

BIS3-05

Circles of Life

A One-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 2.0

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Ketzia, Baroness of Gerorgos, is deeply worried about some missing children in the remote regions of her barony. What darker secrets lie behind the disappearance of children into a healthy verdant forest, and why are they all the kin of dead Bisselite soldiers?

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

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

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 [1]-round Regional adventure, set in [Bissel]. Characters native to [Bissel] pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Lady Ketzia, the young Baroness of Gerorgos, spends much of her time worrying about other Barons' problems, as the secretary to the Council. However, she is neutral in the current factional disputes and willing to throw her vote behind anyone who seems to be best at solving problems – she's interested in results, not lofty rhetoric. Currently, she has a

particular problem that needs some reasonably experienced adventurers to go and solve for her.

Lady Ketzia is worried because there are reports of children disappearing from some of the local villages in the northeastern Lorrige hills of her barony.

Background: A renegade group of druids called the Union of Ur-Flan, which believes that the balance of nature has been disturbed and must be restored by returning to the Old Faith of the ancient Ur-Flan sorcerers, has established itself in an ancient Ur-Flan training center on an island in the Lake of Manaereth in the hills of Gerorgos. From this training center they are trying to recruit more druids to expand their evil fringe group and threaten secular power. They have recently formed an alliance with Evard the Necromancer and the mysterious noble W, and all seek to promote chaos and conflict in Bissel.

The Union of Ur-Flan have made a corrupt deal with the local villages, who are in desperate straits because of the lack of healthy adults who aren't on the required military service, to use druidic rites to increase the fertility of the livestock and crops in exchange for being given one child before each major agricultural season of the year. The child is chosen from among the several military orphans, who are already a burden to the village, and is ritually sacrificed to give the druids evil power.

Adventure Summary

The PCs will probably be members of either the faction of Lady Elina of Burning Stalks or Lady Zafar of Perulla; both barons are on whistle-stop tours through Bissel before the Council of Barons, and are here trying to enlist Lady Ketzia's support. The PCs are either part of the retinue of one of the factions or are a neutral party, and Ketzia simply hears of their talents.

After finding out the truth at the village, the PCs head to the Druidic island, where they are forced into the ancient training circles of initiation, which form the new Druids' defenses. These are nine circles or walls, arranged as a spiral, which the one path leads through, from the shore into the central sacred grove. The circles alternate between elemental challenges and those that invoke the druidic trinity of humans, plants, and animals; the final duo, mind and spirit, have not yet been refurbished by the Druids and are currently nonfunctional. Each group works in a cycle where one element is necessary to pass the next. Thus:

- Water defeats Fire defeats Air defeats Earth defeats Water.
- Animals eat Plants eat humans eat animals.

As the PCs progress through these circles, they should become more aware of the overall pattern and use it to solve the later circles. Each circle has a problem and a solution.

After they pass through the final circles, they will meet the druids and their allies in the sacred grove and fight them. Then they will return with the information they have learned to Ketzia.

Several important notes:

- If the module runs slowly, narrate last few circles and skip to last combat, allowing 1hr15 before 4-hour end of game.
- If PCs try to *fly* at higher levels over the circles, emphasize the heavy lightning (druid-created) and low, thick canopy of trees as an effort to discourage them, and force them to make high DC checks to avoid the obstacles.
- If PCs get frustrated with a particular circle, try and give them helpful but not game-breaking hints.
- For DC Checks, slashes refer to the distinction between low APLs (2-6) and high APLs (8-12).

Outline

Introduction: Ketzia recruits the PCs.

Encounter 2: Flanheath: The PCs visit the village, interrogate Matrin, and discover both about the sacrifices and that another girl, Aidara, was recently taken to the druidic sanctuary on the Lake of Manaereth.

Encounter 3: The Trials Begin An image of the old druid Amairgen appears and explains the trials to the PCs.

Encounter 4: Wall of Fire. Solution: water.

Encounter 5: Wall of Plants: Solution: human blood.

Encounter 6: Wall of Water: Solution: earth.

Encounter 7: Wall of Animals: Solution: plant food. (1st Combat.)

Encounter 8: Wall of Earth: Solution: air.

Encounter 9: Wall of Human Spirits: Solution: animal blood.

Encounter 10: Wall of Air: Solution: fire.

Encounter 11: Walls Under Construction.

Encounter 12: Druid-Combat in the Grove.

Conclusion: Info-Dump and Wrap-up.

Introduction

Baroness Ketzia Sanoose of Gerorgos, Brierden Keep

The following encounter assumes that the PCs are aligned with either Baroness Elina or Baron Zafar. If they are not, then Baroness Ketzia simply summons them to be of general assistance to her, and begin with the second paragraph.

Both Baroness Elina of Burning Stalks, and her retinue, and Baron Zafar of Perulla and his followers have travelled to Brierden Keep, capital of the Barony of Gerorgos, in an effort to elicit the support of Baroness Ketzia Sanoose, the young recently appointed Baroness, and secretary to the Council of Barons. Although Lady Ketzia herself does not have much personal clout, her large, well-placed barony would

be a valuable playing piece for either of the two factions. [Insert faction leader here] has instructed you to be of help to Lady Ketzia in whatever ways you can.

After some days, Baroness Ketzia herself summons you to her study, a small room which bears large painted portraits of her parents and a map of Gerorgos under glass on a large table. She is a young, attractive red-haired woman with Oeridian features. While she wears no armor, an elaborately jeweled short sword sits within easy arms' reach.

“Greetings. I hear that you are anxious to prove the worth of your cause and argument. I have heard far too many lofty speeches about duty and honor from the gathered nobles here lately; I am interested in the demonstration of such honor through deeds. The best rulers are those who are truly interested in helping their people, and I am trying to both do so myself and to support the side which will best help the people of Bissel.

Recently, a disturbing rumor has come to my ears from some of the priests of Fharlanghn who travel to the more remote villages of Gerorgos, up in the northeastern LorrIDGE Hills, to perform religious services for those areas not blessed with their own priests. They say that on the last few visits, they’ve noticed several children missing who were there on earlier visits, particularly from the village of Flanheath. Now, it’s been a hard year, and it’s possible that either the children died from sickness or were sent off too young to fulfill the military service requirements, but there have been enough reports that I’m concerned. Please go to Flanheath and investigate the disappearance of these children.

It’s important to note that, while the most important thing is stopping the loss of innocents, I would much rather have whoever is behind this brought to justice

and a proper trial before appropriate authorities, rather than merely slaughtered without answers. I offer a bounty for each living culprit whom you can prove responsible for these disappearances and who can testify in court, if there is any larger cause to this disturbing rumor. I’ll support the group that solves crises through law and orderly justice, not chaos and carnage. Of course, if you need to kill the guilty in order to protect your own lives or those of the children, I’ll understand.

The PCs can set out for Flanheath immediately, or do some Gather Info checks and checking back with their faction leaders. The faction leaders will tell them that they have heard similar worries from Baron Alron of Helbek about some of the villages on the southeastern edges of his barony. Gather Info DC 20 will tell them that, while a fair amount of dubious “eighteen-year-olds” have been accepted into the Bissel military, none have been coming from the sparsely populated northeastern sector of Gerorgos, which, in fact, has been having trouble making its quota.

Encounter Two: Flanheath

As you travel through the rolling hills of Gerorgos, the sparse population of this relatively poor barony is evident. There are many fields with only one or two farmers working them, and you see men and women working well after dusk, when you have stopped at an inn for the night. The crops look meager, and there is little available but weak meat broth in the taverns.

After a few days of travel, you come to the isolated village of Flanheath. The fields surrounding this village bloom with not only corn but bright red and blue flowers. While there are few farmers working, the ones you see are blithely

scything the golden ears of corn and placing them in baskets. Many fields have fat, glistening cows and sheep calmly grazing on the luxuriant grasses. You reach the one small tavern, the Green Tree, and request rooms for the night. Shortly later, the smiling, one-legged innkeeper, Matrin, serves each of you a rich-smelling lamb stew, thick with squash and dumplings.

This village, of about 20-30 families, does not have a formal Mayor; the Council of Elders is currently led by Matrin, and also has Jusuf the blacksmith, whom they can talk to.

Relevant information the PCs can get by asking about the missing children/the mysteriously blooming crops:

Gather Information:

DC 8+APL The villagers expect a good harvest this year, and seem relatively happy and complacent.

DC 10+APL Yes, four children have gone missing in the last nine months – Hamlin, Tessara, Jynie, and Lukos, all between the ages of five and twelve. However, no one seems terribly concerned about them – they were all orphans whose parents died of sickness or were killed while on military service. Another child, fourteen-year-old Aidara, the daughter of Brustos the miller, who's away on military service, disappeared last week.

DC 15+APL All the children disappeared on full moon nights, one at the time of first spring planting, then at second spring planting, and first harvest. The last fall harvest of the year is due within a few weeks.

Once the PCs begin interrogating Matrin directly, they will find out the official story, which is that the children wandered into the forest at the edge of town, towards the Lake of Manaereth, and vanished; they're presumed to have been eaten by wild animals.

A Bardic Knowledge Check DC 10+APL or Knowledge History/Local: Sheldomar check DC 15+APL on Lake of Manaereth reveals that it's a long abandoned druidic shrine, which once belonged to the ancient Flan druids. DC 20+APL check reveals that it was actually a site of an Ur-Flan group, which perverted druidic rituals with human sacrifice and other nefarious activities.

Intimidate Checks DC 10+APL or Diplomacy Checks DC 15+APL on Matrin or the other Elders, as well as using magic (charming, suggestion, etc.. Will Save +6) will get Matrin or the other elders to confess the truth; significant physical force will also get it out of them. Matrin, who was the ringleader of the plan, detects as lightly evil, the others (Jusuf the blacksmith had the most reluctance) do not.

The truth: (This information should all come out during the process of a quick but tearful and grueling interrogation: force the PCs to ask questions.) Most of the able-bodied men and women of the village are away on military service, and have been for the last few years. The fields and livestock, always hard to tend up here in the barren hills, were almost impossible to get any crops from without the full complement of the village. Last year, several grandparents willfully went hungry in order to feed their grandkids, and wound up dying in the cold.

At the beginning of this spring, Matrin and the other elders were approached by Maegwyn, a serene looking white-haired druid in green and brown robes. She told the village that she and her fellow druids, who had come to reconsecrate the old druidic shrine on the island in the Lake of Manaereth,, were willing, even eager to help the village get rich and fruitful crops and ensure that no one needed to starve this winter.

However, there was a price the village would have to pay. The druids needed several

young children to serve in the shrine. Maegwyn pointed out that there were several army orphans, who were only a burden to the village food supply, and offered to take them off Matrin's hands. Matrin agreed. She suspects strongly that the children were used not as servants but sacrifices, but has been unwilling to admit this to herself. The druids came and took the first child a week before spring planting, and the others before each of the major agricultural stages of the year, and the fields and livestock have indeed grown this year like no other. Everyone will eat well in Flanheath this winter, and Matrin does not regret her decision – the good of the many outweighed the good of the few. The last child, Aidara, was taken last week. She knows that the druids have established themselves on the island of the Lake of Manaereth, and can guide them towards it, but knows no more than that.

