

URD5-I01-MM4

Rary's Trade

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

Version 1

Round 1

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A simple task has been assigned; deliver a financial support to a unit of men in the desert.

APL 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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard [number]-round Regional adventure, set in [region]. Characters native to [region] 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

There is a group of elite rebels that live at the very edge of the Abbor-Alz and try to cause disruption among Rary's troops. They were recruited by the Ducal guard some time ago; their mission is to ambush and use guerilla tactics to whittle at Rary's forces as well as gather information about troop movements. They have become very cunning with their work, and consider the traps that they make a work of art.

The rebels are made up of people who are not exactly mentally stable though, the type of people who nobody would miss if they die in a war. There are six of them in total, and each one has a unique talent.

Every three months, the Ducal Guard sends supplies to these rebels. Food, water, and a sum of money (3,000 gp) are brought to the rebels every three months. It has been three months, and it is time for payment once again.

Adventure Summary

Introduction:

The PCs are hired or given orders to deliver supplies to the edge of the desert for a group of rebels. They are informed about the uniqueness of this particular group, and of their mission.

Encounter 1

The PCs start traveling into the desert towards the meeting point, and along the way encounter one of the traps set up by the unit.

Encounter 2

One of Rary's spies in the Ducal Guard informed him of the meeting point, and has arranged one of his men to approach the PCs acting as though they are a member of the rebels.

The PCs arrive at the meeting point, and will wait for the rebels to come and take the money. They are then approached by the dervish and he is willing to talk with them about claiming the money for the rebels.

The PCs should be able to find out that this is a dervish and not one of the rebels, and either kill him or bring him back to the Ducal Guard. If he is captured, he will do everything in his power to kill himself.

Conclusion

The PCs deliver the money to the rebels and then return to Ducal Guard. There they get congratulated for their work, and join with the rest of the groups.

Preparation for Play

Make a note of the weight of each PC in the party, and use that to determine when the trap in Encounter 2 is triggered. Make note of each PC's bluff skill for Encounter 3.

Introduction A

You have been recruited by a Master Sergeant from the mill of the assembled adventurers. You have been brought to a tent for a briefing about your mission. For some of you, this is a matter of duty for your country, and for others it may be a duty for your pockets.

"Your mission is simple," The Master Sergeant continues, "You are to take supplies, including 3,000 Gold Dukes, and deliver them to a group of rebels near the edge of the desert. We estimate that you have a two day journey ahead of you to the meeting site and upon arriving you will wait until the unit shows up to take the money from you.

"The group calls themselves, 'The Traders', a term that is obviously a pun off of the fact that they are traitors of Rary. We are

not sure how many there are in this group, but we do know that they specialize in guerilla tactics, and have caused much annoyance to Rary's troops.

These people are anything but social, and do not like to talk with outsiders. It was only by chance and situation that we happened to make allies of them, due to their cause we have been funding them. In the near future, people like this unit may be very important to our cause, so it is important that we stay in good terms with these people.

When you meet them, you must use the words "Bear" and "Tempest" in a sentence. They should respond with a sentence containing "Rampant" and "minions".

The Master Sergeant pauses for a moment and looks away, then continues without looking back at your group, "There is one final thing you should know about this group of rebels." He takes a deep sigh then continues, "It is quite possible that they are mad, or at least not completely sane. We do not know about the exact details, but they love to fight, and view their work more as type of art. They should not do anything hostile to you, but you should still take no chances. Just remember that your mission is to take the supplies to the meeting point and wait for them to arrive, once they do you should leave as soon as possible."

Shortly after the briefing, you are given a chest containing the correct amount of money and several bags weighing approximately 50 pounds each. You were instructed to leave as soon as you had gathered your supplies for the trip.

The PCs may requisition desert outfits and sturdy mules for the trip if they can't carry the supplies themselves. The mules will be carrying large amounts of water for themselves as there is almost none in the section of the hills the PCs are heading for. Once the PC's have gathered their equipment for the trip, continue to Encounter One.

Encounter One: Trader's Traps

As the PCs travel along the edge of the desert, everything is uneventful for the first day and a half. As they are moving forward, they however enter into one of the rebel's traps set for

Rary's Dervishes. This trap was designed by the rebel's tactician.

