman.

Allow the PCs to make Knowledge: Local check (DC 18) to see if they recognize the name Holliman. Should the PCs succeed, read or paraphrase his description below. Also, allow the PCs a Listen check (DC18) to overhear whispered conversations about the giant owl. Paraphrase information about Snowfeather as well should this check succeed.

Blaine Holliman is well known throughout the Yeomanry for his extraordinary ability to train giant owls for mounts. Due to the high cost of such a mount the Yeomanry military has bought only a few of the giant birds to add to their military, but since they have so few these are only used in highly critical missions.

Snowfeather is a giant among his race. It is local legend that he is actually the offspring of one of Phaulkon's celestial followers who had fallen in love with the sheer

beauty of Snowfeather's brood-mother. All followers of Phaulkon and the citizens of Spitalvale treat Snowfeather with great respect. Not surprisingly, if the PCs treat him with suspicion, the townsfolk are not terribly pleased.

A successful Diplomacy check (DC 22—but make the PC roleplay it out) will calm him down enough for the priests to inform Snowfeather that Holliman has gone out to check some of the nests and is expected back at any moment. Allow worshippers of Phaulkon a +2 circumstance bonus to this roll.

If Snowfeather is questioned he will tell the following:

- He had found a giant owl's nest this morning that had been defiled. The adult owls were brutally slain and the fledglings are missing.
- The owl parents were found ripped apart and their bodies shattered on the ground as if they fell from the sky *after* they were killed. The nests themselves were not damaged, however.
- This is the second such nest to be destroyed in the last few days—both of them were raided in a similar fashion.
- He has warned the other nesting owls that are within range of his flight. Many of them are quite frightened.
- He has come to see if Holliman has learned anything since the first attack.

Blaine Holliman returns to town just after the PCs have finished their questioning. Once the players seemed to have gotten all the information they can, proceed to Encounter Two.

Encounter Two: I Need Your Help

Blaine Holliman is returning from the ravaged nest of the first giant owl family (see above). He had set out to see what information he could gather once word of the missing fledglings and their slain parents had reach Spitalvale. Blaine is a cautious man of few words, and it takes him some time before he will befriend someone.

Trianne Bellamy, who has become his student in the art of capturing and training wild giant owls, accompanied him on his trip. Trianne seems to be a friendly and generous sort of woman, but in truth it is nothing more than a lie. She is working for the Scarlet Brotherhood on a mission to learn as much about the art of handling the giant owls as she can and then eliminate Holliman. She has been studying under him for nearly 4 months and

feels that the time is right to take her mission to the next step. Trianne will not enter the conversation with the PCs and if asked any questions directly she will plead that she is only a student and that Holliman is much more knowledgeable.

NOTE: At the beginning of the day Trianne casts *undetectable alignment* upon herself so that anyone using *detect evil* or any other similar spell or ability will not be able to discern her alignment.

Blaine, followed by Trianne, comes around the corner of the temple and, upon seeing Snowfeather, he quickly approaches the giant bird, bows his head and asks what has upset the bird. Once the situation has been explained he turns to Trianne and states that they must head out immediately and guard the remaining nests. This provides an opportunity for the PCs to offer their help. If the PCs ask for payment he answers that he can only offer his gratitude and some hospitality while they stay in Spitalvale.

The buzz of the crowd begins to change and as you look about you see that everyone seems to be staring at two humans—a male and a female—that have come from around the backside of the temple. The male is of obvious Suel descent with sandy blonde hair pulled back in a ponytail and gray-blue eyes. He looks as if he spends much time outdoors. The woman walking behind him is wearing the same style green and brown hunting leathers. Her sandy blonde hair also betrays her mixed Suel-Flan heritage.

Upon seeing the towering form of Snowfeather the man quicken his step. As he reaches the giant owl he bows his head and asks, “I hope that you are not the bearer of more bad news?”

Blaine already appears to know the answer, however.

“I feared as much,” he says. “The defiled nest from a few days ago was more than a killing of owls. The parents were killed and something took the fledglings. I feared that it was not going to be an isolated incident and now my fears have come true.” Blaine begins to rub the stubble on his chin in contemplation.

Here is a good moment for the PCs to ask Blaine questions. If asked he can offer the following information.

- Both giant owl parents were attacked in the air, most likely while trying to defend their nest.
- His evidence for this is that the bodies show the blunt trauma of hitting the earth from a great height.

- The creature that attacked them used claws, but one of the bodies was also burned.
- The nests were not destroyed, but the fledglings were taken.
- The fledglings were taken by something humanoid and loaded onto a wagon.
- Holliman followed the tracks for some distance by they suddenly disappeared.

Once the party offers their aid he states:

“The two nests that I am most concerned are about a half day’s hard ride from the town, but are in opposite directions from each other. If any of you need a mount I can talk to the stable master and get him to loan you one during the duration of this mission.”

He mentions that he has checked one of them already, but the PCs are happy to retrace his steps if they like. If they do search this other nest, they find nothing that Blaine hasn’t already discovered.

Assuming the PCs have no more needs Trianne and Blaine turn and head towards the small temple.

As the party begins preparations to leave Spitalvale to guard the nest, a young acolyte sent by Blaine and Trianne approaches the party. He has a yellow piece of cloth with the silhouette of a winged man stitched on its surface. He tells the PCs that they are to show this to any owls they might encounter so that the owls will know who has sent them to protect the nest, otherwise the owls may attack party.

In truth the cloth has been treated with a chemical marker that can only be detected by something with the *Scent* feat. Anyone with the *Scent* feat will smell something like the mixture of orange blossoms and fresh blood, other than the strange odor, the chemical marker will have no effect on those that can detect the smell. This chemical marker marks the party as a target for an ambush while they are on their way to the nest.

As you are preparing to leave Spitalvale a boy in acolyte robes approaches. He reaches your group and holds up a piece of yellow cloth.

“My name is Tavish and I was sent to deliver this flag to you, which bears an emblem familiar to the owls.” He opens the cloth and you see a silhouette of a winged man stitched onto its surface.”

“As you get close to their hunting range hold this small flag high so that they can see that Blaine has sent you. Be careful and good luck.”

If asked, he tells the PCs that Trianne has instructed him to give it to them. He has no reason to mistrust her, however, as she has been nothing but kind to Tavish.

Encounter Three: Evil Can Be Patient

As the players get near the first nesting site they approach an area where agents of the Scarlet Brotherhood have set up an ambush. Using the description given to them by a messenger bird from Trianne, the agents know the intended route of the party.

The ambush occurs on a trail a half-mile from the wooded area being used as a lair by the giant owls. The area is relatively flat and covered with nearly waist high grass. The tigers will get their additional Hide bonus due to the tall grass. The grass will also grant a concealment bonus to those standing within. The road itself is hard-packed earth with almost no vegetation. Spell like entanglement will not work on the road. See **DM Aid: Map #1** for a layout of the encounter

APL 6 (EL 8)

- **Fiendish Tigers (2):** hp 48 each; see Appendix I.
- **Delgarth, male human Sor4:** hp 18; see Appendix I.
- **Breylan, male human Ftr2:** hp 20; see Appendix I.

APL 8 (EL 10)

- **Fiendish Tigers (2):** hp 48 each; see Appendix I.
- **Manticores (2):** hp 63 each; see *Monster Manual*.
- **Delgarth, male human Sor6:** hp 27; see Appendix I.
- **Breylan, male human Ftr3:** hp 30; see Appendix I.

APL 10 (EL 12)

- **Chimera (2):** hp 88 each; see *Monster Manual*.
- **Zarrh and Zellin, male half-fiend dire lions:** hp 72 each; see Appendix I.
- **Delgarth, male human Sor8:** hp 36; see Appendix I.
- **Breylan, male human Ftr4:** hp 39; see Appendix I.

APL 12 (EL 14)

- **Manticores (2):** hp 63 each; see *Monster Manual*.
- **Zarrh and Zellin, male half-fiend advanced dire lions:** hp 126 each; see Appendix I.
- **Delgarth, male human Sor10:** hp 45; see Appendix I.

➤ **Breylan, male human Ftr5:** hp 49; see Appendix I.

Tactics: At APL 6 the agents wait until the PCs are within range of the hidden tigers. Delgarth casts *blindness* on fighters, especially ones using bows. Once someone gets within range he will cast *ray of enfeeblement*. Breylan tries to protect Delgarth from melee attack.

At APL 8 they wait until the PCs are within range of the hidden tigers. Delgarth casts *slow*. He then alternates between either *Melf's acid arrow* on enemy casters or *blindness* on fighters. Once someone gets within range he will cast Ray of Enfeeblement. Breylan tries to protect Delgarth from melee attack.

The tigers attack the PC possessing the doctored cloth. Failing that they attack anything between them and their target.

The manticores first swoop through and attack at range for 2 rounds (or longer, should it prove to be effective) on any spell casters or anyone armed with ranged weapons.

At APL10 they wait until the PCs are within range of the hidden chimeras. Delgarth casts *slow*. He then casts *enervation* on the enemy casters. Breylan protects Delgarth from melee attack.

The half-fiend lions cast *unholy blight* and then *poison*, and then engage in melee.

At APL12, they wait until the PCs are within range of the hidden lions. Delgarth first casts *ice storm* and then *hold monster* on any fighters. He will cast *enervation* once a target comes within range. Breylan protects Delgarth from melee attack.

The half-fiend lions cast *blasphemy* and *unholy aura* during round 1. During round 2 they cast *blasphemy* and *unholy blight*. During round 3 they cast *unholy blight* and *contagion*. They will then engage in melee.

Once the battle is over. The PCs find a hastily written note (see **Player Handout #1**).

This should be enough info for the PCs to figure out who is the mastermind behind the nest raids. They must decide either to: (A) continue to the nest and make sure that it has not been harmed (see A Friend in Need below); (B) return to town and warn the church before heading on to save Holliman, (Encounter Four); or (C) immediately leave in hopes of saving Holliman (Encounter Five). If for some reason they decide to try and track the ambushers back to their camp they will find an abandoned camp-site hidden in a rocky overhang not too far away. It seems as though they have been here several days.

NOTE: If for some reason a party uses magic to quickly get themselves to Encounter Four have them arrive just as the wagon is heading southwards and the ambush is getting set. If the party is not careful they could end up fighting the villains from both Encounter Four and Encounter Six.

Treasure: The treasure in this encounter is the ambushers' possessions.

APL 6: L: 50 gp; C: 0 gp; M: 0 gp.

APL 8: L: 50 gp; C: 0 gp; M: *potion of eagle's splendor* (25 gp), *arcane scroll of fireball – 5th level caster* (31 gp), *potion of bull's strength* (25 gp), *bracers of armor +1* (83 gp).

APL 10: L: 50 gp; C: 0 gp; M: *potion of eagle's splendor* (25 gp), *arcane scroll of fireball – 5th level caster* (31 gp), *potion of bull's strength* (25 gp), *potion of shield of faith +3* (25 gp), *ring of protection +1* (167 gp).

APL 12: L: 50 gp; C: 0 gp; M: *potion of eagle's splendor* (25 gp), *arcane scroll of fireball – 5th level caster* (31 gp), *potion of bull's strength* (25 gp), *potion of shield of faith +3* (25 gp), *ring of protection +1* (167 gp).

A Friend in Need

You follow Holliman's directions into a small forest. You leave the main trail that you had been following and take a small footpath that passes by an opening in the forest canopy. Peering in you see a giant nest about 20 feet in diameter resting atop a mound of earth, rock and debris about 10 feet off the ground. Suddenly a challenging screech can be heard from above.

They meet a pair of wary giant owls guarding a nest with a pair of nearly grown fledglings. If shown the flag they immediately recognize the emblem and allow the PCs to approach within 40 feet of the nest. The male owl flies down to talk with them. He tells the PCs:

- He has heard of the nest defilements, but has seen no humans come near the nest since Holliman's last visit nearly a month ago.
- Holliman had come from time to time to check on them and the health of their nest.
- If asked the owls say that Holliman did not come alone, but that he did have a young woman with him that he has taken as a student.

If the PCs do not mention the ambush the male will comment on the smell of battle upon them and ask what has happened. Once the bird hears about the message contained in the note he becomes agitated and demands that they go and save Holliman.

Encounter Four: Burning Down the House

If the PCs decide to return to Spitalvale to warn the church of Trianne's treachery before heading on to save Holliman they find a town in disarray. During the night the temple of Phaulkon caught on fire, and during the chaos of putting the fire out, two strangers were spotted leaving town towards the north. The constable gathered several able volunteers and gave chase.

The area of the temple most defaced by the vandals was the area occupied by Trianne. However, any townsfolk do not mention this until a PC mentions what they suspect about her.

The news of Trianne's betrayal catches everyone by surprise save one—a young priest-in-training named Qual. If questioned, Qual mentions that he overheard Trianne speaking a strange language some weeks ago while writing a note. She tied the note to her owl's leg, which took off quickly into the night. The words were unlike any language he had heard (it was a cant used only by members of the Scarlet Brotherhood). He does not attempt to repeat any of the words he heard because to even think of them causes the hairs on his neck to raise.