Encounter 3 The Trials Begin

(Presumably, the PCs will take it upon themselves to investigate the Lake; if they ask their faction leader or Baroness Ketzia, she will order them to.)

After some hours of travel, you come to the Lake of Manaereth. It is a dank, foggy lake; the water is murky, and the few fishermen's huts on wooden stilts at the edges of the lake are deserted. Investigating the huts, you find a rowboat which leaks only slightly, and pile into it to begin the short trip across to the island in the center of the lake. As far as you can see, the island is deserted; there are no signs of fire or light, but thick trees grow on it almost to the edge, and nearly anything could lie in wait underneath their shade.

You pull the rowboat aground onto the shore of the island and step out, beginning to approach the tree line. As you

do so, a figure of an elderly, white-bearded man, dressed in robes of green and brown, materializes before you, seemingly out of nowhere. He speaks:

"Welcome, Ovates. I am Amairgen, the Great Druid of Sheldomar. We welcome your desires to begin initiation into the sacred rites of the Ur-Flan. All, however, are not worthy to join our ranks, and you must first pass the test of the Nine Circles of Initiation, that you may prove that you are ready to take your place among us. Do not fear, young ones: nearly half the Ovates survive these days. The trials will teach you about the nine keys of the druidic way of life which form the center of our mysteries. As druids, you must learn to understand how all life is connected. Remember, only through knowledge and sacrifice will come true power. Shun fear, and greed, and uncertainty, for these are not the emotions of a wise one of Ur-Flan. Seek wisdom and courage, my children, and all shall be well. Remember, you journey together, not separately, just as the trees in a forest are not truly separate, and your companions may be a great source of strength, though the greatest is your own soul."

As he finishes his speech, the image of Amairgen disappears, and the fog comes down all around you, making it difficult to see even the rowboat a few feet away. There is an overgrown path leading into the forest and the center of the island.

Bardic Knowledge check DC 12+APL or Knowledge History/Local Sheldomar DC 12+APL will reveal that Amairgen lived hundreds of years ago, and was one of the major leaders of the cursed Ur-Flan movement. "Ovates" is the lowest rank of druid. Allow the PCs some time to discuss this, before they move farther into the forest. As they do so, emphasize the dark nature of the forest and the fog that prevents vision more than 15 feet in all directions.

Knowledge History/Local Sheldomar or a Bardic Knowledge DC 12+APL will produce the following information about the Ur-Flan: Various ancient druids of the Old Faith, who worshiped Beory in a death-centric fashion, allied themselves with the foul Ur-Flan sorcerers and performed unspeakably evil rituals involving, among other things, human sacrifice. They held entire human tribes in bondage by trading prosperity for bribes and sacrifice. They were also known for forcing dead spirits to do their will by denying them the animal sacrifices which were required by the Old Faith for the spirits to pass on to the afterlife.

Encounter IV Wall of Fire

Through the fog ahead you see a glowing red light. Approaching it, you see an enormous wall of flames stretching as far as you can see in either direction, stretching 20 feet high. No trees or plants are within several feet of it on your side, and heat radiates out from it. The path appears to lead directly through it.

The Problem: This is like a normal Wall of Fire, but created through shadow magic, DC 18+APL to disbelieve. 1d4 damage within 20 feet, 2d4 damage within 10 feet, 2d6+14 (2d4+18 for APLs 8+) damage for passing through. If the PCs investigate to the right and left, they will find that the Wall curves inwards to the next wall (Wall of Trees, the different walls form a series of concentric circles) with a 10-foot wide gate of fire blocking their path, which does only 1d10 damage. (No save)

The Solution: Any significant amount of water, however the PCs get it, will produce a momentary fading of that part of the wall,

enough for one person to jump through. The water can only be used from this side of the wall, so someone at the end will have to jump through while throwing water, which requires a Reflex Save DC 15.

Encounter V Wall of Plants

The path continues onwards past the wall of flames, further into the dank, murky forest. You can see scattered stones and burnt tree stumps, evidence of long-ago battles against the Ur-Flan. A few minutes later, your path is again blocked, this time by a wall of living trees grown so tightly together that they form an impenetrable fence stretching a hundred feet into the sky before joining the thick tree canopy. The wall extends in either direction. Some of the branches and vines are tangled around human skulls and bones; fresh green leaves curl through long empty eye sockets and jawbones, as if bodies had been forcibly attached to the trees.

Problem: The trees can't be burned and are too tightly grown to permit passage. If the PCs attempt to chop their way through, any melee weapons will rebound and attempt to cut their handler at an attack of +8, for 1d6 damage. A Spot check DC 12+APL on the skulls will reveal cut marks on some of the bones; the most recent skeleton is that of a young child and bears numerous cut marks on the bones.

Solution: The trees must be offered human blood, which the PCs can discover when their own weapons try to cut them, or through the tree's thorny branches eventually trying to reach out and prick them. Each PC must "donate" APL+1 HP to the trees. When a tree has received the requisite amount of blood, it will lean towards its neighbor trees and allow a narrow passage. If the PCs follow the wall right, they come to the horizontal tree gate, it requires only 1 HP of blood. Play up the "hunger" of the trees here.

Encounter VI Wall of Water

You proceed past the greedy wall of trees along the path, which leads in an apparently straight line towards the center of the island. After a few minutes, you hear the sound of rushing water, and the path abruptly stops at a sharp, steep rocky bank leading down into a 30 foot wide, shallow river. The water is flowing quickly and fiercely; through its clear currents you can see that the bottom is lined with sharp stones.

Problem: The PCs need to cross the river. If they try to swim the 8 foot deep river, they must make a DC 15+APL Swim check or be swept towards the rocks on the bank, taking 1d8+2 damage (roll 1d2 to determine which bank they are swept towards). If they try to ford, the stones at the bottom act much like *spike stones*, and cause 1d4 pts of damage per 5 feet traveled, for a total of 6d4.

Solution: If they use a rope anchored to trees on both sides, waves come up and batter the rope, requiring a Balance check DC 10+APL to stay on the rope; for each additional rope successfully anchored across the river, the Balance check goes down by 5. There are also many rocks, mud, and branches around which they could use to dam the river by spending half an hour doing so, with a successful Survival check of DC 15 or Knowledge Engineering check of DC 15.

If the PCs cast *water walk*, then the waves buffet them for 1d4+1 damage instead per 10 feet traveled and force Balance checks (DC 9+APL), to avoid stumbling (but not falling into the river). If a PC stumbles, they take the damage for that 10 feet again. If the PCs cast *water breathing*, they can cross the river without hazard from the water, but still take damage from the rocks on the bottom.

Encounter 7 Wall of Animals

Beyond the river, the path appears to continue deeper into the forest, with thick trees on either side, making passage difficult except on the path itself.

Problem: Have the PCs make a Listen Check DC 8+APL here; if they succeed, they hear what sound like many hoof beats, moving towards them along the path. They have the chance (measure this in a real six seconds) to jump to the side of the path into the bushes before rolling initiative. They can also ready to receive a charge.

This path is designed to have multiple waves of herbivorous animal attacks on the PCs. The animals' purpose is to charge the path and prevent passage of any humans; if humans are on the sides of the path, they will attack them after they have first attacked humans directly on the path, if necessary wheeling and re-charging. Each individual wave is calibrated to be a relatively easy fight for the PCs, and the PCs should not be in serious trouble unless they reach the fourth wave without having figured out the solution. There are 3 types of animals; if the PCs do reach the fourth wave, repeat from Wave 1.

The territory is a ten-foot wide path, with thick bushes and brambles on either side that reduce speed to half (except for druids and those with Woodland Stride.) At high APLs, these combats could drag on forever. Feel free to start giving more blatant hints if the fights are starting to drag. The entire encounter should last no longer than half an hour.

Creatures:

APL 2

Wave One:

Badgers (2): hp 6 ea; See *Monster Manual*

Wave Two:

Bear, Black: hp 19; See *Monster Manual*

Wave Three:

Bison: hp 37; See *Monster Manual*

APL 4

Wave One:

Badgers (3): hp 6 ea; See *Monster Manual*

Wave Two:

Bear, Black (2): hp 19; See *Monster Manual*

Wave Three:

Bison (2): hp 37; See *Monster Manual*

APL 6

Wave One:

Boar (3): hp 25; See *Monster Manual*

Wave Two:

Bear, Black: hp 19; See *Monster Manual*

Bear, Brown: hp 51; See *Monster Manual*

Wave Three:

Bison (4): hp 37; See *Monster Manual*

APL 8

Wave One:

Boar (4): hp 25; See *Monster Manual*

Dire Boar: hp 52; See *Monster Manual*

Wave Two:

Bear, Brown (2): hp 51; See *Monster Manual*

Wave Three:

Bison (7): hp 37; See *Monster Manual*

APL 10

Wave One:

Dire Boar (5): hp 52; See *Monster Manual*

Wave Two:

Dire Bear (2): hp 105; See *Monster Manual*

Wave Three:

Dire Elk (3): hp 117; See Appendix A

APL 12

Wave One:

Dire Elk (5): hp 117; See Appendix A

Wave Two:

Legendary Bear (3): hp 230; See Appendix A

Wave Three:

Legendary Horse (5): hp 234; See Appendix A

Solution: The animals want food, specifically any sort of plant or vegetable; if they receive any significant amount of vegetable food from the PCs, they will be appeased and will gently nuzzle the PCs before settling down for a nap. If the PCs don't figure this out themselves, around the third wave have the animals start tearing at food pouches or the like. If the PCs cast *Calm Emotions* or *Charm Monster*, the animals will stop fighting and just try nuzzling for food. Once the PCs have given plant food to the animals, the waves stop and passage is clear.

Encounter 8 Wall of Earth

Having finally pacified the animals, the path is clear. You continue onwards for about a hundred feet and pass through a narrow cut in a tall stone outcropping before you see an enormous brick wall rising up into the tree canopy in front of you. Each of the clay bricks is stamped with an ancient Flan rune. They are mortared together with mud and daub.

Problem: The PCs need to get through the wall. They can't go over it easily: the walls themselves seem to resist them. Climb DC is 18+APL, and a grappling hook won't cling due to the rounded top. It melds into the thick forest canopy, and between that and the increasingly common lightning, flying would be difficult.

Solution: With a Knowledge Engineering check of DC 15 or a Spot check of DC 15+APL, PCs can see that there's a spot too high to easily reach which the wind is blowing sharply against. Also, talking near the wall, or blowing directly on it, causes it to ripple slightly. A wind tunnel effect has been created by the split stone passageway. If the PCs could focus the wind coming through more directly on that spot or directly apply wind to it, it would probably blow through. (By this point, they should have figured out the pattern, which will help here.) *Gust of Wind* or any other Air-type spells work.