Trap: In the sand there is a stone tablet sticking up out of it. On the tablet is carved a riddle (Player Handout #1). The riddle in itself is a façade; it is there for the soul purpose of luring the PCs into the trap. There is actually a 20ft by 20 ft pit under the stone, with a wooden cover over it, covered in a foot of sand. It has been set up so that when 300 lbs has come onto the wooden area, the wood gives way, and the victims fall 50 ft. into that pit with spikes at the bottom. The following round a *Cloud Kill* spell goes off on in the pit, filling the bottom 20ft of the pit with the spell. Creatures in the pit must find some way out of the pit. The walls are made of rough natural rock (Climb DC15).

APL 8 (EL 11)

Cloud Kill Pit Trap: CR 11; mechanical; Proximity trigger; manual reset; DC 25 Reflex save avoids; 50ft deep (5d6 fall), pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Spell Effect (Cloud Kill, 9th level caster DC 19; Search DC 25; Disable Device DC 24.

APL 10 (EL 13)

Cloud Kill Pit Trap: CR 13; mechanical; Proximity trigger; manual reset; DC 27 Reflex save avoids; 50ft deep (5d6 fall), pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each) plus Poison (Medium Spider Venom, Injury, DC 14, 1d4 Str Damage, Secondary 1d4 Str damage); Spell Effect (Cloud Kill, 9th level caster DC 19; Search DC 27; Disable Device DC 24.

APL 12 (EL 15)

Cloud Kill Pit Trap: CR 15; mechanical; Proximity trigger; manual reset; DC 29 Reflex save avoids; 50ft deep (5d6 fall), pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each) plus Poison (Purple Worm Poison, Injury, DC 24, 1d6 Str Damage Secondary 1d6 Str Damage); Spell Effect (Cloud Kill, 9th level caster DC 19; Search DC 29; Disable Device DC 24.

When the PCs have gotten out of the pit and resolved the situation, they can continue on to the meeting place. The riddle itself has no purpose, but if the PCs are interested, the answer to the riddle is Tomorrow.

Encounter Two: The Meeting

The following night, the PCs arrive at the meeting location. A man from Rary's Dervishes has been waiting for this meeting for three days, and approaches the PCs that night. He is a pretty powerful fellow, but would like to avoid any violence. His goal is to convince that PCs that he is a member of the rebels, and that he has come to pick up the money. When he approaches the group read the following.

As you are waiting around, you notice a man approach your group. He is wearing a white outfit, complete with a cloak, gloves, and turban. At his side are two scimitars, both of which are currently sheathed. As he approaches he calls out, "Hello, are you the ones from the Ducal Guard?"

Role-play out the encounter with the PCs a bit, he is a very charismatic fellow. He will try his best not to lie about things, but in the case he has to lie about something he has max ranks in Bluff and Sense Motive. He knows that one of the words is 'Rampant', but does not know the other word. For the purposes of this encounter he will not guess the word unless the PCs mention the word and he makes a Sense Motive check opposed by their bluff. If things are taking too long, he will come out and ask the PCs for the money, and if PCs refuse to hand over the money he will then attempt to take it by force.

APL 8 (EL 11)

Isurath: Male human Bad1, Fht 5, Dev 5; hp 96; see *Appendix One*.

APL 10 (EL 13)

Isurath: Male human Bad1, Fht 5, Dev 7; hp 114; see *Appendix One*.

APL 12 (EL 15)

Isurath: Male human Bad1, Fht 5, Dev 9; hp 132; see *Appendix One*.

Tactics: The first thing he will do will start his Dervish Dance and start fighting defensively. He also has Elusive Target, and so he will make sure to target the people with two handed weapons, or the sneaky people with his dodge bonus. If somebody starts attacking him with spells, he will divert his attention to them.

Once the PCs have dealt with him, move on to the conclusion.

Conclusion

After waiting for another day, the Traders show up, very happy to see you. They are dressed in black robes and turbans, partially concealing their faces from view, and ride on stallions, at their side there are scimitars. One of them dismounts, and approaches your group. He removes his turban revealing his Baklunish face and curly black hair, "Greetings, I am the leader of the Traders, and am glad to see you are here. We would have been here last night, but we were delayed by a ambush by Rary's dervishes."

He pauses for a moment to look over your group, "I hope your journey here was not too dangerous."

He waits for the PCs to ask a question involving the two code words, then responds with something appropriate containing the correct countersign.