Ultimately this act of vandalism was done for two reasons—to destroy anything of Trianne's that might have been left behind that could be used to scry upon later and to empty the town of able-bodied individuals that might be used to track her while she escapes towards the south with a wagonload of owl fledglings.

Encounter Five: We've Been Waiting For You

At this point, the PCs have made it to the site where Holliman and Trianne were to set up watch over the nest site. It is either after dark or late evening depending on whether the PCs detoured through town.

When Trianne does not receive a confirmation message via Delgarth's familiar, she knows that the ambush (in Encounter Three) has failed and most likely the adventurers are heading her way. She decides to leave behind yet another ambush in hopes that her half-fiend companion might finish them off. She herself has taken the owl chicks back to her cave and in preparation for returning to the Scarlet Brotherhood.

In the center of a clearing in the forest the giant owl nest can be found on top of a 20-foot tall rocky mound. To climb up to the nest can be rather difficult due to a combination of loose stones jutting roots. A Climb check

(DC 13) is required to reach the top. Failure indicates a tumble down the mound for 1d6 points of damage.

Use **DM Aid: Map #2**.

When the PCs reach the clearing, read or paraphrase the following:

You arrive at the clearing where Holliman and Trianne were supposed to be monitoring an owl nest. In front of you sits a tall rock formation that juts from the earth and upon top is a large nest. A giant owl is draped over the nest's side, which is drenched in drying blood.

At the base of the rock formation is another owl. While you cannot see its face from your perspective, you see it appears to be alive—it appears to attempt to lift itself from the ground, and then fall to the ground limply in failure. Blood and loose feathers are everywhere.

This is a ruse to catch PCs off their guard. Under the outstretched wings of the “surviving owl” (which is quite dead) is the ogre Richten. He is propping up the owl's body with his body in order to simulate a wounded owl trying to reach its nest.

Reist, another ogre, is hidden by a large earth elemental (depending on APL), which was summoned by Trianne to hide Reist and then attack those that Flagrand and the others attack. Flagrand Blackblood is hiding with total cover in the nest above (adjust this for different APLs, of course). At APL 10 & 12, Mellain, a wizard hired by Trianne, is hiding using a *rope trick* spell. The spell is just 5 feet above the top of the nest, with the rope pulled in, so he can get a good view of any approaching PCs. Given time Mellain casts as many prep spells as he can before the combat begins. Then he deactivates the spell and drop to the nest below.

If, and only if, the PCs are suspicious and ask for a spot check (or some other appropriate check to uncover the ruse—*survival* or an appropriate *knowledge* skill, perhaps), allow them a chance to discover Richten. (DC 15 + the APL).

APL 6 (EL 8)

☛ **Minor Xorn**: hp 25; see *Monster Manual*.

☛ **Reist and Richten, male ogres (2)**: hp 33 each; see *Monster Manual*.

☛ **Flagrand Blackblood, male half-fiend troll**: hp 68; see Appendix II.

APL 8 (EL 10)

☛ **Large Earth Elemental**: hp 72; see *Monster Manual*.

☛ **Reist, male half-dragon (green) ogre**: hp 42; see *Monster Manual*.

☛ **Richten, male half-dragon (blue) ogre**: hp 42; see *Monster Manual*.

☛ **Flagrand Blackblood, male half-fiend troll Bbn1**: hp 82; see Appendix II.

APL 10 (EL 12)

☛ **Large Earth Elemental**: hp 72; see *Monster Manual*.

☛ **Reist, male half-dragon (green) ogre Bbn1/Ftr2/Rgr1**: hp 78; see Appendix II.

☛ **Richten, male half-dragon (blue) ogre Bbn1/Ftr2/Rgr1**: hp 78; see Appendix II.

☛ **Flagrand Blackblood, male half-fiend troll Bbn2**: hp 95; see Appendix II.

☛ **Mellain, male grey elf Wiz(Evoker)5**: hp 23; see Appendix II.

APL 12 (EL 14)

☛ **Large Earth Elemental**: hp 72; see *Monster Manual*.

☛ **Reist, male half-dragon (green) ogre Bbn1/Ftr2/Rgr1**: hp 78; see Appendix II.

☛ **Richten, male half-dragon (blue) ogre Bbn1/Ftr2/Rgr1**: hp 78; see Appendix II.

☛ **Flagrand Blackblood, male half-fiend troll Bbn2**: hp 95; see Appendix II.

☛ **Mellain, male grey elf Wiz(Evoker)12**: hp 54; see Appendix II.

Tactics: At APL 6, everyone stays hidden until either they are discovered and attacked or someone approaches the body of one of the giant owls. Once approached, the ogre hidden under the owl rises up and attacks the nearest target. Flagrand drinks his *potion of haste* and then cast *poison* on his claws. He then uses his *necklace of fireballs* to catch any PCs that are grouped together. The minor xorn rises out of the earth and attacks any spellcasters it finds.

At APL 8 everyone stays hidden until either they are discovered and attacked or someone approaches the body of one of the giant owls. Once approached, the blue half-dragon ogre, Richten, hidden under the owl rises up and attacks the nearest target. Flagrand drinks his *potion of haste* and then cast *poison* on his claws. He then uses his

necklace of fireballs to catch any PCs that are grouped together. The large earth elemental uncovers the green half-dragon ogre, Reist, it was hiding and attacks any spellcasters it finds. Reist will use his breath weapon on as many targets as it can line up and then join in the melee.

The ogres use their *potions of wisdom* to offset their low Will save BEFORE the encounter.

At APL₁₀, use tactics similar to above. In addition, Mellain, casts *slow* on as many PCs he can—particularly on melee classes, if he can. On the second round he casts *fireball*.

At APL₁₂, Mellain first casts *mass haste*, and then *project image* on himself in hopes of staying hidden for as long as he can. He then casts *disintegrate* on either an enemy arcane caster or rogue. On the third round he casts *chain lightning*.

After the battle, the PCs have the opportunity to discover the whereabouts of Trianne. A successful Survival check (DC 20 + the APL) by someone with the Track feat reveals a set of wagon tracks heading south.

Following the trail requires four successful checks at the same DC. If the PCs make the required checks and make it to the cave in time, go to Encounter Six.

Should the PCs immediately follow the wagon trail yet fail on two or more of the checks (indicating that the trail was lost), should they rest for the evening, or should they 'take 20' on any of their checks, Trianne has essentially escaped (As such, reiterate to PCs that time is of the essence). In any of these above cases, she has had ample time to collect her belongings and head to Thistledale, where she catches a boat heading south. The caves in Encounter Six have been abandoned for several hours.

Unless the PCs have extraordinary means of catching her, the adventure is essentially over. Should the PCs have such capabilities, the DM must improvise a final encounter with her on the way to Thistledale or elsewhere. Otherwise, go immediately to Conclusion: Failure.

Treasure: The treasure in this encounter is the ambushers' possessions.

APL 6: L: 8 gp; C: 0 gp; M: *potion of haste* (63 gp), *necklace of fireballs - type I* (138 gp).

APL 8: L: 116 gp; C: 0 gp; M: *potion of haste* (63 gp), *necklace of fireballs - type I* (138 gp), 2 *potions of shield of faith +3* (25 gp each).

APL 10: L: 59 gp; C: 0 gp; M: *potion of haste* (63 gp), *necklace of fireballs - type I* (138 gp), 2 *potions of shield of faith +3* (25 gp each), 2 *+1 large greatswords*

(200 gp each), *wand of fox's cunning - 3rd level caster* (375 gp).

APL 12: L: 59 gp; C: 0 gp; M: *potion of haste* (63 gp), *necklace of fireballs - type I* (138 gp), 2 *potions of shield of faith +3* (25 gp each), 2 *+1 large greatswords* (200 gp each), *wand of fox's cunning - 3rd level caster* (375 gp).

Encounter Six: The Caves

Use **DM Aid: Map #3**.

Assuming the tracking has been successful and timely, the PCs arrive at the cave while Trianne and her remaining helpers are loading up their wagon for the long trip southwards. Her plan is to head towards Thistledale where another agent has purchased space aboard a small fishing boat. Once she has reached Thistledale there is no way to stop her from making her way downstream towards the relative safety of the Hool Marsh, where contacts await her.

The wagon tracks you have been following disappear not far from an opening into a small ravine. Looking about, you see that the ravine and surrounding landscape is spotted with small berry-filled bushes and long vines brightly sprinkled with red flowers.

Hidden in the ravine is a cave which is the former home of a bulette that was killed some months ago by the Yeoman militia. The entrance has been camouflaged and will be difficult to spot (DC 20 + the APL).

The cave itself is a deep warren of tunnels in which Trianne and her followers have been making good use of. Preparations are underway to make this cave, due to its relative seclusion, into a more permanent outpost for the brotherhood.

Room 6a: Bar The Door!

The front entrance is trapped. A door covered with spikes swings from the ceiling to damage any caught within the 15-foot wide entrance should a pressure plate be stepped upon. Furthermore, the door blocks the entranceway until it has been lifted and either braced or held in place while the party slips under (Str check DC 22). Up to two people can attempt to aid in the lifting of the trap. Finally, several small bells have been attached to the door. The door is designed alert those within and gives them time to prepare for an attack.

APL 6 (EL 1)

↗ **Door Trap:** CR 1; mechanical; location trigger (pressure plate); manual reset; Atk +10 melee (2d6);

multiple targets (all within the 15 foot wide entrance); Search DC 15; Disable Device DC 20; Note: door blocks entrance unless lifted (Str check DC 22) and held or braced in place.

APL 8 (EL 2)

↗ **Door Trap:** CR 2; mechanical; location trigger (pressure plate); manual reset; Atk +13 melee (3d6); multiple targets (all within the 15 foot wide entrance); Search DC 15; Disable Device DC 20; Note: door blocks entrance unless lifted (Str check DC 22) and held or braced in place.

APL 10 (EL 3)

↗ **Door Trap:** CR 3; mechanical; location trigger (pressure plate); manual reset; Atk +16 melee (4d6); multiple targets (all within the 15 foot wide entrance); Search DC 15; Disable Device DC 20; Note: door blocks entrance unless lifted (Str check DC 22) and held or braced in place.

APL 12 (EL 4)

↗ **Door Trap:** CR 4; mechanical; location trigger (pressure plate); manual reset; Atk +19 melee (5d6); multiple targets (all within the 15 foot wide entrance); Search DC 15; Disable Device DC 20; Note: door blocks entrance unless lifted (Str check DC 22) and held or braced in place.

Room 6b: Watch Your Step

The half-fiend troll, Flagrand Blackblood, has been using this room. Trianne, having concerns about the voracious appetite of the troll and ogres, gave them the small front caves to live in so that they would be as far as she could get them from the horses. If Flagrand escaped/survived Encounter Five then he will be found here resting from the previous night's activities.

The fetid smell of something rotten fills this small cave along with bits of bone, tattered pieces of cloth, and other scraps of refuse. Claw marks can be seen along the far wall.

Room 6c: Anybody Home?

These two caves are similarly filled with all sorts of debris—bones, refuse, and the like. In the upper APLs these two cave are the homes to the half-dragon ogres. If either of them escaped/survived Encounter Five then they will be found here resting from the previous nights activities.

Room 6d: Nice Cave

This is the main chamber of the cave complex. The ceiling here is 20 feet from the floor. The wagon used to transport the fledglings is in the middle of the room and currently is loaded with half of the captured birds. Each of the large cages is covered with a tarp to keep the creatures within calm.

If the PCs have set off the trap at the entrance or have engaged in a combat the lasted longer than two rounds then Trianne and her companions are aware of the PCs presence and have prepared an ambush.

You look into the large cavern and see a large covered wagon in its center. Loaded onto the wagon are four large boxes, each draped with a tarp. Towards the back left corner you can see a collection of wood and tarps that have been erected into makeshift living quarters. Three tunnels branch off from this room and lead further into the unknown.

How the scene goes from here is dependent on whether or not Trianne is aware of the party's presence. If the NPCs are prepared, then Trianne and the others are in the makeshift living area with Blaine bound and gagged on the floor nearby. If the party uses any area of affect spells they will also cause harm to Holliman. Due to his current condition consider all saving throws as being failed.

☛ **Blaine Holliman, male human:** current hp 12.

The living quarters are made up of pieces of gathered wood that have been bound together with pieces of leather to make a frame. From this frame large pieces of cloth and leather have been attached and cover the area from ceiling to floor. There are small gaps in these sections where Trianne and the others can see through. This grants them a concealment bonus.

If they are caught by surprise then Trianne is preparing Blaine Holliman, who is tied up in the makeshift living quarters, for departure. Garhk is be leading a pair of horses towards the wagon and Flinders is carrying the owl-crates towards the wagon.