Otherwise, they can modify the stone here – narrowing the opening with blankets, packs, etc, to focus the wind more directly on the wall. Any other method of generating wind should be given credit -summoning animals which trumpet or flap their wings, building a bellows, making fans out of some of the vegetation, etc. The key is that any significant amount of air pressure will cause the wall to rupture. Once they do so, a 5 square foot section of the wall about 12 feet off the ground blows open; the rest of the wall remains solid. A *sound burst* spell focused on the wall will also be effective at destroying a section of the wall.

Encounter 9 Wall of Humans

Having climbed gingerly through the wall, you find yourself again in a thick forest on the other side; the main source of light is the crackling lightning bolts from above. At least this forest seems a little more natural;

the path is ragged and overgrown, rather than perfectly cropped, and there are rabbits and squirrels bounding through the bushes. You piece your way along the path for a few minutes, until you come to the strangest sight yet on this island. Howling, translucent human spirits with faintly glowing eyes stare out at you, hands joined in a line. They glare in hatred and despair – these must be the souls of all those who ever died on this island, now bound again to serve the will of the Ur-Flan druids.

Problem: If a PC tries to step through the spirits or their joined hands, she must make a Will Save at DC 15+APL or lose 1d4 permanent (temporary for APL 2-4) Con from the Draining Touch of the spirit; she will, however, then be on the other side.

Solution: The dead must be appeased by ancient Flan funerary rites. Bardic Knowledge or Knowledge Religion DC 10+APL will reveal that the spirits require the sacrifice of an animal to appease the angry dead if they were never buried properly. In this area of the forest, the PCs can catch a sufficient number of small animals (2). If they kill these and offer their blood to the spirits in front of them, the spirits will take the blood, smile in gratitude, and fade slowly away, leaving a clear passage.

Any successful Turn Undead attempt that would affect at least APL+2 HD creatures, and at least APL+2 HD of them, causes the spirits to draw back away in both directions from the PC doing the turning. This will allow that individual and one other to pass through before the wall reforms. If more than APL+6 HD of turning are done, an additional PC can pass through with the two that normally could.

Encounter 10 Wall of Air

Once you have sent the spirits finally onto the afterlife, you pass through into an area of misty fog. You can only hope that by continuing to walk in a straight direction you are continuing roughly forward. The fog begins to close in around you and grow darker, making vision more difficult. You also begin to have trouble breathing.

Problem:

APL 2-4: A *Stinking Cloud* envelops the PCs, making them nauseous against a Fort Save of DC 16. They can do only a single move action per turn.

APL 6-8: An *Acid Fog* envelops the PCs, 2d6 acid damage per round.

APL 10-12: A *Cloudkill* envelops the PCs, Fort Save DC 18.

Time things carefully here – if a PC uses the solution within one round, then no damage is taken, otherwise it is taken each round thereafter – make sure to inform the PCs that they are in combat time.

If the PCs are faltering, describe the fog as getting darker and thicker, cutting off all vision of their companions. This should act as a hint that a light spell or source would be helpful (see below).

Solution:

As the PCs should be able to figure out from the pattern, Fire is the solution to Air. Lighting any light, whether magically or with a normal torch, will dispel the spell effect immediately.

Encounter 11 These Circles are Currently Under Construction. Please Check Back Later

As you create light, the deadly fog dissipates in a 10 foot radius around you. You see the path again and proceed forward, soon reaching the edge of the fog. As you enter the forest again, the figure of Amairgen appears to you, this time much more translucent; his voice is almost too soft to hear. “Greetings, my children. You have shown your knowledge of the elements of nature and of the three parts of life – humans, animals, and plants, which bind us all together. Only two more circles remain before your initiation – that of Mind and that of Spirit – for in the end, these will triumph over all the forces of nature. We will gladly await your initiation in the sacred grove.” The figure disappears and you proceed forward, very shortly coming across an intricately woven net or web of vines, strung between trees. Looking at it, you can see that it would be possible to unthread the vines and create a passageway, but only with much perseverance and ingenuity. However, it appears that the vines have only been half woven together, for they end abruptly at one tree, leaving a wide space to the right which permits easy passage.

Allow the PCs a minute or so to ponder this; this circle has not yet been reconstruction by the Union of Ur-Flan, as they have had limited resources and time. They can step through the space without difficulty.

Only 20 or so feet after the half-finished wall of vines, you come to what initially appears to be a solid stone wall, stretching into the clouds and in either direction. However, the wall seems to flicker oddly as you look at it, and you can see forest beyond it.

Similarly, the druids have not yet fully restored this illusion, which would require a test of faith. The PCs can step through the illusion by disbelieving (Will save DC 8+APL).

Encounter 12: Druidic Circle

You are back in deep forest, and about a minute later you can see a circular grove opening out ahead of you. In the center of the grove, still about 30 feet ahead of you, you can see a rough inverted triangle of large horizontal logs lying in the center of the grove. Bound to them is a teenage girl, dressed in a white linen shift; she does not seem to be moving.

If the PCs charge directly into the grove, move to a surprise round by the Druids. If they approach more cautiously, allow a Spot check DC 14+APL to see the hidden aerial tree platforms with the combatants on them, and then move into regular initiative combat, without a surprise round. In either case, once the PCs have been alerted to the presence of the Druids, give the following description:

Arranged in an equilateral triangle around the grove are three aerial tree platforms, which look as though they were organically grown out of the trees themselves, connected by three small rope and reed bridges between them. Crouched on the platforms are three figures in green and brown robes, as well as one in red and black robes. Two other figures, one a large Sueloise man with an enormous sword slung to his back and another dark-haired Oeridian woman with and ornate longbow begin swinging down on vine ropes from the platforms into the center of the grove.

The three Druids and the necromancer will remain up on the platforms, Maegwyn the chief druid on the center platform at the rear

of the grove (closest to the PCs), sorcerer and one druid on the left, Druid 3 on the right platform. They will rain down various spells intended to keep PCs on the ground and then fry them, while the barbarian and ranger attack in melee. The PCs can climb up to the platforms either using the ropes (Climb DC 10, but the druids can sever them with a sickle) or making a Spot DC 10+APL to see the protruding set of knobs on the sides of three trees anchored with the platforms, which require only a DC 8+APL Climb check to make it up in one round. At high levels, the druids will also use Tree Stride to switch platforms as necessary. If the Druids know they are losing, they will try to kill Aidara (7 HP, AC 5) before being taken out, and will fight to the death. If the Druids are winning, they will accept offers of surrender (more sacrifice victims).

See Appendix B: Map

APL 2 (EL 6)

Maegwyn of Gerorgos; female human (OS) Drd2; hp 15; See Appendix A

Yasimina of Cryllor; female human (B) Drd1; hp 7; See Appendix A

Olen of Rhomstaff; male human (O) Drd1; hp 8; See Appendix A

Aramon of Nightwatch; male half-elf Sor1; hp 4; See Appendix A

Jillian of Kynneret; female human (O) Rgr1; hp 9; See Appendix A

APL 4 (EL 8)

Maegwyn of Gerorgos; female human (OS) Drd4; hp 20; See Appendix A

Yasimina of Cryllor; female human (B) Drd3; hp 12; See Appendix A

Olen of Rhomstaff; male human (O) Drd3; hp 16; See Appendix A

Aramon of Nightwatch; male half-elf Sor3; hp 10; See Appendix A

Thrand of Misty Hills; male human (S) Bbn3; hp 32(38)

Jillian of Kynneret; female human (O) Rgr3; hp 21(27); See Appendix A

APL 6 (EL 10)

Maegwyn of Gerorgos; female human (OS) Drd6; hp 28; See Appendix A

Yasimina of Cryllor; female human (B) Drd4; hp 15; See Appendix A

Olen of Rhomstaff; male human (O) Drd4; hp 20; See Appendix A

Aramon of Nightwatch; male half-elf Sor5; hp 14; See Appendix A

Thrand of Misty Hills; male human (S) Bbn5; hp 44(50)

Jillian of Kynneret; female human (O) Rgr5; hp 31(41); See Appendix A

APL 8 (EL 12)

Maegwyn of Gerorgos; female human (OS) Drd8; hp 36; See Appendix A

Yasimina of Cryllor; female human (B) Drd6; hp 23; See Appendix A

Olen of Rhomstaff; male human (O) Drd6; hp 28; See Appendix A

Aramon of Nightwatch; male half-elf Sor7; hp 21; See Appendix A

Thrand of Misty Hills; male human (S) Bbn7; hp 56(70)

Jillian of Kynneret; female human (O) Rgr7; hp 39(53); See Appendix A

APL 10 (EL 14)

Maegwyn of Gerorgos; female human (OS) Drd10; hp 48; See Appendix A

Yasimina of Cryllor; female human (B) Drd8; hp 37; See Appendix A

Olen of Rhomstaff; male human (O) Drd8; hp 37; See Appendix A

Aramon of Nightwatch; male half-elf Sor9; hp 26; See Appendix A

Thrand of Misty Hills; male human (S) Bbn9; hp 68(86)

Jillian of Kynneret; female human (O) Rgr9; hp 49(67); See Appendix A

APL 12 (EL 16)

Maegwyn of Gerorgos; female human (OS) Drd12; hp 56 (80); See Appendix A

Yasimina of Cryllor; female human (B) Drd10; hp 44; See Appendix A

Olen of Rhomstaff; male human (O) Drd10; hp 45 (65); See Appendix A

Aramon of Nightwatch; male half-elf Sor11; hp 30; See Appendix A

Thrand of Misty Hills; male human (S) Bbn11; hp 82(104)

Jillian of Kynneret; female human (O) Rgr11; hp 55(77); See Appendix A

Liveoak Tree; treant; hp 66; see *Monster Manual*

Encounter 12: Conclusion

Presuming the PCs manage to defeat the druids and rescue Aidara, they can interrogate any captives. Maegwyn and Aramon require an Intimidate check of DC 15+APL before they will reveal any information (unless coercive magic is used), the others require checks of DC 12+APL. Thrand and Jillian know little; Maegwyn promised them that they would help restore the balance of the Old Faith and bring the old powers back to Bissel, and promised good money farther along the road as well. The two junior druids, Olen and Yasimina, are totally dedicated to the Union of Ur-Flan; given a chance to talk, they will largely spout off about the Old Faith, the importance of blood sacrifice, and the return of the ancient ways.

Maegwyn is also completely committed to the Ur-Flan, but is more savvy; knowing that she currently has limited power and resources, she has recently signed a three-way contract (Player Handout 2, located in her

robe pocket) with Evard the Necromancer and a mysterious noble known as “W” who also seeks to foment chaos in Bissel. According to her part in the agreement, she and her fellow druids – there are others beyond these three, a total of 27, will spread across Bissel in the early spring and turn the livestock and wild animals of Bissel against humans, so that they will viciously attack their masters and flee into the forests. This is predicted to cause mass injury and eventually starvation. She is gleeful about this prospect.

In return, she gets the help of the Necromancer in furnishing up the as yet incomplete defenses of Manaereth, and gets a large source of funding (in crisply minted new gp) from W, which she uses to equip her forces. Neither she nor Aramon know W’s identity, although they believe him or her to be a powerful Bisselite noble.