There are six member of the band in total, and they are in no way threatening. They are happy to see the PCs and had feared that they had also fallen into a trap set by Rary. If the PCs bring up the trap in the desert, the captain will explain that that was one of their traps set up for Rary's forces. After the PCs hand over the supplies, the PCs will return to the back to the fortress with no problems.

Arriving back at the camp, you are approached once again by the captain, and he congratulates you on a job well done. You are then taken to where the other groups are returning from.

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

Survive the Trap

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Two

Defeat Isurath

APL8 330 xp

APL10 390 xp

APL12 450 xp

Total possible experience:

APL8 562 xp

APL10 675 xp

APL12 782 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.

Encounter Two: The Meeting

APL 8: L: 0 gp; C: 0 gp; M: 675 gp – 2 +1 Scimitars (394 gp each), Chain Shirt +1 (112 gp), Ring of Protection +1 (166 gp)

APL 10: L: 0 gp; C: 0 gp; M: 1672 gp – 2 +1 Vicious Scimitars (697 gp each), Chain Shirt +1 (112 gp), Ring of Protection +1 (166 gp)

APL 12: L: 0 gp; C: 0 gp; M: 1922 gp – 2 +1 Vicious Scimitars (697 gp each), Chain Shirt +2 (362 gp), Ring of Protection +1 (166 gp)Total

Possible Treasure

APL 8: L: 0 gp; C: 50 gp; M: 650 gp - Total: 650 gp

APL B: L: 0 gp; C: 0 gp; M: 1150 gp - Total: 1150 gp

APL C: L: 0 gp; C: 0 gp; M: 1650 gp - Total: 1650 gp

Appendix One – NPC Stats

Encounter Two APL 8

Isurath: CR 11; Male Human (Baklunish); Brd 1, Ftr 5, Dev 5; HD 1d6+2, 10d10+20, ; hp 96; Init +4; Spd 40 ft.; AC 24, touch 17, flat-footed 20; Base Atk/Grp: +10/+11; Atk +13 melee (1d6+4, Scimitar); Full Atk +11/+6 melee (1d6+4, Scimitar) and +11 melee (1d6+4, Scimitar); Space/Reach: 5ft./5 ft.; SA Bardic Knowledge, Bardic Music, Dervish Dance 3/Day, Movement Mastery, Slashing Blades, Faster Movement 10ft, Spring Attack, Dance of Death; AL CE; SV Fort +7, Ref +11, Will +7; Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +16, Diplomacy +8, Hide +8, Intimidate +6, Perform Dance +16, Sense Motive +5, Slight of Hand +8, Tumble +18; Dodge, Mobility, Two Weapon Fighting, Two Weapon Defense, Weapon Focus Scimitar, Weapon Specialization Scimitar, Elusive Target, Spring Attack, Improved Two-Weapon Defense.

Possessions: +1 Scimitars (2), Chain Shirt +1, Ring of Protection +1

Encounter Two APL 10

Isurath: CR 13; Male Human (Baklunish); Brd 1, Ftr 5, Dev 7; HD 1d6+2, 12d10+24, ; hp 114; Init +6; Spd 40 ft.; AC 24, touch 14, flat-footed 15; Base Atk/Grp: +12/+13; Atk +15 melee (1d6+4, Scimitar); Full Atk +13/+8/+3 melee (1d6+4, Scimitar) and +13/+11 melee (1d6+4, Scimitar); Space/Reach: 5ft./5 ft.; SA Bardic Knowledge, Bardic Music, Dervish Dance 4/Day, Movement Mastery, Slashing Blades, Faster Movement 10ft, Spring Attack, Dance of Death, Improved Reaction, Elaborate Parry; AL CE; SV Fort +8, Ref +12, Will +8; Str 12, Dex 19, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +18, Diplomacy +9, Hide +8, Intimidate +6, Perform Dance +18, Sense Motive +5, Slight of Hand +8, Tumble +20; Dodge, Mobility, Two Weapon Fighting, Two Weapon Defense, Weapon Focus Scimitar, Weapon Specialization Scimitar, Elusive Target, Spring Attack, Improved Two Weapon Defense, Improved Two-Weapon Fighting.