If things do not go well Trianne will use Blaine as a hostage to attempt to earn her freedom. Trianne has no problem killing Blaine, and will do so should desperation set in.

APL 6 (EL 8)

☛ **Trianne Bellamy, female human Rgr1/Clr3/Sor1:** hp 35; see Appendix III.

➤ **Garhk Blacktooth, male half-orc Bbn1/Ftr4:** hp 51; see Appendix III.

➤ **Flinders Stonebow, male dwarf Rgr1/Ftr4:** hp 44; see Appendix III.

APL 8 (EL 10)

➤ **Trianne Bellamy, female human Rgr1/Clr5/Sorr1:** hp 44; see Appendix III.

➤ **Garhk Blacktooth, male half-orc Bbn2/Ftr5:** hp 72; see Appendix III.

➤ **Flinders Stonebow, male dwarf Rgr1/Ftr4/DpwdSnpr2:** hp 59; see Appendix III.

APL 10 (EL 12)

➤ **Trianne Bellamy, female human Rgr1/Clr7/Sorr1:** hp 65; see Appendix III.

➤ **Garhk Blacktooth, male half-orc Bbn2/Ftr7:** hp 91; see Appendix III.

➤ **Flinders Stonebow, male dwarf Rgr1/Ftr4/DpwdSnpr2/OotBI2:** hp 77; see Appendix III.

APL 12 (EL 14)

➤ **Trianne Bellamy, female human Rgr1/Clr9/Sorr1:** hp 80; see Appendix III.

➤ **Garhk Blacktooth, male half-orc Bbn2/Ftr9:** hp 111; see Appendix III.

➤ **Flinders Stonebow, male dwarf Rgr1/Ftr4/DpwdSnpr2/OotBI4:** hp 95; see Appendix III.

If Trianne is either captured or killed a message will be found on her person. See **Player Handout #2**.

Treasure: The treasure in this encounter is Trianne and her companions' possessions.

APL 6: L: 33 gp; C: 0 gp; M: *+1 chain shirt* (104 gp), *+1 spiked chain* (194 gp), *+1 composite longbow (+3 Str bonus)* (225 gp).

APL 8: L: 58 gp; C: 0 gp; M: *+1 chain shirt* (104 gp), *+1 spiked chain* (194 gp), *+1 composite longbow (+3 Str bonus)* (225 gp), 3 *potions of shield of faith +3* (25 gp each), 2 *potions of cure light wounds* (4 gp each), *divine scroll of silence* (13 gp), *wand of web – 3rd level caster* (375 gp).

APL 10: L: 58 gp; C: 0 gp; M: *+1 chain shirt* (104 gp), *+1 spiked chain* (194 gp), *+1 corrosive composite longbow (+3 Str bonus)* (725 gp), 3 *potions of shield of faith +3* (25 gp each), 2 *potions of cure light*

wounds (4 gp each), *divine scroll of silence* (13 gp), *wand of web – 3rd level caster* (375 gp).

APL 12: L: 58 gp; C: 0 gp; M: *+1 chain shirt* (104 gp), *+1 spiked chain* (194 gp), *+1 corrosive composite longbow (+3 Str bonus)* (725 gp), 3 *potions of shield of faith +3* (25 gp each), 2 *potions of cure light wounds* (4 gp each), *divine scroll of silence* (13 gp), *wand of web – 3rd level caster* (375 gp), *circlet of persuasion* (375 gp), *lesser bracers of archery* (417 gp).

Room 6e: Saddle up

In this room can be found two stabled draft horses and their fodder. In the back of this cave is a small spring that leaks into the room through a crack in the wall. The water forms a small pool and exits through first size hole in the far corner.

Room 6f: Let Me Out

Ten large tarp-covered crates dominate the center of this room. Inside four of the crates are captured young owls. They are highly agitated and will immediately attack anyone if they get the chance. If Blaine Holliman is alive their reaction will be friendly towards him and agitated towards the PCs. A successful Diplomacy check (DC 15 + the APL) will need to be made to calm the birds. The Wild Empathy ability or at least 5 ranks in Handle Animal will each give a +2 circumstance bonus. If Blaine Holliman is with the PCs and alive this will also grant a +2 bonus.

Conclusion

If the PCs were successful in recovering Blaine and all the giant owl fledglings, use Success below.

If Blaine was killed or captured, but most or all of the fledglings were saved, use Bittersweet below.

If Trianne was able to escape with the young owls and either capture or kill Blaine, use Failure below.

Success

The party has rescued Blaine Holliman and the giant owl fledglings. Blaine is very thankful for all the help that he and the young birds have received and goes about freeing the feathered orphans from their cages. At first the young birds are quite agitated, but after a few soothing words from Blaine they calm down and even allow the PCs to touch them.

Shortly after exiting the cave Snowfeather appears. He had been scouting out the region for Blaine when he found out that the nest Blaine was guarding had been

raided. Snowfeather and Blaine converse for a few moments before Snowfeather will turn to the PCs and offer his thanks.

Shortly after you leave the cave and begin your trek back towards Spitalvale you notice something in the sky that grows larger as it approaches silently towards you. After a few moments you easily recognize the figure to be Snowfeather, who glides effortlessly towards a smiling Blaine and an excited flock of young owls.

“Thank Phaulkon you are safe! When I found the nest you were supposed to protect desecrated I grew fearful that you come to great harm. I see now that my fears were unnecessary. I see that the missing young ones have survived.”

Over the near deafening chatter of the young owls, Holliman explains to Snowfeather the true reason for his life and the safe return of the young owls. Snowfeather, after listening and contemplating Holliman’s words turns towards your group and says, “I see that much thanks is owed all of you. I hope that Phaulkon’s blessings will follow you till then end of you journey, for the great service you have performed.”

If they were able to capture or kill Trianne and Holliman is aware of the note the PCs found, he climbs onto Snowfeather’s back and flies away to warn the military that members of Scarlet Brotherhood can be found in Bogspur. He asks if the players to take the young owls back to the temple of Phaulkon in Spitalvale and to wait for his return.

Upon returning to Spitalvale they are welcomed back as heroes and as asked to stay another day as the guests of honor for the “First Flight” celebration.

At dawn, the morning of the Festival of First Flight, you are awakened by a cacophony of avian voices. It seems as though hundreds of birds have been drawn to the town, and the sky overhead is like a living painting that is in constant flux from the multitude of birds that make up its pigments.

The streets are packed with people, in brightly colored outfits, who are enjoying the booths filled with venders, contests, and craftsmen that line the sidewalks of the town.

That evening in the field behind the temple of Phaulkon people gather to watch the birds do their final feats of aerial acrobatics in the waning sunlight and to await the appearance of the giant owls. Out of the darkness the birds come without a sound and circle and dive towards the crowd below. As the

display begins to end Blaine Holliman, riding Snowfeather, comes diving out of the dark sky and lands in the center of the field to the applause of those gathered.

Shortly after his arrival, the festival is over and Blaine invites you over to a small table set up under a tall oak. He tells you that he was able to alert the military and hopefully they will be able to intercept other members of Trianne’s treachery. Finally, he raises a tankard to salute you all and makes an offer.

“I would like to offer each of you the chance to stay with me for a few weeks to learn about training and riding giant owls. Plus, with Snowfeather’s blessing and the agreement of the orphaned owls I will have a number of trained giant owls for sale. Technically you are not buying the owls—you are paying for the time and expense of their training. The owls have agreed to partner with you and are willing to have you as their riders.”

“Oh, I almost forgot—Snowfeather wants you all to have this as well.”

In his hand is a cluster of owl feathers.

The PCs receive the Training with Blaine Holliman, Snowfeather’s Token, and Giant Owls rewards.

Bittersweet

The party has rescued the giant owl fledglings, but unfortunately Blaine was killed in the rescue attempt. At first, the young birds are quite agitated, but after a few soothing words they calm down and will even allow the PCs to touch them.

Shortly after the PCs exit the cave Snowfeather appears. He had been scouting out the region for Blaine when he found out the nest Blaine was guarding had been raided. Snowfeather asks the PCs what happened and converses for a few moments with the young owls before he turns to the PCs to offer his thanks.

Shortly after you leave the cave and begin your trek back towards Spitalvale you notice something in the sky that grows larger as it approaches silently towards where you stand. After a few moments you easily recognize the figure to be Snowfeather, who glides effortlessly towards you and an excited flock of young owls.

“Thank Phaulkon you are safe! When I found the nest Blaine was supposed to protect desecrated, I grew fearful that they come to great harm. I see now that my fears were unnecessary. I see that the missing young have survived, but where is Blaine?”

Pause to allow the PCs to tell their side of the story.

Once you have explained what has happened to Blaine, Snowfeather nods his head in sadness and says, "If only there was a way to strike a blow back at those responsible! Maybe I have been too complacent and should have taken a more active role in the relations between my race and that of the Yeomanry military? Maybe it's not too late. Please escort the young ones back to Spitalvale for me. I am going to try warn other of what has befallen Holliman!"

If they were able to either capture or kill Trianne and discover the note she was about to send they might think to offer it to him. If they do he will excitedly take the note and thank them for their great service and will immediately take flight towards the south.

Upon returning to Spitalvale the PCs are welcomed back as heroes, but the news of the death of Holliman strikes a truly somber blow to the townsfolk. The PCs are asked to stay another day as the guests of honor for the "First Flight" celebration.

At dawn, the morning of the Festival of First Flight, you are awakened by a cacophony of avian voices. It seems as though hundreds of birds have been drawn to the town, and the sky overhead is like a living painting that is in constant flux from the multitude of birds that make up its pigments.

The streets are packed with people in brightly colored outfits, who are enjoying the booths filled with vendors, contests, and craftsmen that line the sidewalks of the town.

That evening in the field behind the temple of Phaulkon people gather to watch the birds do their final feats of aerial acrobatics in the waning sunlight and to await the appearance of the giant owls. Out of the darkness the birds come without a sound and circle and dive towards the crowd below. As the display begins to end, Tralen Moor, the head priest of Spitalvale's temple to Phaulkon stands up to address the gathered crowd.

"This year's festival comes with a sad note. We have lost our good friend Blaine Holliman to the enemies of freedom. He gave his life in the only way he knew, the protection of Phaulkon's children." A murmur of agreement surges through the crowd.

"His name and deeds should not and will not be soon forgotten. So let us all observe a moment of silence to honor of our fallen friend."

The night grows quiet and after a moment you realize not even the birds make a sound. The only sound

that can be heard nature's nighttime choir. The silence is finally broken by a few gasps as the gathered people suddenly realize that Snowfeather had landed in the center of the field during the moment of silence. How bows to the head priest and makes his way towards your gathered group and stand nearby till the conclusion of the festival.

The PCs receive the Snowfeather's Token reward.

Failure

This conclusion is if the PCs failed to stop the abduction of the young owls. They will return to Spitalvale in disgrace and the news they bear will all but destroy the good mood generated by the upcoming festival. Messengers will be dispatched to try and somehow find and stop those responsible.

You return to Spitalvale and tell them that you unable to recover the giant owls. The news passes quickly and it almost seems like a wave passing through the town. As the story makes its way from person to person you can sense the festive atmosphere diminish. As you make your way about town the people nod at you with understanding and pat you on the back. But it is their eyes that tell the truth of their feelings. Their eyes look upon you with anger and suspicion. Could you have really been the ones working for the ones responsible? Could you have killed Blaine and Trianne and sold the young owls? Their eyes say this, but one glance at your weapons and gear also says that none dares voice their true feelings. The festival the next day seems forced and the people seem to go about the pretense of a festival because it is expected, but very few find any joy in their activities. Will this be the last festival of "First Flight"? Only time will truly tell.

The End

Experience Point Summary

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

Encounter One

Successfully calm and talk to Snowfeather

APL 6 – 70 xp;

APL 8 – 75 xp;

APL 10 – 80 xp;

APL 12 – 85 xp.

Encounter Three

Defeat the ambushers

APL 6 – 240 xp;
APL 8 – 300 xp;
APL 10 – 360 xp;
APL 12 – 420 xp.

Encounter Five

Defeat Flagrand and his allies

APL 6 – 240 xp;
APL 8 – 300 xp;
APL 10 – 360 xp;
APL 12 – 420 xp.

Encounter Six

Survive or disarm the trap

APL 6 – 30 xp;
APL 8 – 60 xp;
APL 10 – 90 xp;
APL 12 – 120 xp.

Defeat Trianne and her allies

APL 6 – 240 xp;
APL 8 – 300 xp;
APL 10 – 360 xp;
APL 12 – 420 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 80 xp;
APL 8 – 90 xp;
APL 10 – 100 xp;
APL 12 – 110 xp.

Total Possible Experience

APL 6 – 900 xp;
APL 8 – 1,125 xp;
APL 10 – 1,350 xp;
APL 12 – 1,575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you

feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 6: L: 50 gp; C: 0 gp; M: 0 gp.
APL 8: L: 50 gp; C: 0 gp; M: 164 gp.
APL 10: L: 50 gp; C: 0 gp; M: 173 gp.
APL 12: L: 50 gp; C: 0 gp; M: 173 gp.