With the Druids unable to maintain them, making it out through the walls is easy; the Druids can also be forced to use their magic to pass them for the PCs. The PCs can pick up Matrin the innkeeper on the way out, if they want, and return Aidara to the village – she is terrified, and wants to go join her father in the army, as it seems safer than the village which willingly gave her over for sacrifice.

When you finally return to Lady Ketzia, she smiles and thanks you. “I have heard many reports along the road of your courageous deeds in unearthing this nest of foul rituals. I have alerted the nearby baronies to be on the look for more of these Ur-Flan. I am deeply distressed that the military burden was so harsh that it could drive my people to such an act of murder. At the same time, perhaps we need the army if, as your contract seems to indicate, evil forces are indeed moving against us in the spring. What do you think, good adventurers? Should I support the group which would let my people work their fields and prevent more evil sacrifices, or

continue this burden out of fear for the future?

Ketzia will listen to their words and thank them for their counsel. If the PCs successfully accomplished the mission, they receive an Influence Point with Ketzia (see Treasure Summary) and a Military Commendation.

The End

Experience Point Summary

Solve Circles in Encounters 4, 5, 6, 8, 9, 10

APL 2 20 xp/per Encounter
APL 4 30 xp/per Encounter
APL 6 40 xp/per Encounter
APL 8 50 xp/per Encounter
APL10 60 xp/per Encounter
APL 12 70 xp/per Encounter

Defeat the creatures in Encounter 7

APL 2 60 xp
APL 4 120 xp
APL 6 180 xp
APL 8 240 xp
APL 10 300 xp
APL 12 360 xp

Defeat the enemies in Encounter 12

APL 2 180 xp
APL 4 240 xp
APL 6 300 xp
APL 8 360 xp
APL 10 420 xp
APL 12 480 xp

Discretionary roleplaying award

APL 2 90 xp
APL 4 135 xp
APL 6 180 xp
APL 8 225 xp
APL10 270 xp
APL 12 315 xp

Total possible experience:

APL 2 450 xp
APL 4 675 xp
APL 6 900 xp
APL 8 1125xp
APL 10 1350 xp
APL 12 1575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times

they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Total Possible Treasure:

Encounter 12:

APL 2: 260 gp.

APL 4: 525 gp.

APL 6: 590 gp.

APL 8: 1005 gp

APL 10: 1820 gp

APL 12: 2650 gp.

Conclusion: Bounty on Living Culprits:

APL 2: 20 gp/witness, max 140 gp.

APL 4: 25 gp/witness, max 175 gp.

APL 6: 30 gp/witness, max 210 gp

APL 8: 35 gp/witness, max 245 gp

APL 10: 40 gp/witness, max 280 gp.

APL 12: 50 gp/witness, max 350 gp.

Special

o Influence Point with the Baroness of Gerorgos

For discovering the fate of the missing children, this PC has earned 1 Influence Point with the Baroness of Gerorgos, Lady Ketzia,

and the Barony of Gerorgos. Please contact the Bissel Triad for details.

o *Commendation in the Great Army of Bissel*

For discovering the fate of the missing children, the Baroness of Gerorgos, Lady Ketzia, has asked that you be given a commendation in the Army. Please contact the Bissel Triad for details.

❖ *Wand of Scorching Ray (Adventure, 3rd level caster, DMG)*

Item Access

APL 2:

- ❖ *Infusion of Detect Animals or Plants (Adventure, 1st level caster, MotW)*
- ❖ *Wand of Burning Hands (Adventure, 1st level caster, DMG)*
- ❖ *Elixir of Love (Adventure, DMG)*
- ❖ *Elixir of Vision (Adventure, DMG)*

APL 4 (APL 2 Items plus):

APL 6 (APL 2, 4 Items plus):

- ❖ *Potion of Displacement (Adventure, DMG)*

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *Ring of Climbing (Adventure, DMG)*
- ❖ *Dust of Tracelessness (Adventure, DMG)*
- ❖ *Quaal's Feather Token - Whip (Adventure, DMG)*
- ❖ *Robe of Bones (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Haste (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Hand of the Mage (Adventure, DMG)*

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *Horn of Fog (Adventure, DMG)*
- ❖ *+1 Flaming Scimitar (Adventure, DMG)*
- ❖ *+1 Frost Scimitar (Adventure, DMG)*

APPENDIX A - NPC Statistics

Encounter 7

Dire Elk; huge animal; CR 7 ; HD 12d8+63 ; hp 117; Init +0; Spd 50 ft.; AC 15(touch 8, flat footed 15)[-2 size, +7 natural]; Face/reach 15 ft/ 10ft; BAB/Grapple +9/+24; Atk gore +14 (2d8+10); Full Atk gore +14 (2d8+10) and 2 hooves +9 (2d4+3); SA trample 2d8+10; SQ low-light vision, scent; AL N; SV Fort +13, Ref +8, Will +8; Str 24; Dex 11; Con 20; Int 2; Wis 11; Cha 7.

Skills and Feats: Hide -4, listen +10, spot +9; Alertness, diehard, endurance, power attack, toughness.

Trample (ex): As a full round action during its turn , a dire elk can move twice its speed and trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty OR a Reflex save (DC 23) for half damage

Legendary Bear; large animal; CR 9 ; HD 20d8+140 ; hp 230 ; Init +2; Spd 50 ft.; AC 21 (touch 11, flat footed 19)[-1 size, +2 Dex, +10 natural]; Face/reach 10 ft/ 5ft;BAB /Grapple +15/+32; Atk claw +27 (2d6+13); Full Atk 2 claws +27 (2d6+13) and bite +22 (4d6+6); SA improved grab; SQ low-light vision, scent; AL N; SV Fort +19, Ref +14, Will +15; Str 36 ; Dex 15; Con 25; Int 2; Wis 16; Cha 13.

Skills and Feats: Listen +11, spot +11, swim +20; Cleave, great cleave, endurance, improved overrun, power attack, run, track.

Legendary Horse; large animal; CR 8; HD 18d8+153; hp 234; Init +2; Spd 80 ft.; AC 19 (touch 11, flat footed 17)[-1 size, +2 Dex, +8 natural]; Face/reach 10ft/5ft.; BAB/Grapple +13/+26; Atk hoof +21 (2d6+9); Full Atk 2 hooves +21 (2d6+9) and bite +16 (d6+4); SA -; SQ low-light vision, scent; AL N; SV Fort +19, Ref +13, Will +13; Str 29; Dex 14; Con 27; Int 2; Wis 15; Cha 10.

Skills and Feats: Listen +14, spot +11; Endurance, improved overrun, power attack, run, toughness x3.

Encounter 12

APL 2:

Maegwyn of Gerorgos; female human Drd2; CR 2; HD 2d8; hp 15; Init +0; Spd 20ft.; AC 15 (touch 10, flat footed 15) [armor +3, shield +2]; BAB/Grapple +1/+3; Atk scimitar +5 (1d6+2,18-20) or shillelagh +5 (2d6+3); Full Atk scimitar +5 (1d6+2,18-20) or shillelagh +5 (2d6+3); SA Spells, spontaneous casting; SQ woodland stride, nature sense, wild empathy; AL NE; SV: Fort: +3, Ref: +0, Will: +6; Str 14, Dex 10, Con 13, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +5, Diplomacy +6, Heal +8, Spellcraft +5, Spot +7; Combat Casting, Power Attack,

Equipment: Hide armor, heavy wooden shield, masterwork scimitar, Oil of

Shillelagh, club, potion of Cure Light Wounds, elixir of vision.

Druid Spells Prepared (4/3; Base DC 13+lvl); 0th [Cure Minor Wounds, Guidance, Resistance, Light]; 1st [Entangle, Produce Flame x2].

Yasimina of Cryllor; female human Drd1; CR 1; HD 1d8-1; hp 7; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (touch 11, flat footed 15)[+3 armor, +2 shield, +1 Dex]; BAB/Grapple +0/+2; Atk scimitar +2 (d6+2); Full atk scimitar +2 (d6+2); SA Spells, spontaneous casting; SQ nature sense, wild empathy; SV Fort +1, Ref +1, Will +5; AL NE; Str 14, Dex 13, Con 9, Int 12, Wis 16, Cha 6.

Skills and feats: Craft(alchemy) +5, Concentration +3, Diplomacy +2, Swim +6, Survival +7; Point blank shot, precise shot.

Equipment: Masterwork hide armor, heavy wooden shield, scimitar, potion of Cure Light Wounds.

Druid Spells Prepared (3/2; Base DC 13+lvl); 0th[Cure Minor Wounds, Light, Resistance]; 1st [Produce Flame x2].

Olen of Rhomstaff; male human Drd1;CR 1; HD 1d8; hp 8; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (touch 11, flat footed 15)[+3 armor, +2 shield, +1 Dex]; BAB/Grapple +0/+2; Atk scimitar +2 (d6+2); Full atk scimitar +2 (d6+2); SA Spells, spontaneous casting; SQ nature sense, wild empathy; SV Fort +2, Ref +1, Will +5; AL NE; Str 15, Dex 12, Con 10, Int 10, Wis 16, Cha 6.

Skills and feats: Concentration +5, Diplomacy +2, Knowledge (Nature) +6; Swim +6, Survival +7; Point blank shot, precise shot.

Equipment: Masterwork hide armor, large wooden shield, scimitar, Potion of Cure Light Wounds; Infusion of Detect Animals or Plants.

Druid Spells Prepared (3/2; Base DC 13+lvl); 0th[Cure Minor Wounds, Light, Resistance]; 1st [Produce Flame x2].

Aramon of Nightwatch; male half-elf Sor1; CR 1; HD 1d4; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (touch 11, flat footed 10)[+1 Dex]; BAB/Grapple +0/+0; Atk spear +0 (d8) , or dart +1 (d4); Full Atk spear +0 (d8) , or dart +1 (d4); SV Fort +0, Ref +1, Will +2; AL LE; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 15.

Skills and feats: Concentration +4, Knowledge (arcana) +4; Combat Casting.

Equipment: Spear, 6 Darts, Potion of Cure Light Wounds (x2), elixir of Love, elixir of Vision, Scroll of Color Spray, Nystul's Magical Aura and Identify, Wand of Burning Hands (lvl 1, 50 charges).

Sorcerer Spells (5/4; Base DC 12+lvl);Spells Known: 0th [Acid Splash, Daze, Light, Flare]; 1st [Cause Fear,Ray of Enfeeblement]

Jillian of Kynneret, female human Rgr1: CR 1; HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (touch 13, flat footed 13)[+3 armor,+3 Dex]; Atk longsword +4 (d8+3) or longbow +4 (d8+3); Full Atk longsword +4 (d8+3) or longbow +4 (d8+3);SA favored

enemy +2 (elves); SQ wild empathy; SV Fort +3, Ref +5, Will +1; AL CN; Str 16, Dex 17, Con 12, Int 9, Wis 12, Cha 11.

Skills and feats: Handle animal +4, Hide +7, Knowledge (nature) +3, Listen +5, Move silently +7, Survival +5; Point blank shot, precise shot, track.