Possessions: +1 Vicious Scimitars (2), Chain Shirt +1, Ring of Protection +1

Encounter Two APL 12

Isurath: CR 15; Male Human (Baklunish); Brd 1, Ftr 5, Dev 9; HD 1d6+2, 14d10+28, ; hp 132; Init +6; Spd 45 ft.; AC 27, touch 15, flat-footed 19; Base Atk/Grp: +14/+15; Atk +17 melee (1d6+4, Scimitar); Full Atk +15/+10/+5 melee (1d6+4, Scimitar) and +15/+13 melee (1d6+4, Scimitar); Space/Reach: 5ft./5 ft.; SA Bardic Knowledge, Bardic Music, Dervish Dance 5/Day, Movement Mastery, Slashing Blades, Faster Movement 15ft, Spring Attack, Dance of Death, Improved Reaction, Elaborate Parry, Tireless Dance; AL CE; SV Fort +9, Ref +13, Will +9; Str 12, Dex 19, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +20, Diplomacy +10, Hide +8, Intimidate +6, Perform Dance +20, Sense Motive +5, Slight of Hand +8, Tumble +22; Dodge, Mobility, Two Weapon Fighting, Two Weapon Defense, Weapon Focus Scimitar, Weapon Specialization Scimitar, Elusive Target, Spring Attack, Improved Two Weapon Defense, Improved Two-Weapon Fighting, Greater Two-Weapon Defense.

Possessions: +1 Vicious Scimitars (2), Chain Shirt +2, Ring of Protection +1

Appendix Two New Classes

The Dervish as Presented in Complete Warrior.

The Dervish

	Base	Fort	Ref	Will	AC	
Level	Attack	Save	Save	Save	Bonus	Speacial
1	+1	+0	+2	+2	+1	Dervish Dance 1/Day, Movement Master, Slashing Blades
2	+2	+0	+3	+3	+1	Fast Movement +5 ft.
3	+3	+1	+3	+3	+1	Spring Attack, Dervish Dance 2/Day
4	+4	+1	+4	+4	+1	Dance of Death
5	+5	+1	+4	+4	+2	Fast Movement +10 ft., Dervish Dance 3/Day
6	+6	+2	+5	+5	+2	Improved Reaction
7	+7	+2	+5	+5	+2	Elaborate Parry, Dervish Dance 4/Day
8	+8	+2	+6	+6	+2	Fast Movement +15 ft.
9	+9	+3	+6	+6	+3	Tireless Dance, Dervish Dance 5/Day
10	+10	+3	+7	+7	+3	A Thousand Cuts

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain numbers of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited *though she may return to the square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. The bonus is +1 at 1st level, and it increases by an extra +1 odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapon, only if both ends of the weapon or all weapons are slashing type.) She cannot perform dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or ability that involve concentration or require to remain still, such as Move Silently, Hide, or Search. A dervish with bardic music ability can, however, sing while she dances, and a dervish can also use Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance last 1 round for every two ranks of perform (dance) that he character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is 9th-level dervish, at which this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of it's movement that she is unaffected by adverse conditions when making a Jump, Perform (Dance), or Tumble check that she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisite for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use all-out defense in melee combat.

Tireless Dance: When a Dervish reaches 9th level, the character no longer becomes fatigued from the duration of the encounter at the end of the dervish dance.

A Thousand Cuts (Ex): When a dervish reached 10th level, once per day she may double the number of melee attack she makes while performing a full attack action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability receive an extra attack from the *Haste* spell, but the bonuses provided by the spell do not stack with the bonuses granted by the class.

Appendix Three New Feats

As Presented in Complete Warrior

Elusive Target [Tactical]

Prerequisites: Dodge, Mobility, Base Attack +6

Benefit: The Elusive Target feat enable the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Divert Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attack is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Two-Weapon Defense [General]

Prerequisites: Dex 17, Two Weapon Fighting, Two-weapon Defense, Base Attack Bonus +6.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class. When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Greater Two-Weapon Defense [General]

Prerequisites: Dex 19, Improved Two-Weapon Defense, Two Weapons Defense, Two-Weapon Fighting, Base Attack Bonus +11

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +3 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +6.

Player Handout #1 – Riddle in the Sand

A Simple sandstone rising up out of the sand, engraved on it is the following written in Common.

I never was yet always will be
No one has seen me and never will
Yet I am the confidence of all who live
Bringing hope to all who need it
What am I?