Encounter Five:

APL 6: L: 8 gp; C: 0 gp; M: 201 gp.
APL 8: L: 116 gp; C: 0 gp; M: 251 gp.
APL 10: L: 59 gp; C: 0 gp; M: 1,026 gp.
APL 12: L: 59 gp; C: 0 gp; M: 1,026 gp.

Encounter Six:

APL 6: L: 33 gp; C: 0 gp; M: 523 gp.
APL 8: L: 58 gp; C: 0 gp; M: 994 gp.

APL 10: L: 58 gp; C: 0 gp; M: 1,494 gp.
APL 12: L: 58 gp; C: 0 gp; M: 2,286 gp.

the unusual mount rules in the *DMG*, pages 204-205).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 91 gp; C: 0 gp; M: 724 gp - Total: 815 gp (800 gp).
APL 8: L: 224 gp; C: 0 gp; M: 1,409 gp - Total: 1,633 gp (1,250 gp).
APL 10: L: 167 gp; C: 0 gp; M: 2,693 gp - Total: 2,860 gp (2,100 gp).
APL 12: L: 167 gp; C: 0 gp; M: 3,485 gp - Total: 3,652 gp (3,000 gp).

Special

☛ *Training with Blaine Holliman*

Blaine Holliman, the Yeoman “Owlman,” had charitably agreed to take you on as a temporary apprentice in the training and handling of giant owls. This training cost an additional 4 TUs, but grants access to the following feats: Animal Defiance (*MotW*), Animal Control (*MotW*), Flyby Attack (*MM*), Improved Flight (*MotW*), and Wingover (*MM*).

☛ *Snowfeather's Token*

As a token of his gratitude, the celestial giant owl Snowfeather has given you a feather token from his body. After any Yeomanry regional adventure (including this one), you may return this feather to the giant owl. In return, he agrees to upgrade any shield in your possession with the *arrow deflection* enhancement (PC pays normal cost of upgrade).

☛ *Giant Owls*

Blaine Holliman, the Yeoman “Owlman,” has agreed to provide one, and only one, giant owl for your own personal use. Blaine charges the PC 5,000 gp for this giant owl (includes the cost of training). When the PC has paid the full amount, he receives a giant owl (as per the *MM*, page 205) for use as a mount (and it counts as war-trained for the purpose of determining APL). In addition:

- An 8th level (or higher) PC with the Leadership feat and a Leadership Score of 9 or greater may take the giant owl as a cohort instead. The giant owl cohort is created using the rules in the LGCS and the stat block in the *MM* (page 205). It advances by HD as per the *MM*, and it may enter play already advanced, as long as its Cohort Level/ECL (total HD + 2) is within the limits in the *DMG* (page 106).
- A 7th level (or higher) paladin PC may take the giant owl as their special mount instead (as per

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Masterwork Duom* (*Adventure, A&EG*)
- ❖ *Necklace of Fireballs (Type I)* (*Adventure, DMG*)
- ❖ *Potion of Haste* (*Adventure, DMG*)

APL 8 (APL 6 Items plus):

- ❖ *Wand of Web* (*Adventure, 3rd level caster, DMG*)

APL 10 (APL 6, 8 Items plus):

- ❖ *Wand of Fox's Cunning* (*Adventure, 3rd level caster, DMG*)
- ❖ *+1 Corrosive Composite Longbow (+3 Str bonus)* (*Adventure, A&EG*)

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

- ❖ *Circlet of Persuasion* (*Adventure, DMG*)
- ❖ *Bracers of Archery, Lesser* (*Adventure, DMG*)

Appendix I: Encounter Three NPCs

APL 6

Fiendish Tiger: CR 5; Large Magical Beast (extraplanar), HD 6d8+18; hp 48; Init +2 (+2 Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Attack/Grapple +4/+14: Atks +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); Space/Reach 10ft./5ft.; SA Pounce, improved grab, rake 1d8+3, Smite Good 1/day; SQ Cold and Fire Resistance 5, DR 5/magic, Dark Vision 60 ft., Scent, SR11; AL NE; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11

Feats: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw)

Pounce (Ex)—If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex)—To use this ability the tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex)—A tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the tiger pounces on an opponent, it can also rake.

Skills—Tigers receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Delgarth, Sor4: CR 4; male human; HD 4d4+8; hp 18; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 12 (+2 Dex) Atks +1 melee (1d4-1, dagger), or +4 ranged (1d8/19-20, light crossbow); Face/Reach 5 ft. by 5ft./5ft.; AL NE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 10, Wis 10, Cha 17

Skills: Concentration +9, Knowledge (Arcana) +3, Scry +1, Spellcraft +3 Languages: Common

Feats: Combat Casting, Improved Initiative, Spell Focus (Transmutation).

Spells Per Day 6/7/4; DC= 13+spell level (14+ SL for Transmutation spells): 0—Daze, Flare, Light, Mage Hand, Prestidigitation, Ray of Frost; 1st—Enlarge, Ray of Enfeeblement, Shield; 2nd—Blindness/Deafness

Equipment: dagger, light crossbow, 10 bolts, owl familiar.

Breylan, Ftr2: CR 2; male half-orc; HD 2d10+6; hp 20; Init +2 (+2 Dex); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +8 melee (1d8+6/x2, masterwork duom), or +4 ranged (1d8/19-20, light crossbow); Face/Reach 5 ft. by

5ft./5ft.; SA none; SQ Darkvision; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 6

Skills: Ride +4, Handle Animal +6, Tumble +3; Languages: Common

Feats: Exotic Weapon (Duom), Weapon Focus (Duom), Combat Reflexes

Equipment: masterwork duom, breastplate, light crossbow, 10 bolts.

APL8

Fiendish Tiger: CR 5; Large Magical Beast (extraplanar), HD 6d8+18; hp 48; Init +2 (+2 Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Attack/Grapple +4/+14: Atks +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); Space/Reach 10ft./5ft.; SA Pounce, improved grab, rake 1d8+3, Smite Good 1/day; SQ Cold and Fire Resistance 5, DR 5/magic, Dark Vision 60 ft., Scent, SR11; AL NE; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11

Feats: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw)

Pounce (Ex)—If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex)—To use this ability the tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex)—A tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the tiger pounces on an opponent, it can also rake.

Skills—Tigers receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Delgarth, Sor6: CR 6; male human; HD 6d4+12; hp 27; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 13 (+2 Dex, +1 Bracers); Atks +2 melee (1d4-1, dagger), or +5 ranged (1d8/19-20, light crossbow); Face/Reach 5 ft. by 5ft./5ft.; AL NE; SV Fort +5, Ref +5, Will +5; Str 8, Dex 14, Con 14, Int 10, Wis 10, Cha 17

Skills: Concentration +11, Knowledge (Arcana) +4, Scry +1, Spellcraft +4 Languages: Common

Feats: Combat Casting, Improved Initiative, Toughness, Spell Focus (Transmutation).

Spells Per Day 6/7/6/4; DC= 13+spell level (14+ SL for Transmutation spells): 0—Daze, Detect Magic, Flare, Light, Mage Hand, Prestidigitation, Ray of Frost; 1st—

Enlarge, Magic Missile, Ray of Enfeeblement, Shield; 2nd—Blindness/Deafness, Melf's Acid Arrow; 3rd—Haste

Equipment: Potion of Eagle's Splendor, Scroll: of Fireball (5th level), Bracers of Armor +1, dagger, light crossbow, 10 bolts., owl familiar

Breylan, Ftr3: CR 3; male half-orc; HD 3d10+9; hp 30; Init +2 (+2 Dex); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +9 melee (1d8+6/x2, masterwork duom), or +5 ranged (1d8/19-20, light crossbow); Face/Reach 5 ft. by 5ft./5ft.; SA none; SQ Darkvision; AL NE; SV Fort +6, Ref +3, Will +1; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 6

Skills: Ride +4, Handle Animal +6, Tumble +4; Languages: Common

Feats: Exotic Weapon (Duom), Weapon Focus (Duom), Combat Reflexes

Equipment: Potion of Bull's Strength, masterwork duom, breastplate, light crossbow, 10 bolts

APL10

Zarrh and Zellin, male Half-fiend Dire Lions: CR 7; Large Outsider, HD 8d8+32; hp 72 each; Init +4 (+2 Dex); Spd 40 ft., fly 40ft (average); AC 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14; Atks +15 melee (1d6+9, 2 claws), +9 melee (1d8+5, bite); Space/Reach 10ft./5ft.; SA Spells, Smite Good 1/day, Pounce, Improved grab, rake 1d6+4; SQ Acid, Cold, Electrical and Fire Resistance 10, Dark Vision 60 feet, Immune to Poison, low-light vision, Scent, DR 5/Magic, SR18; SV Fort +10, Ref +10, Will +7; Str 29, Dex 19, Con 19, Int 6, Wis 12, Cha 12.

Skills: Hide +12*, Jump +12, Listen +9, Move Silently +11, Spot +9, Tumble +14; Languages: Common, Infernal

Feats: Alertness, Run, Weapon Focus (claw)

Spells: Once per day unless otherwise noted. All spells are at a caster level of 8. DC= 11+ Spell Level. Darkness 3/day, Desecrate, Unholy Blight, Poison 3/day (DC15)

Pounce (Ex)—If a dire lion leap upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex)—To use this ability the dire lion must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex)—A dire lion that gets a hold can make two rake attacks (+11 melee) with its hind legs for 1d8+4 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills—Dire lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Delgarth, Sor8: CR 8; male human; HD 8d4+16; hp 36; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 17 (+2

Dex, +4 Mage Armor, +1 Ring of Protection); Atks +3 melee (1d4-1, dagger), or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; AL NE; SV Fort +5, Ref +5, Will +6; Str 8, Dex 14, Con 14, Int 10, Wis 10, Cha 18

Skills: Bluff +5, Concentration +13, Knowledge (Arcana) +5, Spellcraft +5; Languages: Common

Feats: Combat Casting, Improved Initiative, Spell Focus (Evocation), Spell Focus (Transmutation).

Spells Per Day 6/76/7/5/4; DC= 14+spell level (15+ SL for Transmutation and Evocation spells): 0—Daze, Detect Magic, Flare, Light, Mage Hand, Prestidigitation, Ray of Frost, Resistance; 1st—Mage Armor, Magic Missile, Ray of Enfeeblement, Shield, True Strike; 2nd—Blindness/Deafness, Mirror Image, Melf's Acid Arrow; 3rd—Lightning Bolt, Slow; 4th—Enervation

Equipment: Potion of Eagle's Splendor, Scroll: Fireball (5th level), Ring of Protection +1, dagger, light crossbow, 10 bolts, owl familiar.

Breylan, Ftr4: CR 4; male half-orc; HD 4d10+12; hp 39; Init +2 (+2 Dex); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +10 melee (1d8+8/x2, masterwork duom), or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; SA none; SQ Darkvision; AL NE; SV Fort +7, Ref +3, Will +1; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 6

Skills: Ride +4, Handle Animal +6, Tumble +5; Languages: Common

Feats: Exotic Weapon (Duom), Weapon Focus (Duom), Combat Reflexes, Weapon Specialization (Duom)

Equipment: Potion of Shield of Faith, masterwork duom, breastplate, light crossbow, 10 bolts, Potion of Bull's Strength.

APL12

Zarrh and Zellin, male Half-fiend Advanced Dire Lions: CR 10; Large Outsider, HD 14d8+56; hp 126 each; Init +2 (+2 Dex); Spd 40 ft., fly 40ft (average); AC 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14; Atks +19 melee (1d8+9, 2 claws), +13 melee (2d6+5, bite); Space/Reach 10ft./5ft.; SA Spells, Smite Good 1/day, Pounce, Improved grab, rake 1d6+4; SQ Acid, Cold, Electrical and Fire Resistance 10, Dark Vision 60 feet, Immune to Poison, low-light vision, Scent, DR 5/Magic, SR24; SV Fort +12, Ref +12, Will +9; Str 29, Dex 19, Con 19, Int 6, Wis 12, Cha 12.

Skills: Hide +14*, Jump +12, Listen +12, Move Silently +11, Spot +12, Tumble +14; Languages: Common, Infernal

Feats: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Run, Weapon Focus (claw)

Spells: Once per day unless otherwise noted. All spells are at a caster level of 14. DC= 11+ Spell Level: Darkness 3/day, Desecrate, Unholy Blight, Poison 3/day (DC19), Contagion, Blasphemy, Unholy Aura 3/day, Unhallow.