Equipment: studded leather armor, longsword, composite longbow (+3 str), 20 arrows, potion of aid, potion of Cure Light Wounds.

APL 4:

Maegwyn of Gerorgos; female human Drd4; CR 4; HD 4d8; hp 20; Init +0; Spd 20ft.; AC 17 (touch 10, flat footed 18) [armor +3, shield +2, +2 *barkskin*]; BAB/Grapple +3/+5; Atk scimitar +7 (1d6+2,18-20) or shillelagh +7 (2d6+3); Full Atk scimitar +7 (1d6+2,18-20) or shillelagh +7 (2d6+3); SA Spells, spontaneous casting; SQ trackless step. Resist nature's lure, woodland stride, nature sense, wild empathy; AL NE; SV Fort +4, Ref +1, Will +7; Str 14, Dex 10, Con 13, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +7, Diplomacy +8, Heal +11, Spellcraft +7, Spot +11; Combat Casting, Power Attack, Spell Focus Conjunction.

Equipment: Hide armor, heavy wooden shield, masterwork scimitar, Oil of Shillelagh, club, potion of Cure Light Wounds, Potion of Barkskin (+2), elixir of vision.

Druid Spells Prepared (5/4/3; Base DC 14+lvl); 0th [Cure Minor Wounds x2, Guidance, Resistance, Light]; 1st [Entangle, Faerie Fire, Produce Flame x2]; 2nd [Cat's Grace, Flaming Sphere, Heat metal].

Yasimina of Cryllor; female human Drd3; CR 3; HD 3d8-3; hp 12; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (touch 11, flat footed 15)[+3 armor, +2 shield, +1 Dex]; BAB/Grapple +2/+4; Atk scimitar +4 (d6+2); Full atk scimitar +4 (d6+2); SA Spells, spontaneous casting; SQ woodland step, trackless stride, nature sense, wild empathy; SV Fort +2, Ref +2, Will +6; AL NE; Str 14, Dex 13, Con 9, Int 12, Wis 16, Cha 6.

Skills and feats: Craft(alchemy) +7, Concentration +5, Diplomacy +4, Swim +8, Survival +9; Point blank shot, precise shot, spell focus conjunction.

Equipment: Masterwork hide armor, heavy wooden shield, scimitar, potion of Cure Light Wounds, potion of protection from arrows.

Druid Spells Prepared (4/3/2; Base DC 13+lvl); 0th [Cure Minor Wounds x2, Light, Resistance]; 1st [Magic Stone, Produce Flame x2]; 2nd [~~Bull's Strength~~, ~~Bears Endurance~~ (both used on Thrand and are reflected in his stats below)].

Olen of Rhomstaff; male human Drd3; CR 3; HD 3d8; hp 16; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (touch 11, flat footed 15)[+3 armor, +2 shield, +1 Dex]; BAB/Grapple +2/+4; Atk scimitar +4 (d6+2); Full atk scimitar +4 (d6+2); SA Spells, spontaneous casting; SQ trackless step, woodland stride, nature sense, wild empathy; SV Fort +3, Ref +2, Will +6; AL NE; Str 15, Dex 12, Con 10, Int 10, Wis 16, Cha 6.

Skills and feats: Concentration +7, Diplomacy +4, Knowledge (Nature) +8; Swim +8, Survival +9; Point blank shot, precise shot, weapon focus (scimitar).

Equipment: Masterwork hide armor, large wooden shield, scimitar, Potion of Cure Light Wounds; Infusion of Detect Animals or Plants, potion of cure moderate wounds.

Druid Spells Prepared (4/3/2; Base DC 13+lvl); 0th [Cure Minor Wounds x2, Light, Resistance]; 1st [Entangle, Produce Flame x2]; 2nd [~~Cat's Grace, Bear's Endurance~~ (both used on Jillian and are reflected in her stats below)].

Aramon of Nightwatch; male half-elf Sor3; CR 3; HD 3d4; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flat footed 14)[+1 Dex, +4 *mage armor*]; BAB/Grapple +1/+1; Attk spear +1 (d8) , or dart +2 (d4); Full Attk spear +1 (d8) , or dart +2 (d4); SV Fort +1, Ref +2, Will +3; AL LE; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 15.

Skills and feats: Concentration +6, Knowledge (arcana) +6; Combat Casting, spell focus necromancy.

Equipment: Spear, 6 Darts, Potion of Cure Light Wounds (x2), elixir of Love, elixir of Vision, Scroll of Color Spray, Mage Armor, Nystul's Magical Aura and Identify, Wand of Burning Hands (lvl 1, 50 charges).

Sorcerer Spells (6/6; Base DC 12+lvl); *Spells Known*: 0th [Acid Splash, Daze, Light, Flare, Prestidigitation]; 1st [Cause Fear, Ray of Enfeeblement, Magic Missile]

Thrand of Misty Hills, male human Bbn3: CR 3; HD 3d12+9; hp 32 (38); Init +1 (+1 Dex); Spd 30 ft.; AC 16 (touch 11, flat footed 15)[+5 breastplate,+1 Dex]; BAB/Grapple +3/+5 (+7); Attk greatsword +5 (2d6+3) [buffed +7 (2d6+6)]; Full Attk greatsword +5 (2d6+3) [buffed +7 (2d6+6)] ;SA Rage; SQ uncanny dodge (DEX to AC), Trap sense +1; SV Fort +5 (+7), Ref +2, Will +2; AL CE; Str 14 (18), Dex 13, Con 14 (18), Int 12, Wis 12, Cha 13.

Skills and feats: Climb +8(+10), Handle animal +7, Intimidate +7, Listen +9, Survival +7, Spot +3, Swim +8 (+10); Alertness, Power attack, Toughness.

Equipment: Masterwork Breastplate, masterwork greatsword.
(Statistics in parentheses represent his statistics as buffed by spells)

Jillian of Kynneret, female human Rgr3: CR 3; HD 3d8+3; hp 21 (27); Init +3 (+3 Dex); Spd 30 ft.; AC 16 (18) (touch 13, flat footed 13)[+3 armor,+3 (5) Dex]; Attk longsword +6 (d8+3) or longbow +7 [+9] (d8+3); Full Attk longsword +6 (d8+3) or longbow +5/+5 [+7/+7] (d8+3);SA favored enemy +2 (elves); SQ wild empathy; SV Fort +4 (+6), Ref +6 (+8), Will +2; AL CN; Str 16, Dex 17 (21), Con 12 (16), Int 9, Wis 12, Cha 11.

Skills and feats: Handle animal +6, Hide +9, Knowledge (nature) +5, Listen +7, Move silently +9, Survival +7; Point blank shot, precise shot, track, endurance, rapid shot, weapon focus longbow.

Equipment: studded leather armor, longsword, composite longbow (+3 str), 20 arrows, potion of aid, potion of Cure Light Wounds.
(Statistics in parentheses represent her statistics as buffed by spells)

APL 6:

Maegwyn of Gerorgos; female human Drd6; CR 6; HD 6d8; hp 28; Init +0; Spd 20ft.; AC 19 (touch 10, flat footed 19) [armor +4, shield +3, +2 *barkskin*]; BAB/Grapple +4/+6; Atk scimitar +8 (1d6+2, 18-20) or shillelagh +8 (2d6+3); Full Atk scimitar +8 (1d6+2, 18-20) or shillelagh +8 (2d6+3); SA Spells, spontaneous casting; SQ wild shape, trackless step, resist nature's lure, woodland stride, nature sense, wild empathy; AL NE; SV: Fort +5, Ref +2, Will +8; Str 14, Dex 10, Con 13, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +10, Heal +13, Spellcraft +9, Spot +13; Combat Casting, Power Attack, Spell Focus Conjunction, Augment Summoning.

Equipment: Hide armor +1, heavy wooden shield +1, masterwork scimitar, Oil of Shillelagh, club, potion of Cure Light Wounds, Potion of Barkskin (+2), elixir of vision.

Druid Spells Prepared (5/4/4/3; Base DC 14+lvl); 0th [Cure Minor Wounds x2, Guidance, Resistance, Light]; 1st [Entangle, Faerie Fire, Produce Flame x2]; 2nd [Bear's Endurance, Cat's Grace, Flaming Sphere, Heat metal]; 3rd [Call Lightning, Spike Growth, Poison].

Yasimina of Cryllor; female human Drd4; CR 4; HD 4d8-4; hp 15; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (touch 12, flat footed 15)[+3 armor, +2 shield, +2 Dex]; BAB/Grapple +3/+5; Atk scimitar +5 (d6+2); Full atk scimitar +5 (d6+2); SA Spells, spontaneous casting; SQ resist nature's lure, woodland step, trackless stride, nature sense, wild empathy; SV Fort +3, Ref +3, Will +7; AL NE; Str 14, Dex 14, Con 9, Int 12, Wis 16, Cha 6.

Skills and feats: Craft(alchemy) +8, Concentration +6, Diplomacy +5, Swim +9, Survival +10; Point blank shot, precise shot, spell focus conjunction.

Equipment: Masterwork hide armor, heavy wooden shield, scimitar, potion of Cure Light Wounds, potion of protection from arrows, potion of owl's wisdom.

Druid Spells Prepared (5/4/3; Base DC 13+lvl); 0th [Cure Minor Wounds x2, Light, Resistance x2]; 1st [Cure Light Wounds, Magic Stone, Produce Flame x2]; 2nd [~~Bull's Strength, Bears Endurance~~(both used on Thrand and are reflected in his stats below), Flaming Sphere].

Olen of Rhomstaff; male human Drd4; CR 4; HD 4d8; hp 20; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (touch 11, flat footed 15)[+3 armor, +2 shield, +1 Dex]; BAB/Grapple +3/+6 (+8); Atk scimitar +6 (d6+3) [+8 (d6+5) buffed]; Full Atk scimitar +6 (d6+3) [+8 (d6+5) buffed]; SA Spells, spontaneous casting; SQ resist nature's lure, trackless step, woodland stride, nature sense, wild empathy; SV Fort +4, Ref +2, Will +7; AL NE; Str 16 (20), Dex 12, Con 10, Int 10, Wis 16, Cha 6.

Skills and feats: Concentration +8, Diplomacy +5, Knowledge (Nature) +9; Swim +10 (+12), Survival +10; Point blank shot, precise shot, weapon focus (scimitar).

Equipment: Masterwork hide armor, large wooden shield, scimitar, Potion of Cure Light Wounds; Infusion of Detect Animals or Plants, potion of cure moderate wounds.

Druid Spells Prepared (5/4/3; Base DC 13+lvl); 0th [Cure Minor Wounds x2, Light, Resistance x2]; 1st [Entangle, Faeries Fire, Produce Flame x2]; 2nd [~~Cat's Grace~~, ~~Bear's Endurance~~ (both used on Jillian and are reflected in her stats below), ~~Bull's Strength~~ (used on self and reflected in stats above)].