Pounce (Ex)—If a dire lion leap upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex)—To use this ability the dire lion must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex)—A dire lion that gets a hold can make two rake attacks (+11 melee) with its hind legs for 1d8+5 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills—Dire lion receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Breylan, Ftr5: CR 5; male half-orc; HD 5d10+15; hp 49; Init +2 (+2 Dex); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +11 melee (1d8+8/x2 masterwork duom), or +7 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; SA none; SQ Darkvision; AL NE; SV Fort +7, Ref +3, Will +1(+3); Str 19, Dex 14, Con 16, Int 8, Wis 10(14), Cha 6

Skills: Ride +4, Handle Animal +6, Tumble +5; Languages: Common

Feats: Exotic Weapon (Duom), Weapon Focus (Duom), Combat Reflexes, Weapon Specialization (Duom)

Equipment: masterwork duom, breastplate, light crossbow, 10 bolts, Potion of Shield of Faith, Potion of Bull's Strength.

Delgarth, Sor10: CR 10; male human; HD 10d4+20; hp 45; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 17 (+2 Dex, +4 Mage Armor, +1 Ring of Protection); Atks +4 melee (1d4-1, dagger), or +7 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; AL NE; SV Fort +6, Ref +6, Will +7(+9); Str 8, Dex 14, Con 14, Int 10, Wis 10(14), Cha 18

Skills: Bluff +5, Concentration +15, Knowledge (Arcana) +6, Spellcraft +6; Languages: Common

Feats: Combat Casting, Improved Initiative, Spell Focus (Evocation), Toughness, Spell Focus (Transmutation).

Spells Per Day 6/7/7/7/6/3; DC= 14+spell level (15 + SL for Transmutation and Evocation spells): 0—Daze, Detect Magic, Flare, Light, Mage Hand, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st—Mage Armor, Magic Missile, Ray of Enfeeblement, Shield, True Strike; 2nd—Blindness/Deafness, Mirror Image, Melf's Acid Arrow, Protection from Arrows; 3rd—Haste, Lightning

Bolt, Slow; 4th—Enervation, Ice Storm; 5th—Hold Monster

Equipment: Potion of Charisma, Scroll: Fireball (5th level), Ring of Protection +1, dagger, light crossbow, 10 bolts, owl familiar.

Appendix II: Encounter Five NPCs

APL6

Flagrand Blackblood, male Half-fiend Troll: CR 7; Large Outsider, HD 6d8+42; hp 68; Init +4 (+4 Dex); Spd 30 ft., fly 30ft (average); AC 19 (-1 size, +4 Dex, +6 natural), touch 11, flat-footed 14; Atks +11 melee (1d6+8, 2 claws), +6 melee (1d8+4, bite); Space/Reach 10 ft./ 10 ft.; SA Spells, Rend 2d6+12, Smite Good; SQ Acid, Cold, Electrical and Fire Resistance 10, Dark Vision 90 feet, Immune to Poison, Scent, Regeneration 5, DR 5/magic, SR 16; SV Fort +12, Ref +6, Will +3; Str 27, Dex 18, Con 25, Int 10, Wis 9, Cha 8.

Skills: Hide, +12, Listen +7, Spot +8, Tumble +11;
Languages: Common, Infernal, Giant

Feats: Alertness, Iron Will, Track

Spells: Once per day unless otherwise noted. All spells are at a caster level of 8. DC= 9+ Spell Level: Darkness 3/day, Desecrate, Unholy Blight

Equipment: Potion of Haste, Necklace of Fireballs Type I

Rend (Ex)—If a troll hits with both claw attacks it latches onto the opponents body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

APL8

Flagrand Blackblood, male Half-fiend Troll, Bnb1: CR 8; Large Outsider, HD 6d8+1d12+49; hp 82; Init +4 (+4 Dex); Spd 30 ft., fly 30ft (average); AC 19 (-1 size, +4 Dex, +6 natural), touch 11, flat-footed 14; Atks +12 melee (1d6+8, 2 claws), +7 melee (1d8+4, bite); Space/Reach 10 ft./ 10 ft.; SA Spells, Rend 2d6+12, Smite Good; SQ Acid, Cold, Electrical and Fire Resistance 10, Dark Vision 90 feet, Immune to Poison, Scent, Regeneration 5, DR 5/magic, SR 16; SV Fort +14, Ref +6, Will +5; Str 27, Dex 18, Con 25, Int 10, Wis 9, Cha 8.

Skills: Hide, +12, Intimidate +3, Listen +11, Spot +8, Survival +3, Swim +12, Tumble +11; Languages: Common, Infernal, Giant

Feats: Alertness, Iron Will (x2), Track

Spells: Once per day unless otherwise noted. All spells are at a caster level of 8. DC= 9+ Spell Level: Darkness 3/day, Desecrate, Unholy Blight

Equipment: Potion of Haste, Necklace of Fireballs Type I

Rend (Ex)—If a troll hits with both claw attacks it latches onto the opponents body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Reist, male Half-Dragon (green) Ogre: CR 4; Large Dragon, HD 4d10+15; hp 42; Init -1 (-1 Dex); Spd 30 ft., fly 80ft (average); AC 22 (-1 size, -1 Dex, +9 natural, +5 chainmail), touch 8, flat-footed 18; Atks +13 melee (3d6+13/ crit 19-20, masterwork large greatsword); or +13 melee (1d8+9, bite), +8 melee (1d6+4, 2 claws); or +2 ranged (2d6+9, longspear); Space/Reach 10 ft./ 10 ft.; SA Breath Weapon; SQ Dark Vision 60 feet, Acid Immunity, Low-light vision; SV Fort +6, Ref +0, Will +1; Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills: Climb +12, Listen +7, Spot +7; Languages: Common, Draconic, Giant

Feats: Toughness, Weapon Focus (greatsword)

Breath Weapon—The half-dragon's breath weapon is a 30 ft cone of corrosive (acid) gas. The damage is 6d8 (DC 15).

Equipment: masterwork large greatsword, large chainmail, Potion of Shield of Faith

Richten, male Half-Dragon (blue) Ogre: CR 4; Large Dragon, HD 4d10+15; hp 42; Init -1 (-1 Dex); Spd 30 ft., fly 80ft (average); AC 22 (-1 size, -1 Dex, +9 natural, +5 chainmail), touch 8, flat-footed 18; Atks +13 melee (3d6+13/ crit 19-20, masterwork large greatsword); or +13 melee (1d8+9, bite), +8 melee (1d6+4, 2 claws); or +2 ranged (2d6+9, longspear); Space/Reach 10 ft./ 10 ft.; SA Breath Weapon; SQ Dark Vision 60 feet, Acid Immunity, Low-light vision; SV Fort +6, Ref +0, Will +1; Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills: Climb +12, Listen +7, Spot +7; Languages: Common, Draconic, Giant

Feats: Toughness, Weapon Focus (greatsword)

Breath Weapon—The half-dragon's breath weapon is a 60ft long, 5ft high and 5ft wide line of lightning. The damage is 6d8 (DC 15).

Equipment: masterwork large greatsword, large chainmail, Potion of Shield of Faith

APL10

Flagrand Blackblood, male Half-fiend Troll, Bnb2: CR 9; Large Outsider, HD 6d8+2d12+54; hp 95; Init +4 (+4 Dex); Spd 30 ft., fly 30ft (average); AC 19 (-1 size, +4 Dex,

+6 natural), touch 11, flat-footed 14; Atks +13 melee (1d6+8, 2 claws), +8 melee (1d8+4, bite); Space/Reach 10 ft./ 10 ft.; SA Spells, Rend 2d6+12, Smite Good; SQ Acid, Cold, Electrical and Fire Resistance 10, Dark Vision 90 feet, Immune to Poison, Scent, Regeneration 5, DR 5/magic, SR 16; SV Fort +14, Ref +6, Will +5; Str 27, Dex 18, Con 25, Int 10, Wis 9, Cha 8.

Skills: Hide, +12, Intimidate +4, Listen +12, Spot +8, Survival +4, Swim +13, Tumble +11; Languages: Common, Infernal, Giant

Feats: Alertness, Iron Will (x2), Track

Spells: Once per day unless otherwise noted. All spells are at a caster level of 8. DC= 9+ Spell Level: Darkness 3/day, Desecrate, Unholy Blight

Equipment: Potion of Haste, Necklace of Fireballs
Type I

Rend (Ex)—If a troll hits with both claw attacks it latches onto the opponents body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Reist, male Half-Dragon (green) Ogre,

1Rgr/1Bbn/2Ftr: CR 8; Large Dragon, HD 1d8+6d10+1d12+24; hp 78; Init +3 (-1 Dex, +4 Improved Initiative); Spd 40 ft., fly 100ft (average), base speed 50ft.; AC 22 (-1 size, -1 Dex, +9 natural, +5 chainmail), touch 8, flat-footed 18; Atks +19/+14 melee 3d6+16/ crit 19-20, masterwork large greatsword); or +17/+12 melee (1d8+10, bite), +12 melee (1d6+5, 2 claws); or +2 ranged (2d6+10, longspear); Space/Reach 10 ft./ 10 ft.; SA Breath Weapon, Rage 1/day; SQ Dark Vision 60 feet, Acid Immunity, Low-light vision Favored Enemy (Human), Wild Empathy, Fast Movement; SV Fort +13, Ref +2, Will +5; Str 30, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills: Climb +12, Hide +3, Intimidate+1, Listen +11, Move Silently +3, Search +3, Spot +11, Survival +3; Languages: Common, Draconic, Giant

Feats: Favored Critical (Human), Improved Initiative, Iron Will(x2), Toughness, Track, Weapon Focus (greatsword)

Breath Weapon—The half-dragon's breath weapon is a 30 ft cone of corrosive (acid) gas. The damage is 6d8 (DC 15).

Equipment: +1 large greatsword, large chainmail, Potion of Shield of Faith, Thunderstone

Richten, male Half-Dragon (blue) Ogre:

1Rgr/1Bbn/2Ftr: CR 8; Large Dragon, HD 1d8+6d10+1d12+24; hp 78; Init +3 (-1 Dex, +4 Improved Initiative); Spd 40 ft., fly 100ft (average), base speed 50ft.; AC 22 (-1 size, -1 Dex, +9 natural, +5 chainmail), touch 8, flat-footed 18; Atks +19/+14 melee (3d6+16/ crit 19-20, masterwork large greatsword); or +17/+12 melee (1d8+10, bite), +12 melee (1d6+5, 2 claws); or +2 ranged (2d6+10, longspear); Space/Reach 10 ft./ 10 ft.; SA Breath Weapon,

Rage 1/day; SQ Dark Vision 60 feet, Acid Immunity, Low-light vision Favored Enemy (Human), Wild Empathy, Fast Movement; SV Fort +13, Ref +2, Will +5; Str 30, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills: Climb +12, Hide +3, Intimidate+1, Listen +11, Move Silently +3, Search +3, Spot +11, Survival +3; Languages: Common, Draconic, Giant

Feats: Favored Critical (Human), Improved Initiative, Iron Will(x2), Toughness, Track, Weapon Focus (greatsword)

Breath Weapon—The half-dragon's breath weapon is a 60ft long, 5ft high and 5ft wide line of lightning. The damage is 6d8 (DC 15).

Equipment: +1 large greatsword, large chainmail, Potion of Shield of Faith, Thunderstone

Mellain, Wiz(Evoker)5;

CR 5; male Grey Elf; HD 5d4+10; hp 23; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 16 (+2 Dex, +4 Mage Armor) Atks +1 melee (1d4-1, dagger), or +4 ranged (1d8/19-20, light crossbow); Space / Reach 5ft./5ft.; AL NE; SV Fort +5, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 21(26), Wis 10, Cha 8

Skills: Concentration +10, Knowledge (Arcana) +15(+18), Knowledge (dungeoneering) +13(+16), Knowledge (Geography) +13(+16), Knowledge (Nature) +13(+16), Knowledge (Planes) +13(+16), Spellcraft +13(+16); Languages: Common, Infernal, Draconic, Elven, Giant, Terran, Abyssal

Feats: Combat Casting, Improved Initiative, Spell Focus (Evocation)

Known Spells: 4/4/3/2; DC= 15(18) [16(19) for Evocation Spells]+Spell Level: Level 0—Flare, Light, Mage Hand, Ray of Frost; Level 1—~~Mage Armor~~, Magic Missile (x2), Shield; Level 2—Flaming Sphere, ~~Fox's Cunning~~, Rope Trick; Level 3—Fireball, Slow

Equipment: dagger, light crossbow, 12 bolts, Wand of Fox's Cunning (3rd level caster), weasel familiar.

APL12

Flagrant Blackblood, male Half-fiend Troll, Bnb2:

CR 9; Large Outsider, HD 6d8+2d12+54; hp 95; Init +4 (+4 Dex); Spd 30 ft., fly 30ft (average); AC 19 (-1 size, +4 Dex, +6 natural), touch 11, flat-footed 14; Atks +13 melee (1d6+8, 2 claws), +8 melee (1d8+4, bite); Space/Reach 10 ft./ 10 ft.; SA Spells, Rend 2d6+12, Smite Good; SQ Acid, Cold, Electrical and Fire Resistance 10, Dark Vision 90 feet, Immune to Poison, Scent, Regeneration 5, DR 5/magic, SR 16; SV Fort +14, Ref +6, Will +5; Str 27, Dex 18, Con 25, Int 10, Wis 9, Cha 8.

Skills: Hide, +12, Intimidate +4, Listen +12, Spot +8, Survival +4, Swim +13, Tumble +11; Languages: Common, Infernal, Giant

Feats: Alertness, Iron Will (x2), Track

Spells: Once per day unless otherwise noted. All spells are at a caster level of 8. DC= 9+ Spell Level: Darkness 3/day, Desecrate, Unholy Blight

Equipment: Potion of Haste, Necklace of Fireballs Type I

Rend (Ex)—If a troll hits with both claw attacks it latches onto the opponents body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Reist, male Half-Dragon (green) Ogre, 1Rgr/1Bbn/2Ftr: CR 8; Large Dragon, HD 1d8+6d10+1d12+24; hp 78; Init +3 (1- Dex, +4 Improved Initiative); Spd 40 ft., fly 100ft (average), base speed 50ft.; AC 22 (-1 size, -1 Dex, +9 natural, +5 chainmail), touch 8, flat-footed 18; Atks +19/+14 melee (3d6+16/ crit 19-20, masterwork large greatsword); or +17/+12 melee (1d8+10, bite), +12 melee (1d6+5, 2 claws); or +2 ranged (2d6+10, long spear); Space/Reach 10 ft./ 10 ft.; SA Breath Weapon, Rage 1/day; SQ Dark Vision 60 feet, Acid Immunity, Low-light vision Favored Enemy (Human), Wild Empathy, Fast Movement; SV Fort +13, Ref +2, Will +5; Str 30, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills: Climb +12, Hide +3, Intimidate+1, Listen +11, Move Silently +3, Search +3, Spot +11, Survival +3; Languages: Common, Draconic, Giant

Feats: Favored Critical (Human), Improved Initiative, Iron Will(x2), Toughness, Track, Weapon Focus (greatsword)

Breath Weapon—The half-dragon's breath weapon is a 30 ft cone of corrosive (acid) gas. The damage is 6d8 (DC 15).

Equipment: +1 large greatsword, large chainmail, Potion of Shield of Faith, Thunderstone

Richten, male Half-Dragon (blue) Ogre: 1Rgr/1Bbn/2Ftr: CR 8; Large Dragon, HD 1d8+6d10+1d12+24; hp 78; Init +3 (1- Dex, +4 Improved Initiative); Spd 40 ft., fly 100ft (average), base speed 50ft.; AC 22 (-1 size, -1 Dex, +9 natural, +5 chainmail), touch 8, flat-footed 18; Atks +19/+14 melee (3d6+16/ crit 19-20, masterwork large greatsword); or +17/+12 melee (1d8+10, bite), +12 melee (1d6+5, 2 claws); or +2 ranged (2d6+10, long spear); Space/Reach 10 ft./ 10 ft.; SA Breath Weapon, Rage 1/day; SQ Dark Vision 60 feet, Acid Immunity, Low-light vision Favored Enemy (Human), Wild Empathy, Fast Movement; SV Fort +13, Ref +2, Will +5; Str 30, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills: Climb +12, Hide +3, Intimidate+1, Listen +11, Move Silently +3, Search +3, Spot +11, Survival +3; Languages: Common, Draconic, Giant

Feats: Favored Critical (Human), Improved Initiative, Iron Will(x2), Toughness, Track, Weapon Focus (greatsword)

Equipment: +1 large greatsword, large chainmail, Potion of Shield of Faith, Thunderstone

Breath Weapon—The half-dragon's breath weapon is a 60ft long, 5ft high and 5ft wide line of lightning. The damage is 6d8 (DC 15).

Mellain, Wiz12: CR 12; male Grey Elf; HD 12d4+24; hp 54; Init +7(+3 Dex, Improved Initiative); Spd 30ft.; AC 17 (+3 Dex, +4 Mage Armor) Atks +5/+0 melee (1d4-1, dagger), or +8/+3 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; AL NE; SV Fort +6, Ref +8, Will +8; Str 8, Dex 14(16), Con 14, Int 23(28), Wis 10, Cha 8

Skills: Concentration +15, Knowledge (Arcana) +20(+23), Knowledge (dungeoneering) +18(+21), Knowledge (Geography) +18(+21), Knowledge (Nature) +18(+21), Knowledge (Planes) +18(+21), Spellcraft +18(+21); Languages: Common, Infernal, Draconic, Elven, Giant, Terran, Abyssal

Feats: Combat Casting, Empower Spell, Energy Substitution (Sonic), Greater Spell Focus (Evocation), Improved Initiative, Spell Focus (Evocation), Spell Focus (Transmutation)

Known Spells:4 5/6/6/4/4/4/3; DC= 16(19) [18(21) for Evocation Spells, 17(20) for Transmutation Spells] + Spell Level: Level 0—Flare , Light, Mage Hand, Ray of Frost; Level 1—~~Mage Armor~~, Magic Missile (x2), Shield, True Strike (x2); Level 2—~~Fox's Cunning~~, Invisibility, Rope Trick, Mirror Image, Scorching Ray, See Invisibility; Level 3—Fly, Fireball, Fireball (Sonic), Slow; Level 4—Evard's Black Tentacles, Enervation, Ice Storm (sonic), Greater Invisibility; Level 5—Cone of Cold, Fireball (Empowered, Sonic), Hold Monster, Wall of Force; Level 6—Disintegrate, Greater Dispel Magic, Chain Lightning.

Equipment: dagger, light crossbow, 12 bolts, Wand of Fox's Cunning (3rd level caster).

Appendix III: Encounter Six NPCs

APL6

Trianne Bellamy, Rgr1/Clr3/Sorr1: CR 5; female human; HD 4d8+1d4+10; hp 35; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 18 (+2 Dex, +6 chainshirt +1) Atks +5 melee (1d8/19-20, longsword) or +5 ranged (1d8/x3, longbow); SQ Favored Enemy (Elf), Wild Empathy; Space/Reach 5ft./5ft.; AL NE; SV Fort +7, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 14, Wis 14, Cha 14

Skills: Bluff +8, Concentration +7, Diplomacy +4, Knowledge (Arcana) +3, Knowledge (Dungeoneering) +5, Knowledge (Nature) +5, Knowledge (religion) +5, Handle Animal +6, Heal +3, Hide +6, Listen +6, Move Silently +6, Ride +4, Search +4, Spellcraft +4, Spot +6, Survival +6, Use Rope +4; Languages: Common, Draconic, Infernal, Sylvan

Feats: Combat Casting, Improved Initiative, Track, Weapon Finesse (longsword)

Arcane Spells Per Day 5/4; DC= 12 + Spell Level: Level 0—Daze, Light, Mage Hand, Ray of Frost; Level 1—Charm Person, Shield

Divine Spells: 4/3/2 (Domains: Evil and Trickery); DC= 12 + Spell Level: Level 0—Detect Magic, Guidance, Light, Resistance; Level 1—Bane, Inflict Light Wounds, Cure Light Wounds, Protection from Good (Domain Spell); Level 2—Bull Strength, Silence, Invisibility (Domain Spell)

Equipment: +1 chain shirt, longsword, dagger, longbow, 20 arrows, owl familiar.

Garhk Blacktooth, Bbn1/Ftr4: CR 5; male half-orc; HD 1d12+4d10+15; hp 51; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +10 melee (2d4+9/x2, +1 spiked chain), or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; SA none; SQ Darkvision, Rage 1/day; AL CN; SV Fort +9, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 6, Wis 10, Cha 6

Skills: Listen +4, Ride +3, Survival +2, Tumble +3; Languages: Common

Feats: Combat Reflexes, Exotic Weapon (Spiked Chain), Improved Initiative, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Equipment: +1 Spiked Chain, breastplate, light crossbow, 10 bolts

Flinders Stonebow, Rgr1/Ftr4: CR 5; male dwarf; HD 4d10+1d8+10; hp 44; Init +4 (+4 Dex); Spd 15ft.; AC 18 (+4 Dex, +4 Scale mail) Atks +11 ranged (1d8+4/x3, +3 Mighty Composite Longbow +1) +8 melee (1d8+3/x3, Greataxe); Space/Reach 5ft./5ft.; SA none; SQ

Darkvision, Favored Enemy (gnome), Wild Empathy; AL NE; SV Fort +8, Ref +5, Will +1; Str 16, Dex 18, Con 14, Int 10, Wis 10, Cha 6

Skills: Hide +9, Handle Animal +4, Knowledge (religion) +2, Listen +4, Move Silently +9, Spot +4, Survival +4; Languages: Common, Dwarven

Feats: Point Blank Shot, Precise shot, Far Shot, Track, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow)

Equipment: greataxe, +1 composite longbow (+3 Str bonus), 30 arrows, scale mail.

APL8

Trianne Bellamy, Rgr1/Clr5/Sorr1: CR 7; female human; HD 5d8+1d4+14; hp 44; Init +6(+2 Dex, Improved Initiative); Spd 30ft.; AC 18 (+2 Dex, +6 chainshirt +1) Atks +6 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, longbow); SQ Favored Enemy (Elf), Wild Empathy; Space/Reach 5ft./5ft.; AL NE; SV Fort +8, Ref +3, Will +8; Str 10, Dex 14, Con 14, Int 14, Wis 14, Cha 14

Skills: Bluff +10, Concentration +10, Diplomacy +7, Knowledge (Arcana) +3, Knowledge (Dungeoneering) +5, Knowledge (Nature) +5, Knowledge (religion) +7, Handle Animal +6, Heal +3, Hide +6, Listen +6, Move Silently +6, Ride +4, Search +4, Spellcraft +4, Spot +6, Survival +6, Use Rope +4; Languages: Common, Draconic, Infernal, Sylvan

Feats: Combat Casting, Improved Initiative, Spell Focus (Enchantment), Track, Weapon Finesse (longsword)

Arcane Spells Per Day 5/4; DC= 12 (13 enchantments) + Spell Level: Level 0—Daze, Light, Mage Hand, Ray of Frost; Level 1—Charm Person, Shield

Divine Spells: 5/4/3/1; DC= 12 (13 enchantments) + Spell Level: Level 0—Detect Magic, Guidance (x2), Light, Resistance; Level 1—Bane, Inflict Light Wounds, Cure Light Wounds, Obscuring Mist, Protection from Good (Domain Spell); Level 2—Bull Strength, Calm Emotion, Silence, Invisibility (Domain Spell); Level 3—Blindness/Deafness, Magic Circle Against Good (Domain Spell)

Equipment: +1 chain shirt, dagger, masterwork longsword, longbow, 20 arrows, Potion of Shield of Faith, Wand of Web (3rd level caster), Divine Scroll of Silence, owl familiar.

Garhk Blacktooth, Bbn2/Ftr5: CR 7; male half-orc; HD 2d12+5d10+21; hp 72; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks

+12/+7 melee (2d4+9/x2, +1 spiked chain), or +8 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; SA none; SQ Darkvision, Rage 1/day, Uncanny Dodge; AL CN; SV Fort +10, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 6, Wis 10, Cha 6

Skills: Listen +4, Ride +3, Survival +2, Tumble +3; Languages: Common

Feats: Combat Reflexes, Dodge, Exotic Weapon (Spiked Chain), Improved Initiative, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Equipment: +1 Spiked Chain, breastplate, light crossbow, 12 bolts, Potion of Shield of Faith, Potion of Cure Light Wounds.

Flinders Stonebow, Rgr1/Ftr4/DpwdSnpr2: CR 7; male Dwarf; HD 3d8+4d10+14; hp 59; Init +4 (+4 Dex); Spd 15ft.; AC 18 (+4 Dex, +4 Scale mail) Atks +13/+8 ranged (1d8+4/19-20x4, +3 Mighty Composite Longbow +1) +10/+5 melee (1d8+3/x3, Greataxe); Space/Reach 5ft./5ft.; SA Keen Arrows, magic weapon; SQ Darkvision, Favored Enemy (gnome), Range Increment Bonus +20ft., Concealment Reduction 10%, Wild Empathy; AL NE; SV Fort +8, Ref +8, Will +1; Str 16, Dex 18, Con 14, Int 8, Wis 10, Cha 6

Skills: Hide+11, Handle Animal +6, Knowledge (religion) +2, Listen +6, Move Silently +9, Spot +4, Survival +4; Languages: Common, Dwarven

Feats: Far Shot, Point Blank Shot, Precise shot, Rapid Shot, Track, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow)

Equipment: greataxe, +1 composite longbow (+3 Str bonus), 30 arrows, scale mail, Potion of Shield of Faith, Potion of Cure Light Wounds.