(Statistics in parentheses represent his statistics as buffed by spells)

Aramon of Nightwatch; male half-elf Sor5; CR 5; HD 4d4; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flat footed 14)[+1 Dex, +4 *mage armor*]; BAB/Grapple +2/+2; Attk spear +2 (d8) , or dart +3 (d4); Full Attk spear +2 (d8) , or dart +3 (d4); SV Fort +1, Ref +2, Will +4; AL LE; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 16.

Skills and feats: Concentration +8, Knowledge (arcana) +8; Combat Casting, spell focus necromancy.

Equipment: Spear, 6 Darts, Potion of Cure Light Wounds (x2), elixir of Love, elixir of Vision, Scroll of Color Spray, Mage Armor, Nystul's Magical Aura and Identify, Wand of Burning Hands (lvl 1, 50 charges), potion of displacement.

Sorcerer Spells (6/6/3; Base DC 13+lvl); *Spells Known:* 0th [Acid Splash, Daze, Light, Flare, Prestidigitation, Resistance]; 1st [Cause Fear, Ray of Enfeeblement, Magic Missile]; 2nd [Scorching Ray]

Thrand of Misty Hills, male human Bbn5; CR 5; HD 5d12+13; hp 44 (50); Init +1 (+1 Dex); Spd 30 ft.; AC 17 (touch 12, flat footed 15)[+5 breastplate,+2 Dex]; BAB/Grapple +5/+7 (+9); Attk greatsword +7 (2d6+3) [buffed +9 (2d6+6)]; Full Attk greatsword +7 (2d6+3) [buffed +9 (2d6+6)] ;SA Rage; SQ improved uncanny dodge (DEX to AC, can't be flanked), Trap sense +1; SV Fort +6 (+8), Ref +3, Will +2; AL CE; Str 14 (18), Dex 14, Con 14 (18), Int 12, Wis 12, Cha 13.

Skills and feats: Climb +10(+12), Handle animal +9, Intimidate +9, Listen +11, Survival +7, Spot +3, Swim +10 (+12); Alertness, Power attack, Toughness.

Equipment: Masterwork Breastplate, masterwork greatsword.
(Statistics in parentheses represent his statistics as buffed by spells)

Jillian of Kynneret, female human Rgr5; CR 5; HD 5d8+5; hp 31 (41); Init +4 (+4 Dex); Spd 30 ft.; AC 17 (19) (touch 14, flat footed 13)[+3 armor,+4 (6) Dex]; Attk longsword +7 (d8+3) or longbow +10 [+12] (d8+3); Full Attk longsword +8 (d8+3) or longbow +8/+8 [+10/+10] (d8+3); SA favored enemy +4 (elves), favored enemy +2 (humans); SQ wild empathy; SV Fort +5 (+7), Ref +8 (+10), Will +2; AL CN; Str 16, Dex 18 (22), Con 12 (16), Int 9, Wis 12, Cha 11.

Skills and feats: Handle animal +8, Hide +12, Knowledge (nature) +7, Listen +9,

Move silently +12, Survival +9; Point blank shot, precise shot, track, endurance, rapid shot, weapon focus longbow.

Equipment: studded leather armor, longsword, composite longbow (+3 str), 20 arrows, potion of aid, potion of Cure Light Wounds.

Ranger Spells: (1); 1st [Resist Energy]
(Statistics in parentheses represent her statistics as buffed by spells)

APL 8:

Maegwyn of Gerorgos; female human Drd8; CR 8; HD 8d8; hp 36; Init +0; Spd 20ft.; AC 19 (touch 10, flat footed 19) [armor +4, shield +3, +2 *barkskin*]; BAB/Grapple +6/+8; Atk scimitar +9 (1d6+2, 18-20) or shillelagh +9 (2d6+3); Full Atk scimitar +9/+4 (1d6+2, 18-20) or shillelagh +9/+4 (2d6+3); SA Spells, spontaneous casting; SQ wild shape (large), trackless step, resist nature's lure, woodland stride, nature sense, wild empathy; AL NE; SV: Fort +6, Ref +2, Will +9; Str 14, Dex 10, Con 13, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +11, Diplomacy +12, Heal +15, Spellcraft +11, Spot +15; Combat Casting, Power Attack, Spell Focus Conjunction, Augment Summoning.

Equipment: Hide armor +1, heavy wooden shield +1, masterwork scimitar, Oil of Shillelagh, club, potion of Cure Light Wounds, Potion of Barkskin (+2), ring of climbing (minor), elixir of vision.

Druid Spells Prepared (6/5/4/4/3; Base DC 14+lvl); 0th [Cure Minor Wounds x2, Guidance, Resistance x2, Light]; 1st [Entangle, Faerie Fire, Obscuring Mist, Produce Flame x2]; 2nd [Bear's Endurance, Cat's Grace, Flaming Sphere, Heat metal]; 3rd [Call Lightning, Cure Moderate Wounds, Poison, Protection from Energy]; 4th [Flame Strike, Ice Storm, Spike Stones].

Yasimina of Cryllor; female human Drd6; CR 6; HD 6d8-6; hp 23; Init +1 (+1 Dex); Spd 20 ft.; AC 19 (touch 12, flat footed 17)[+3 armor, +2 shield, +2 Dex, +2 *barkskin*]; BAB/Grapple +4/+6; Atk scimitar +6 (d6+2); Full atk scimitar +6 (d6+2); SA Spells, spontaneous casting, wild shape; SQ resist nature's lure, woodland step, trackless stride, nature sense, wild empathy; SV Fort +4, Ref +4, Will +8; AL NE; Str 14, Dex 14, Con 9, Int 12, Wis 16, Cha 6.

Skills and feats: Craft(alchemy) +10, Concentration +8, Diplomacy +7, Swim +10, Survival +12; Point blank shot, precise shot, spell focus conjunction, augment summoning.

Equipment: Masterwork hide armor, heavy wooden shield, scimitar, potion of Cure Light Wounds, potion of protection from arrows, potion of owl's wisdom, potion of barkskin +2, dust of tracelessness.

Druid Spells Prepared (5/4/4/3; Base DC 13+lvl); 0th [Cure Minor Wounds x2, Light, Resistance x2]; 1st [Cure Light Wounds, Magic Stone, Produce Flame x2]; 2nd [Chill Metal, ~~Bull's Strength~~, ~~Bears Endurance~~ (both used on Thrand and are reflected in his stats below), Flaming Sphere]; 3rd [Call Lightning, Cure Moderate Wounds, Wind Wall].

Olen of Rhomstaff; male human Drd6; CR 6; HD 6d8; hp 28; Init +1 (+1 Dex); Spd 20 ft.; AC 19 (touch 11, flat footed 18)[+3 armor, +2 shield, +1 Dex, +3 *barkskin*]; BAB/Grapple +4/+7 (+9); Atk scimitar +7 (d6+3) [+9 (d6+5) buffed]; Full Atk scimitar +7 (d6+3) [+9 (d6+5) buffed]; SA Spells, spontaneous casting, wild shape; SQ resist

natures' lure, trackless step, woodland stride, nature sense, wild empathy; SV Fort +5, Ref +3, Will +8; AL NE; Str 16 (20), Dex 12, Con 10, Int 10, Wis 16, Cha 6.

Skills and feats: Concentration +10, Diplomacy +7, Knowledge (Nature) +11; Swim +12 (+14), Survival +12; Point blank shot, precise shot, weapon focus (scimitar), natural spell.

Equipment: Masterwork hide armor, large wooden shield, scimitar, Potion of Cure Light Wounds; Infusion of Detect Animals or Plants, potion of cure moderate wounds, quaal's feather token (whip).

Druid Spells Prepared (5/4/4/3; Base DC 13+lvl); 0th [Cure Minor Wounds x2, Light, Resistance x2]; 1st [Entangle, Faeries Fire, Produce Flame x2]; 2nd [~~Cat's Grace~~, ~~Bear's Endurance~~ (both used on Jillian and are reflected in her stats below), ~~Barkskin~~, ~~Bull's Strength~~ (used on self and reflected in stats above)]; 3rd [Cure Moderate Wounds, Greater Magic Fang, Poison] .

(Statistics in parentheses represent his statistics as buffed by spells)

Aramon of Nightwatch; male half-elf Sor7; CR 5; HD 7d4; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flat footed 14)[+1 Dex, +4 *mage armor*]; BAB/Grapple +3/+3; Attk spear +3 (d8) , or dart +3 (d4); Full Attk spear +3 (d8) , or dart +4 (d4); SV Fort +2, Ref +3, Will +5; AL LE; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 16.

Skills and feats: Concentration +10, Knowledge (arcana) +10; Combat Casting, Spell Focus Necromancy, Weapon Focus Ray.

Equipment: Spear, 6 Darts, Potion of Cure Light Wounds (x2), elixir of Love, elixir of Vision, Scroll of Color Spray, Mage Armor, Nystul's Magical Aura and Identify, Wand of Burning Hands (lvl 1, 50 charges), potion of displacement, robe of bones.

Sorcerer Spells (6/7/7/5; Base DC 13+lvl); *Spells Known:* 0th [Acid Splash, Daze, Light, Flare, Mage Hand, Prestidigitation, Resistance]; 1st [Cause Fear, Ray of Enfeeblement, Magic Missile, Protection from Good, Shield]; 2nd [Scorching Ray, False Life, Blindness/Deafness]; 3rd [Fireball, Ray of Exhaustion].

Thrand of Misty Hills, male human Bbn7; CR 7; HD 7d12+17; hp 56 (70); Init +1 (+1 Dex); Spd 30 ft.; AC 17 (touch 12, flat footed 15)[+5 breastplate,+2 Dex]; BAB/Grapple +7/+9 (+11); Attk greatsword +11 (2d6+3) [buffed +13 (2d6+6)]; Full Attk greatsword +11/+6 (2d6+3) [buffed +13/+8 (2d6+6)] ;SA Rage; SQ Damage reduction 1/-, improved uncanny dodge (DEX to AC, can't be flanked), Trap sense +1; SV Fort +7 (+9), Ref +4, Will +3; AL CE; Str 14 (18), Dex 14, Con 14 (18), Int 12, Wis 12, Cha 13.

Skills and feats: Climb +12(+14), Handle animal +11, Intimidate +11, Listen +13, Survival +9, Spot +3, Swim +12 (+14); Alertness, Power attack, Toughness, Weapon Focus Greatsword.

Equipment: Masterwork Breastplate, greatsword+1, potion of cure serious wounds.

(Statistics in parentheses represent his statistics as buffed by spells)

Jillian of Kynneret, female human Rgr7; CR 7; HD 7d8+7; hp 39 (53); Init +4 (+4 Dex); Spd 30 ft.; AC 18 (20) (touch 14, flat footed 14)[+4 armor,+4 (6) Dex]; Attk longsword +9 (d8+3) or longbow +12 [+14] (d8+3); Full Attk longsword +10/+5 (d8+3) or longbow +10/+10/+5 [+12/+12/+7] (d8+3);SA favored enemy +4 (elves), favored enemy +2 (humans); SQ wild empathy, woodland stride; SV Fort +6 (+8), Ref +9 (+11), Will +3; AL CN; Str 16, Dex 18 (22), Con 12 (16), Int 9, Wis 12, Cha 11.