APL10

Trianne Bellamy, Rgr1/Clr7/Sorr1: CR 9; female human; HD 8d8+1d4+18; hp 65; Init +6 (+2 Dex, Improved Initiative); Spd 30ft.; AC 18 (+2 Dex, +6 chainshirt +1) Atks +9/+4 melee (1d8/19-20, masterwork longsword) or +8/+3 ranged (1d8/x3, longbow); SQ Favored Enemy (Elf), Wild Empathy; Space/Reach 5ft./5ft.; AL NE; SV Fort +9, Ref +4, Will +9; Str 10, Dex 14, Con 14, Int 14, Wis 15, Cha 14

Skills: Bluff +12, Concentration +12, Diplomacy +10, Knowledge (Arcana) +3, Knowledge (Dungeoneering) +5, Knowledge (Nature) +5, Knowledge (religion) +10, Handle Animal +6, Heal +3, Hide +6, Listen +6, Move Silently +6, Ride +4, Search +4, Spellcraft +4, Spot +6, Survival +6, Use Rope +4; Languages: Common, Draconic, Giant, Goblin, Infernal, Sylvan

Feats: Combat Casting, Favored Critical (Elf); Improved Initiative, Spell Focus (Enchantment), Track, Weapon Finesse (longsword)

Arcane Spells Per Day 5/4; DC= 12 (13 enchantments) + Spell Level: Level 0—Daze, Light, Mage Hand, Ray of Frost; Level 1—Charm Person, Shield

Divine Spells: 6/5/4/2/1; DC= 12 (13 enchantments) + Spell Level: Level 0—Detect Magic, Guidance (x2), Light, Resistance (x2); Level 1—Bane, Inflict Light Wounds, Cure Light Wounds, Obscuring Mist, Shield of Faith, Protection from Good (Domain Spell); Level 2—Bull Strength, Calm Emotions, Hold Person, Silence, Invisibility (Domain Spell); Level 3—Blindness/Deafness, Wind Wall, Magic Circle Against Good (Domain Spell); Level 4—Summon Monster IV, Confusion (Domain Spell)

Equipment: +1 chain shirt, masterwork longsword, dagger, longbow, 20 arrows, Potion of Shield of Faith, Wand of Web (3rd level caster), Divine Scroll of Silence, owl familiar.

Garhk Blacktooth, Bbn2/Ftr7: CR 9; male half-orc; HD 2d12+7d10+27; hp 91; Init +5 (+1 Dex, Improved Initiative); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +15/+10 melee (2d4+9/19-20, +1 Spiked Chain), or +10/+5 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; SA none; SQ Darkvision, Uncanny Dodge; SA Rage; AL NE; SV Fort +11, Ref +3, Will +2; Str 19, Dex 13, Con 16, Int 6, Wis 10, Cha 6

Skills: Listen +4, Ride +3, Survival +2, Tumble +4; Languages: Common

Feats: Combat Reflexes, Dodge, Extended Rage, Exotic Weapon (Spiked Chain), Improved Initiative, Improved Critical, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Equipment: +1 Spiked Chain, breastplate, light crossbow, 12 bolts, Potion of Shield of Faith, Potion of Cure Light Wounds.

Flinders Stonebow, Rgr1/Ftr4/DpwdSnpr2/OotBI2: CR 9; male Dwarf; HD 3d8+6d10+18; hp 77; Init +4 (+4 Dex); Spd 15ft.; AC 18 (+4 Dex, +4 Scale mail); Atks +16/+11 ranged (1d8+4/19-20x4 + 1d6 acid damage, +3 Mighty Composite Longbow +1 of Corrosion) +12/+7 melee (1d8+3/x3, Greataxe); Space/Reach 5ft./5ft.; SA Keen Arrows, Ranged sneak attack +1d6, magic weapon; SQ Close Combat Shot, Darkvision, Favored Enemy (gnome), Range Increment Bonus +20ft., Concealment Reduction 10%, Wild Empathy; AL NE; SV Fort +8, Ref +11, Will +4; Str 16, Dex 19, Con 14, Int 8, Wis 10, Cha 6

Skills: Hide+11, Handle Animal +6, Knowledge (religion) +2, Listen +6, Move Silently +9, Spot +5, Survival +4; Languages: Common, Dwarven

Feats: Far Shot, Greater Weapon Focus (Composite Longbow), Point Blank Shot, Precise shot, Rapid Shot, Track, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow)

Equipment: greataxe, +1 corrosive composite longbow (+3 Str bonus), 30 arrows, scale mail, Potion of Shield of Faith, Potion of Cure Light Wounds.

APL12

Trianne Bellamy, Rgr1/Clr9/Sori1: CR 11; female human; HD 10d8+1d4+22; hp 80; Init +6 (+2 Dex, Improved Initiative); Spd 30ft.; AC 18 (+2 Dex, +6 chainshirt +1) Atks +10/+5 melee (1d8/19-20, masterwork longsword) or +9/+4 ranged (1d8/x3 longbow); SQ Favored Enemy (Elf), Wild Empathy; Space/Reach 5ft./5ft.; AL NE; SV Fort +10, Ref +5, Will +10; Str 10, Dex 14, Con 14, Int 14, Wis 15, Cha 14

Skills: Bluff +17, Concentration +14, Diplomacy +15, Knowledge (Arcana) +3, Knowledge (Dungeoneering) +5, Knowledge (Nature) +5, Knowledge (religion) +12, Handle Animal +9, Heal +5, Hide +6, Listen +6, Move Silently +6, Ride +4, Search +4, Spellcraft +4, Spot +6, Survival +6, Use Rope +4; Languages: Common, Draconic, Giant, Goblin, Infernal, Sylvan

Feats: Combat Casting, Favored Critical (Elf); Improved Initiative, Spell Focus (Enchantment), Track, Weapon Finesse (longsword)

Arcane Spells Per Day 5/4; DC= 12 (13 enchantments) + Spell Level: Level 0—Daze, Light, Mage Hand, Ray of Frost; Level 1—Charm Person, Shield

Divine Spells: 6/5/5/3/2/1; DC= 12 (13 enchantments) + Spell Level: Level 0—Detect Magic, Guidance (x2), Light, Resistance (x2); Level 1—Bane, Inflict Light Wounds, Cure Light Wounds, Obscuring Mist, Shield of Faith, Protection from Good (Domain Spell); Level 2—Bull Strength, Calm Emotions, Hold Person, Silence, Spiritual Weapon, Invisibility (Domain Spell); Level 3—Blindness/Deafness, Dispel Magic, Wind Wall, Magic Circle Against Good (Domain Spell); Level 4—Greater Magic Weapon, Summon Monster IV, Confusion (Domain Spell); Level 5—Flame Strike, Dispel Good (Domain Spell)

Equipment: +1 chain shirt, masterwork longsword, dagger, longbow, 20 arrows, Potion of Shield of Faith, Wand of Web (3rd level caster), Cirklet of Persuasion, Divine Scroll of Silence, owl familiar.

Garhk Blacktooth, Bbn2/Ftr9: CR 11; male half-orc; HD 2d12+9d10+33; hp 111; Init +5 (+1 Dex, Improved Initiative); Spd 30ft.; AC 17 (+2 Dex, +5 breastplate) Atks +17/+12/+7 melee (2d4+9/19-20, +1 Spiked Chain), or +12/+7/+2 ranged (1d8/19-20, light crossbow); Space/Reach 5ft./5ft.; SA none; SQ Darkvision, Uncanny Dodge; SA Rage; AL NE; SV Fort +12, Ref +4, Will +5; Str 19, Dex 13, Con 16, Int 6, Wis 10, Cha 6

Skills: Listen +4, Ride +3, Survival +2, Tumble +5; Languages: Common

Feats: Combat Reflexes, Dodge, Extended Rage, Exotic Weapon (Spiked Chain), Improved Initiative, Improved Critical, Iron Will, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain)

Equipment: +1 Spiked Chain, breastplate, light crossbow, 12 bolts, Potion of Shield of Faith, Potion of Cure Light Wounds.

Flinders Stonebow, Rgr1/Ftr4/DpwdSnpr2/OotBI4: CR 11; male Dwarf; HD 3d8+8d10+22; hp 95; Init +4 (+4 Dex); Spd 15ft.; AC 19 (+3 Dex, +6 Breastplate +1); Atks +20/+15/+10 ranged (1d8+4/19-20x4 + 1d6 acid damage, +3 Mighty Composite Longbow +1 of Corrosion) +14/+9/+4 melee (1d8+3/x3, Greataxe); Space/Reach 5ft./5ft.; SA Keen Arrows, Ranged sneak attack +2d6, magic weapon; SQ Close Combat Shot, Darkvision, Favored Enemy (gnome), Range Increment Bonus +20ft., Concealment Reduction 10%, Superior Weapon Focus; AL NE; SV Fort +9, Ref +12, Will +5; Str 16, Dex 19, Con 14, Int 8, Wis 10, Cha 6

Skills: Hide+11, Handle Animal +6, Knowledge (religion) +2, Listen +6, Move Silently +9, Spot +7, Survival +4; Languages: Common, Dwarven

Feats: Far Shot, Greater Weapon Focus (Composite Longbow), Point Blank Shot, Precise shot, Rapid Shot, Track, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow)

Equipment: +1 corrosive composite longbow (+3 Str bonus), greataxe, 30 arrows, +1 Breastplate, Potion of Shield of Faith, Potion of Cure Light Wounds, Lesser Bracers of Archery.

Appendix IV: New Rules

DEEPWOOD SNIPER AS PRESENTED IN MASTERS OF THE WILD

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Dice: d8

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, ranger increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, magic weapon, projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, true strike

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon proficiencies. All weapon-like abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus a 10th-level deepwood sniper who has Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains there after, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a magic weapon spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage x3 on a critical hit instead does x4 in her hands. When she reaches 7th level, these critical multipliers increase an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the DUNGEON MASTER'S GUIDE).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a true strike spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

ORDER OF THE BOW INITIATE AS PRESENTED IN SWORD AND FIST

The Way of the Bow is used by some for spiritual self-improvement, by others a philosophical art. Others practice it as a way of life, and yet others employ it as a religious ceremony. Of course, many find the art of killing with the bow to be an important skill in a dangerous world. The Way of the Bow is always what you make of it. The Way of the Bow embraces the following concepts.

Through one's archery, one's true character can be determined.

The Way of the Bow is a spiritual art. By learning it, the archer learns about himself. By improving in the Way of the Bow, the archer improves himself.

The Way of the Bow is a highly meditative martial art whose ultimate goals are Truth, Goodness, and Beauty.

When asked, "What is Truth?", a Master Archer picks up his bow, fires an arrow and, without saying a word, lets his mastery of the bow serve as the gauge of the archer's progress along the "way," thereby showing the archer's knowledge of reality, or "truth" itself.

The Way of the Bow is a matter of precision and discipline: the relationship you have with your bow, the arrow, your body, and your mind. The Way of the Bow is standing meditation. When you shoot, you can see the reflection of your mind, as in a mirror. The target is the mirror. When you release, you also let go of your ego. You can see your own mind.

Hit Dice: d10

Requirements

To qualify as an initiate, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (Religion) 2 ranks.

Proficiency: Longbow or shortbow or composite longbow or composite shortbow

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow or shortbow or the composite version of either), Weapon Specialization (longbow or shortbow or the composite version of either).

Class Skills

The Order of the Bow's class skills (and the key ability for each skill) are Knowledge (Religion) (Int), Craft (bowmaking) (Int), spot (Wis), Swim (Str), Ride (Dex). See chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Ranged sneak attack +1d6
2 nd	+2	+0	+3	+3	Close combat shot
3 rd	+3	+1	+3	+3	Ranged sneak attack +2d6
4 th	+4	+1	+4	+4	Superior Weapon Focus
5 th	+5	+1	+4	+4	Ranged sneak attack +3d6
6 th	+6	+2	+5	+5	Free attack, Zen Archery
7 th	+7	+2	+5	+5	Superior Weapon Specialization
8 th	+8	+2	+6	+6	Ranged sneak attack +4d6
9 th	+9	+3	+6	+6	Bank Shot
10 th	+10	+3	+7	+7	Ranged sneak attack +5d6

Class Features

The following are class features of the Order of the Bow Initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow Initiate gain no weapon proficiencies.

Ranged Sneak Attack: Any time the initiate's target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus, the initiate's ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every two levels after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The initiate cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability as a rogue, the bonuses stack.

Close Combat Shot: At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate's bow.

Free Attack: Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

Zen Archery: You gain this feat for free. If the character already has this feat, then the Wisdom modifier stacks with the Dexterity modifier for ranged attacks.

Superior Weapon Specialization: This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls made with a longbow or shortbow.

Banked Shot: This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. This is a full-round action, since it is extremely difficult.

FEATS:

Energy Substitution [Metamagic]: You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcane).

Benefit: Choose one type of energy: acid, cold electrical, fire or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

WEAPONS:

Duom: The duom is a longspear with a standard spearhead as well as two blades curved so that they point backward along the shaft. The weapon has reach, allowing you to strike opponents 10 feet away with it. Those proficient with the spear can also attack adjacent foes with the reversed heads using a practiced "reverse thrust." Apply a -2 penalty on the attack roll for if you use the duom to attack a second, adjacent opponent in the same round you attacked the first opponent.