Skills and feats: Handle animal +10, Hide +14, Knowledge (nature) +9, Listen +11, Move silently +14, Survival +11; Point blank shot, precise shot, track, endurance, rapid shot, weapon focus longbow, manyshot, diehard.

Equipment: studded leather armor +1, longsword, composite longbow (+3 str), 40 arrows, potion of aid, potion of Cure Light Wounds, Potion of Haste.

Ranger Spells: (2); 1st [Resist Energy x2]

(Statistics in parentheses represent her statistics as buffed by spells)

APL 10:

Maegwyn of Gerorgos; female human Drd10; CR 10; HD 10d8; hp 48 (68); Init +0; Spd 20ft.; AC 21 (23) (touch 10, flat footed 21) [armor +4, shield +3, +4 *barkskin*, (+2 *Dex*)]; BAB/Grapple +7/+9; Atk scimitar +10 (1d6+2,18-20) or shillelagh +10 (2d6+3); Full Atk scimitar +10/+5 (1d6+2,18-20) or shillelagh +10/+5 (2d6+3); SA Spells, spontaneous casting; SQ wild shape (large), venom immunity, trackless step, resist nature's lure, woodland stride, nature sense, wild empathy; AL NE; SV: Fort +7 (+9), Ref +3 (+5), Will +10; Str 14, Dex 10, Con 13, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +13 (+15), Diplomacy +14, Heal +17, Spellcraft +13, Spot +17; Combat Casting, Power Attack, Spell Focus Conjunction, Augment Summoning, Natural Spell.

Equipment: Hide armor +1, heavy wooden shield +1, masterwork scimitar, Oil of Shillelagh, club, potion of Cure Light Wounds, Potion of Barkskin (+2), ring of climbing (minor), elixir of vision.

Druid Spells Prepared (6/5/5/4/4/2; *Base DC 14+lvl*); 0th [Cure Minor Wounds x2, Guidance, Resistance x2, Light]; 1st [Entangle, Faerie Fire, Obscuring Mist, Produce Flame x2]; 2nd [~~Barkskin~~, ~~Bear's Endurance~~, ~~Cat's Grace~~, Flaming Sphere, Heat metal]; 3rd [Call Lightning, Cure Moderate Wounds, Poison, Protection from Energy]; 4th [Flame Strike x2, Ice Storm, Spike Stones]; 5th [~~Tree Stride~~, ~~Stoneskin~~].

(Statistics in parentheses represent her statistics as buffed by spells. All of the crossed off spells have been pre-casted on herself.)

Yasimina of Cryllor; female human Drd8; CR 8; HD 8d8; hp 37; Init +1 (+1 *Dex*); Spd 20 ft.; AC 20 (touch 12, flat footed 18)[+4 armor, +2 shield, +2 *Dex*, +2 *barkskin*]; BAB/Grapple +6/+8; Atk scimitar +8 (d6+2); Full atk scimitar +8/+3 (d6+2); SA Spells, spontaneous casting, wild shape (large); SQ resist nature's lure, woodland step, trackless stride, nature sense, wild empathy; SV Fort +6, Ref +4, Will +9; AL NE; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 6.

Skills and feats: Craft(alchemy) +12, Concentration +11, Diplomacy +9, Swim +12, Survival +14; Point blank shot, precise shot, spell focus conjunction, augment summoning.

Equipment: Hide armor +1, heavy wooden shield, scimitar, potion of Cure Light Wounds, potion of protection from arrows, potion of owl's wisdom, potion of barkskin +2, dust of tracelessness.

Druid Spells Prepared (6/5/4/4/2; *Base DC 13+lvl*); 0th[Cure Minor Wounds x2, Light x2, Resistance x2]; 1st [Cure Light Wounds, Jump, Magic Stone, Produce Flame x2]; 2nd [Chill Metal, ~~Bull's Strength~~, ~~Bears Endurance~~(both used on Thrand and are reflected in his stats below), Flaming Sphere]; 3rd [Call Lightning, Cure Moderate Wounds, Poison, Wind Wall]; 4th [Dispel Magic, Flame Strike].

Olen of Rhomstaff; male human Drd8;CR 8; HD 8d8; hp 37; Init +1 (+1 Dex); Spd 20 ft.; AC 20 (touch 11, flat footed 19)[+4 armor, +2 shield, +1 Dex, +3 *barkskin*]; BAB/Grapple +6/+9 (+11); Atk scimitar +9 (d6+3) [+11 (d6+5) buffed]; Full Atk scimitar +9/+4 (d6+3) [+11/+6 (d6+5) buffed]; SA Spells, spontaneous casting, wild shape (large); SQ resist natures' lure, trackless step, woodland stride, nature sense, wild empathy; SV Fort +6, Ref +3, Will +9; AL NE; Str 16 (20), Dex 12, Con 10, Int 10, Wis 17, Cha 6.

Skills and feats: Concentration +12, Diplomacy +9, Knowledge (Nature) +13; Swim +14 (+16), Survival +14; Point blank shot, precise shot, weapon focus (scimitar), natural spell.

Equipment: Hide armor +1, large wooden shield, scimitar, Potion of Cure Light Wounds; Infusion of Detect Animals or Plants, potion of cure moderate wounds, quaal's feather token (whip).

Druid Spells Prepared (6/5/4/4/2; *Base DC 13+lvl*); 0th [Cure Minor Wounds x2, Light x2, Resistance x2]; 1st [Entangle, Faerie Fire, Longstrider, Produce Flame x2]; 2nd [~~Cat's Grace~~, ~~Bear's Endurance~~ (both used on Jillian and are reflected in her stats below), ~~Barkskin~~, ~~Bull's Strength~~ (used on self and reflected in stats above)]; 3rd [Cure Moderate Wounds, Greater Magic Fang, Poison, Protection from Energy]; 4th [Freedom of Movement, Rusting Grasp].

(Statistics in parentheses represent his statistics as buffed by spells)

Aramon of Nightwatch; male half-elf Sor9; CR 9; HD 9d4; hp 26; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flat footed 14)[+1 Dex, +4 *mage armor*]; BAB/Grapple +4/+4; Atk spear +4 (d8) , or dart +5 (d4); Full Atk spear +4 (d8) , or dart +5 (d4); SV Fort +3, Ref +4, Will +6; AL LE; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 17.

Skills and feats: Concentration +12, Knowledge (arcana) +12; Combat Casting, Spell Focus Necromancy, Weapon Focus Ray, Spell Focus Evocation.

Equipment: Spear, 6 Darts, Potion of Cure Light Wounds (x2), elixir of Love, elixir of Vision, Scroll of Color Spray, Mage Armor, Nystul's Magical Aura and Identify, Wand of Burning Hands (lvl 1, 50 charges), potion of displacement, robe of bones, hand of the mage.

Sorcerer Spells (6/7/7/7/4; *Base DC 13+lvl*); *Spells Known:* 0th [Acid Splash, Daze, Light, Flare, Mage Hand, Prestidigitation, Resistance, Detect Magic]; 1st [Grease, Ray of Enfeeblement, Magic Missile, Protection from Good, Shield]; 2nd [Bears Endurance, Scorching Ray, False Life, Blindness/Deafness]; 3rd [Fireball, Ray of Exhaustion, Lightning Bolt]; 4th [Evard's Black Tentacles, Enervation].

Thrand of Misty Hills, male human Bbn9; CR 9; HD 9d12+21; hp 68 (86); Init +1 (+1 Dex); Spd 30 ft.; AC 17 (touch 12, flat footed 15)[+5 breastplate,+2 Dex]; BAB/Grapple +9/+11 (+13); Atk greatsword +13 (2d6+3) [buffed +15 (2d6+6)]; Full Atk greatsword +13/+8 (2d6+3) [buffed +15/+10 (2d6+6)] ;SA Rage; SQ Damage reduction 1/-,

improved uncanny dodge (DEX to AC, can't be flanked), Trap sense +3; SV Fort +8 (+10), Ref +5, Will +4; AL CE; Str 15 (18), Dex 14, Con 14 (18), Int 12, Wis 12, Cha 13.

Skills and feats: Climb +14(+16), Handle animal +13, Intimidate +13, Listen +15, Survival +11, Spot +3, Swim +14 (+16); Alertness, Power attack, Toughness, Weapon Focus Greatsword, Improved Sunder.

Equipment: Masterwork Breastplate, greatsword+1, potion of cure serious wounds.

(Statistics in parentheses represent his statistics as buffed by spells)

Jillian of Kynneret, female human Rgr9; CR 9; HD 9d8+9; hp 49 (67); Init +4 (+4 Dex); Spd 30 ft.; AC 20 (22) (touch 14, flat footed 16)[+4 armor,+4 (6) Dex, +2 *barkskin*]; Attk longsword +10 (d8+3) or longbow +14 [+16] (d8+3); Full Attk longsword +12/+7 (d8+3) or longbow +12/+12/+7 [+14/+14/+9] (d8+3); SA favored enemy +4 (elves), favored enemy +2 (humans); SQ evasion, wild empathy, woodland stride; SV Fort +7 (+9), Ref +10 (+12), Will +4; AL CN; Str 16, Dex 18 (22), Con 12 (16), Int 9, Wis 12, Cha 11.

Skills and feats: Handle animal +12, Hide +16, Knowledge (nature) +11, Listen +13, Move silently +16, Survival +13; Point blank shot, precise shot, track, endurance, rapid shot, weapon focus longbow, manyshot, diehard, improved critical longbow.

Equipment: studded leather armor +1, longsword, composite longbow (+3 str), 40 arrows, potion of aid, potion of Cure Light Wounds, Potion of Haste, Potion of Barkskin +2.

Ranger Spells: (2); 1st [Resist Energy x2]
(Statistics in parentheses represent her statistics as buffed by spells)

APL 12:

Maegwyn of Gerorgos; female human Drd12; CR 12; HD 12d8; hp 56 (80); Init +0; Spd 20ft.; AC 22 (24) (touch 10, flat footed 22) [armor +4, shield +3, +5 *barkskin*, (+2 *Dex*)]; BAB/Grapple +9/+11; Atk scimitar +12 (1d6+2,18-20) or shillelagh +12 (2d6+3); Full Atk scimitar +12/+7 (1d6+2,18-20) or shillelagh +12/+7 (2d6+3); SA Spells, spontaneous casting; SQ wild shape (large, tiny, plant), venom immunity, trackless step, resist nature's lure, woodland stride, nature sense, wild empathy; AL NE; SV: Fort +8 (+10), Ref +4 (+6), Will +11; Str 14, Dex 10, Con 13, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +15 (+17), Diplomacy +16, Heal +20, Spellcraft +15, Spot +20; Combat Casting, Power Attack, Spell Focus Conjunction, Augment Summoning, Natural Spell, Spell Focus Transmutation.

Equipment: Hide armor +1, heavy wooden shield +1, masterwork scimitar, Oil of Shillelagh, club, potion of Cure Light Wounds, Potion of Barkskin (+2), ring of climbing (minor), horn of fog, elixir of vision.