Corrosive Weapon Special Ability: Upon command, a corrosive weapon becomes slick with a thin layer of acidic fluid. The acid does not harm the hands that hold the weapon. Corrosive weapons deal +1d6 points of bonus acid damage on a successful hit. Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.

CL 10th; Prerequisites: Craft Magic Arms and Armor, acid fog, Melf's acid arrow, or storm of vengeance; Market Price: +1 bonus.

Player Handout #1

The fool has asked and received help from an outside group. I have scent-marked a piece of cloth to draw your pets' attention. Take care of them quickly for tomorrow night I will have everything in place to take care of Holliman and our prize.

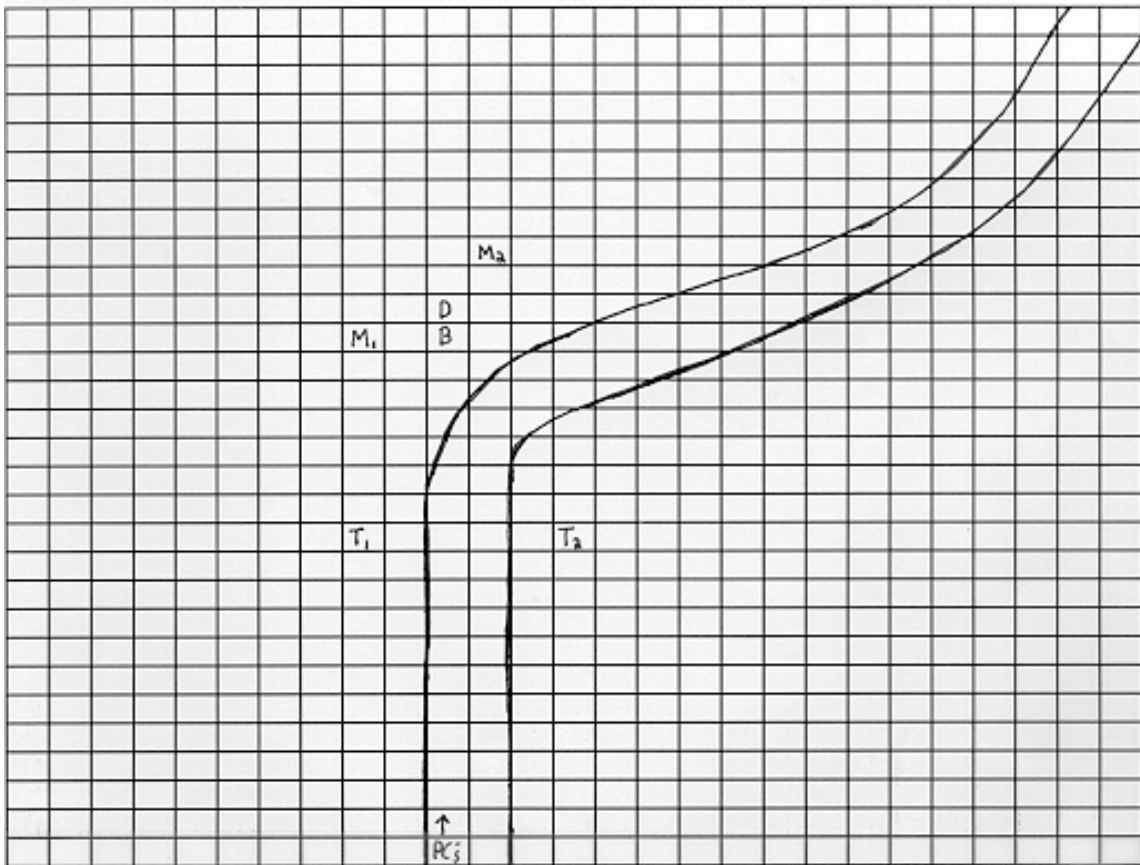
TB

Player Handout #2

I have acquired and filled nearly a dozen containers. As a bonus I will be returning with some special seasoning. I have purchased passage on a boat and I should be in Bogspur in four days. Look for me there and be prepared to leave once I have arrived.

TB

DM Aid: Map #1



APL 6:

B: Breylan
D: Delgarth
T1 & T2: Fiendish tigers

APL 8:

B: Breylan
D: Delgarth
T1 & T2: Fiendish tigers
K1 & K2: Manticores

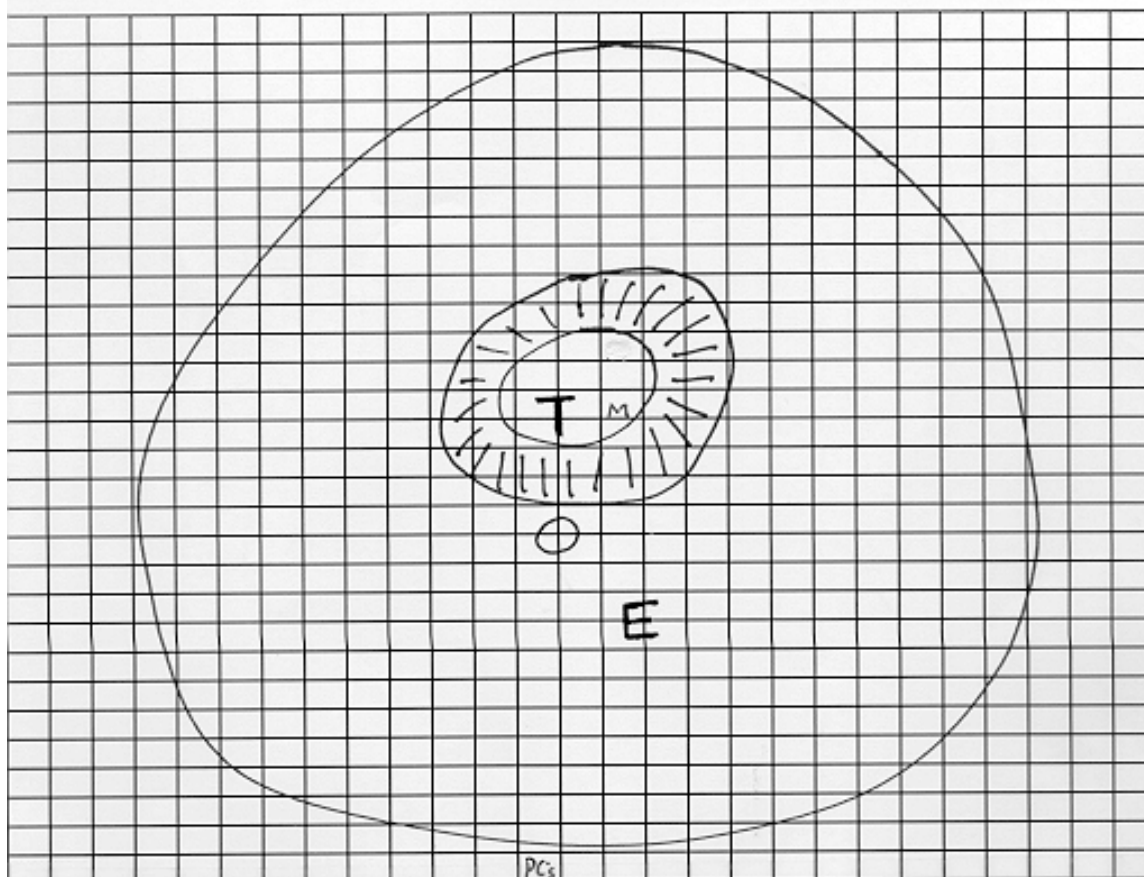
APL 10:

B: Breylan
D: Delgarth
T1 & T2: Zarrh and Zellin
K1 & K2: Chimeras

APL 12:

B: Breylan
D: Delgarth
T1 & T2: Zarrh and Zellin
K1 & K2: Manticores

DM Aid: Map #2



APL 6:

- O: Ogre (Hidden underneath the dead owl)
- E: Small Earth Elemental
- T: Flagrant Blackblood (Hidden underneath the dead owl)

APL 8:

- O: Reist (Hidden underneath the dead owl)
- E: Large Earth Elemental with Richten hidden underneath by the elemental
- T: Flagrant Blackblood (Hidden underneath the dead owl)

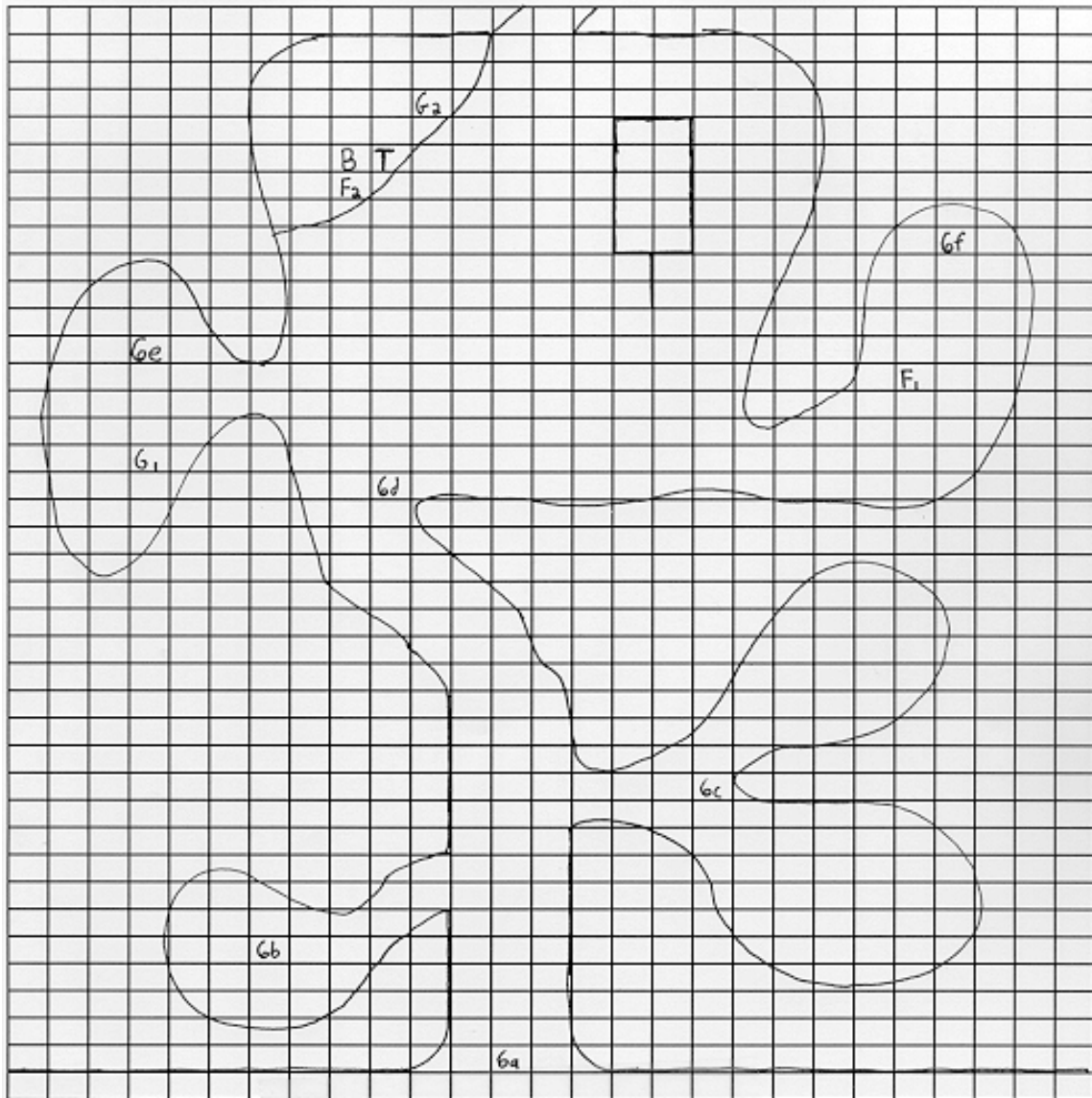
APL 10:

- O: Reist (Hidden underneath the dead owl)
- E: Large Earth Elemental with Richten hidden underneath by the elemental
- T: Flagrant Blackblood (Hidden underneath the dead owl)
- M: Mellain

APL 12:

- O: Reist (Hidden underneath the dead owl)
- E: Large Earth Elemental with Richten hidden underneath by the elemental
- T: Flagrant Blackblood (Hidden underneath the dead owl)
- M: Mellain

DM Aid: Map #3



T: Trianne Bellamy
B: Blaine Holliman
G1: Garhk (If they are surprised)
G2: Garhk (If they were able to prepared for the PCs)
F1: Flinders Stonebow (If they are surprised)
F2: Flinders Stonebow (If they were able to prepared for the PCs)