Druid Spells Prepared (6/6/5/5/4/4/3; *Base DC 15+lvl*); 0th [Cure Minor Wounds x2, Guidance, Resistance x2, Light]; 1st [Entangle, Faerie Fire x2, Obscuring Mist, Produce Flame x2]; 2nd [Barkskin, ~~Bear's Endurance~~, ~~Cat's Grace~~, Flaming Sphere, Heat metal]; 3rd [Call Lightning, Cure Moderate Wounds, Greater Magic Fang, Poison, Protection from Energy]; 4th [Flame Strike x2, Ice Storm, Spike Stones]; 5th [Animal Growth, Baleful Polymorph, ~~Tree Stride~~, ~~Stoneskin~~]; 6th [Greater Dispel Magic, ~~Fireseeds~~, ~~Liveoak~~].

(Statistics in parentheses represent her statistics as buffed by spells. All of the crossed off spells have been pre-casted on herself. She has hidden the holly berry variety of *fireseeds* at the entrance of the grove.)

Yasimina of Cryllor; female human Drd10; CR 10; HD 10d8; hp 44; Init +1 (+1 *Dex*); Spd 20 ft.; AC 22 (touch 12, flat footed 20)[+4 armor, +2 shield, +2 *Dex*, +4 *barkskin*]; BAB/Grapple +7/+9; Atk scimitar +10 (d6+3+d6 fire); Full atk scimitar +10/+5 (d6+3+d6 fire); SA Spells, spontaneous casting, wild shape (large); SQ venom immunity, resist nature's lure, woodland step, trackless stride, nature sense, wild empathy; SV Fort +7, Ref +6, Will +11; AL NE; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 6.

Skills and feats: Craft(alchemy) +14, Concentration +13, Diplomacy +11, Swim +14, Survival +16; Point blank shot, precise shot, spell focus conjunction, augment summoning, natural spell.

Equipment: Hide armor +1, heavy wooden shield, Flaming scimitar +1, potion of Cure Light Wounds, potion of protection from arrows, potion of owl's wisdom, potion of barkskin +2, dust of tracelessness.

Druid Spells Prepared (6/5/5/4/3/2; *Base DC 13+lvl*); 0th[Cure Minor Wounds x2, Light x2, Resistance x2]; 1st [Cure Light Wounds, Jump, Magic Stone, Produce Flame x2]; 2nd [Barkskin, Chill Metal, ~~Bull's Strength~~, ~~Bears Endurance~~(both used on Thrand and are reflected in his stats below), Flaming Sphere]; 3rd [Call Lightning, Cure

Moderate Wounds, Poison, Wind Wall]; 4th [Dispel Magic, Flame Strike x2]; 5th [Cure Critical Wounds, ~~Stoneskin~~].

Olen of Rhomstaff; male human Drd10; CR 10; HD 10d8; hp 45 (65); Init +1 (+1 Dex); Spd 20 ft.; AC 20 (touch 11, flat footed 19)[+4 armor, +2 shield, +1 Dex, +3 *barkskin*]; BAB/Grapple +7/+10 (+12); Atk scimitar +11 (d6+4+d6 cold) [+13 (d6+6+d6 cold) buffed]; Full Atk scimitar +11/+6 (d6+4+d6 cold) [+13/+8 (d6+6+d6 cold) buffed]; SA Spells, spontaneous casting, wild shape (large); SQ venom immunity, resist natures' lure, trackless step, woodland stride, nature sense, wild empathy; SV Fort +7 (+9), Ref +4, Will +10; AL NE; Str 16 (20), Dex 12, Con 10, Int 10, Wis 17, Cha 6.

Skills and feats: Concentration +14 (+16), Diplomacy +11, Knowledge (Nature) +15; Swim +16 (+18), Survival +16; Point blank shot, precise shot, weapon focus (scimitar), natural spell, weapon focus (claw).

Equipment: Hide armor +1, large wooden shield, frost scimitar+1, Potion of Cure Light Wounds; Infusion of Detect Animals or Plants, potion of cure moderate wounds, quaal's feather token (whip).

Druid Spells Prepared (6/5/5/4/3/2; Base DC 13+lvl); 0th[Cure Minor Wounds x2, Light x2, Resistance x2]; 1st [Entangle, Faerie Fire, Longstrider, Produce Flame x2]; 2nd [~~Cat's Grace~~, ~~Bear's Endurance~~ (both used on Jillian and are reflected in her stats below), ~~Barkskin~~, ~~Bull's Strength~~, ~~Bear's Endurance~~ (used on self and reflected in stats above)]; 3rd [Cure Moderate Wounds, Greater Magic Fang, Poison, Protection from Energy]; 4th [Freedom of Movement, Ice Storm, Rusting Grasp]; 5th [Animal Growth, ~~Stoneskin~~].

(Statistics in parentheses represent his statistics as buffed by spells)

Aramon of Nightwatch; male half-elf Sor11; CR 11; HD 11d4; hp 30; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flat footed 14)[+1 Dex, +4 *mage armor*]; BAB/Grapple +5/+5; Atk spear +5 (d8) , or dart +6 (d4); Full Atk spear +5 (d8) , or dart +6 (d4); SV Fort +3, Ref +4, Will +7; AL LE; Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 17.

Skills and feats: Concentration +14, Knowledge (arcana) +14; Combat Casting, Spell Focus Necromancy, Weapon Focus Ray, Spell Focus Evocation.

Equipment: Spear, 6 Darts, Potion of Cure Light Wounds (x2), elixir of Love, elixir of Vision, Scroll of Color Spray, Mage Armor, Nystul's Magical Aura and Identify, Wand of Burning Hands (lvl 1, 50 charges), potion of displacement, robe of bones, hand of the mage wand of scorching ray (level 4; 50 charges).

Sorcerer Spells (6/7/7/7/6/4; Base DC 13+lvl); *Spells Known*: 0th [Acid Splash, Daze, Light, Flare, Mage Hand, Prestidigitation, Resistance, Detect Magic]; 1st [Grease, Ray of Enfeeblement, Magic Missile, Protection from Good, Shield]; 2nd [Bears Endurance, Scorching Ray, False Life, Blindness/Deafness, Eagle's Splendor]; 3rd [Fireball, Fly, Ray of Exhaustion, Lightning Bolt]; 4th [Evard's Black Tentacles, Enervation, otilukes Resilient Sphere]; 5th [Cone of Cold, Waves of Fatigue].

Thrand of Misty Hills, male human Bbn11; CR 11; HD 11d12+25; hp 82 (104); Init +1 (+1 Dex); Spd 30 ft.; AC 19 (touch 13, flat footed 17)[+6 breastplate,+2 Dex, +1 deflection]; BAB/Grapple +11/+13 (+15); Attk greatsword +14 (2d6+4) [buffed +17 (2d6+7)]; Full Attk greatsword +15/+10/+5 (2d6+4) [buffed +17/+12/+7 (2d6+7)] ;SA Greater rage; SQ Damage reduction 2/-, improved uncanny dodge (DEX to AC, can't be flanked), Trap sense +3; SV Fort +9 (+11), Ref +5, Will +4; AL CE; Str 15 (18), Dex 14, Con 14 (18), Int 12, Wis 12, Cha 13.

Skills and feats: Climb +16(+18), Handle animal +15, Intimidate +15, Listen +15, Survival +13, Spot +3, Swim +16 (+18); Alertness, Power attack, Toughness, Weapon Focus Greatsword, Improved Sunder, Cleave.

Equipment: Breastplate +1, greatsword+1, potion of cure serious wounds, ring of protection +1.
(Statistics in parentheses represent his statistics as buffed by spells)

Jillian of Kynneret, female human Rgr11; CR 11; HD 11d8+11; hp 55 (77); Init +4 (+4 Dex); Spd 30 ft.; AC 20 (22) (touch 14, flat footed 16)[+4 armor,+4 (6) Dex, +2 *barkskin*]; Attk longsword +12 (d8+3) or longbow +17 [+19] (d8+4); Full Attk longsword +14/+9/+4 (d8+3) or longbow +15/+15/+10/+5 [+17/+17/+12/+7] (d8+4);SA favored enemy +6 (elves), favored enemy +4 (humans), favored enemy +2 (dwarves); SQ evasion, wild empathy, woodland stride; SV Fort +8 (+10), Ref +11 (+14), Will +6; AL CN; Str 16, Dex 18 (22), Con 12 (16), Int 9, Wis 12, Cha 11.

Skills and feats: Handle animal +14, Hide +18, Knowledge (nature) +13, Listen +15, Move silently +18, Survival +15; Point blank shot, precise shot, track, endurance, rapid shot, weapon focus longbow, manyshot, diehard, improved critical longbow, improved precise shot, iron will.

Equipment: studded leather armor +1, longsword, composite longbow +1 (+3 str), 40 arrows, potion of aid, potion of Cure Light Wounds, Potion of Haste, Potion of Barkskin +2.

Ranger Spells: (2/1); 1st [Resist Energy x2]; 2nd [Protection from Energy].
(Statistics in parentheses represent her statistics as buffed by spells)

Player's Handout 1: The Contract

Whereby we, the undersigned, do undertake a solemn alliance sealed by blood and gold and spirit, to aid each other according to the terms of this contract and neither to attack each other directly nor conspire indirectly against each other, at least for the period of three years;

Whereby Maegwyn of Gerorgos, Druid of the Union of Ur-Flan, speaking for her twenty-six brethren, swears that the Union of Ur-Flan will in the early spring of CY 594, travel across Bissel, covering each barony except that of W's, and rouse up both the livestock against their owners and the wild animals against hunters and traders, inciting them to attack their masters and to flee domestic captivity, thereby sowing the chaos and disorder necessary to restore the balance of Beory, and thus fulfill the terms of the agreement for the Union of Ur-Flan;

Whereby Atramón of Wynith, speaking for the Necromancer, swears that in the spring of CY 594 the Necromancer will send forces against the varied baronies of Bissel, beginning in the north and working southwards, comprised of such groups of undead and other minions at his disposal as he shall so choose, thereby sowing the chaos and disorder necessary for his full restoration to his rightful power, and whereby Atramón of Wynith shall lend his aid and sorcery to restoring the defenses of the Union of Ur-Flan, and thus fulfill the terms of agreement for the Necromancer;

Whereby Chandur of Pellak, speaking for the honorable W, swears that in the spring of CY 594 he will aid in the spread of chaos and destruction by providing both substantial financial resources and high-level information about the political and military developments in Bissel, and that, after W has achieved his goals of power, the Union of Ur-Flan will be granted Gerorgos as their fief and allowed to practice their worship freely therein and spread the true ancient worship of Beory to the rest of Bissel, and that the Necromancer will be given power over his former dominions in Wynith, now falsely called Nightwatch;

We the undersigned solemnly swear by blood and gold and spirit to fulfill the terms of this agreement.

Maegwyn of Gerorgos
Union of Ur-Flan

Αραμόν οφ Ωψνιτη
Επαρδ της Νεχρομανχερ

Chandur of Pellak

W