

RTK3-01

# Warpath

## A One-Round D&D LIVING GREYHAWK® Ratik Regional Adventure

Version 0.1

Round 1

By Matt Lau

Thanks to the intervention of heroes of Ratik, open conflict was narrowly averted between House Ulthek of the Ratik nobility and Clan Ghostbear of the Frost Barbarians. Then why are the Fruztii once again taking up arms against the northern houses of Ratik? APL 2-8.

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

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# Introduction

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

## Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

## Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

### Living Greyhawk Levels of Play

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

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-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 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ratik. Characters native to Ratik 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.

**Note:** characters that are members of the Order of the Hart or Ulthek militia may apply the TUs spent on this

adventure towards the requirements for that organization.

## Adventure Summary and Background

As part of the plot by House Devonmeek (who are unknowingly allied with the Scarlet Brotherhood) agents in the Timberway seek to further disrupt the lumber industry and the Northern Alliance. A contingent of mercenaries and an aide to the Administrator of Agriculture from House Devonmeek have met with a tribe of renegade Fruztii and Schnaii barbarians. They have begun razing several of Ratik's settlements and logging camps in the Timberway. The noble families who rely on lumber and hunting to drive their economy have finally decided to respond with force against the Fruztii. Unless someone exposes the treachery of an outside House of Nobles, war between Ratik and the Fruztii seems imminent.

The PCs are in Pine Hill, a small, northern town in the Ulthek freehold settled near a major lumber hauling road running north-south through the Timberway). Riders come through announcing that the Nobles have called for the militia, and defenses are being formed to act against the Frost Barbarians. One, a particularly charismatic recruiter, calls for all able-bodied men to stand up and volunteer. En route to a staging area established by the Order of the Hart, the troops are ambushed by barbarians attacking with fire and oil. The PCs are temporarily separated from the rest of the soldiers during the battle. This is when they come across a woman calling herself the Guardian of the Timberway. She warns the PCs that the destruction being rained upon her forest will provoke her wrath. She then flies away in the shape of an owl.

After joining forces with the Ratik militia and the Order of the Hart, a war band from Clan Ghostbear arrives. Gulv Ghostbear leads them, and he insists that his people are not responsible for the attacks against the Ratik settlements. His band is hunting the renegades, and offers to help the Ratikkans. Combining Gulv's barbarians with rangers of the Order of the Hart, the PCs find the renegade camp.

PCs can choose to be part of the advance scout force, the archer support, or the mainline infantry. Also participating in the battle will be Zimkessa of the Earth, and a Scarlet Brotherhood saboteur.

There is no written documentation of the agreement between the nobles and the barbarians, so a live prisoner

would help to expose Devonmeek's plan. Once again, Gulv will part in peace.

## Introduction

*The town of Pine Hill is bustling with activity this early morning. The whole town seemed to come to a halt last week because of the late season cold snap. But now men and women hastily return to their daily routines to make up for a week of inactivity. Groups of lumberjacks gather their provisions and prepare for a long hike out to their camps. Trappers and hunters say farewell to loved ones as they head out to remote sections of woods in search of prey. Most of the womenfolk tend to their small garden plots, breaking the soil in preparation of the warmer months ahead. All is busy and peaceful. Too peaceful to last it seems, as several children come running towards town center waving sticks excitedly—acting as impromptu heralds for two armored riders guiding their mounts towards town center.*

Allow the players a moment to take in the situation as the riders reign in their horses and sound horns to gather a crowd about themselves. A Bardic Knowledge or Knowledge (nobles, local, or history) check (DC 5) will identify the heraldic symbols of house Ulthek, the local lord, on the riders' tabards.

## Encounter One

*One of the riders unbuckles his helmet revealing a tangled mess of red hair and a strong chin. He watches the eyes of the crowd for a moment before speaking. "The Frost Barbarians have taken arms against us! They have attacked and burned several camps and settlements within the lands of our freehold. By order of His Lordship Phelgar of House Ulthek, we are calling upon all militia forces to stand forward and assemble. We will march this very day to a staging area where we will meet with the Order of the Hart—and additional militia units—with the purpose of driving off any further attacks." The second rider dismounts and pulls a large sheaf of parchments from a saddlebag. The crowd becomes a swirling mass of murmurs, yells, and cries of despair.*

Some semblance of order will be established as men scurry off to gather weapons and women and children cry aloud. The soldier on foot will take names of militia members and scribe them on parchment. Should the PCs desire to speak with the soldiers, they may speak with Kalem Redcrown (the red-haired knight, obviously).

**Kalem Redcrown:** male human Fig2.

He has the following information available:

- Three Ratik camps have been attacked within the past week. There were very few survivors.
- None of the Fruztii clans have claimed responsibility for the attack, so there are currently no negotiations in progress.
- Riders have been sent to request reinforcements from the Ratik army but no word has been received yet from Marner.
- House Keth has refused to send any aid.
- House Abonhoth has agreed to send militia forces north, but they will not be assembled for another three or four days.
- The Order of the Hart has its forces spread over too large an area to protect every single Ratik camp, so militia forces are sorely needed.
- This force will leave here at high sun, and should arrive at the staging area before this evening.

If any PCs are in the militia they are expected to step forward on their own. Anyone who volunteers to accompany the militia will be welcomed by Kalem as well.

Reluctant PCs: Kalem will ask for volunteers to join in the battle. If the PCs hesitate, a young boy steps forward while his screaming mother is held back by her crippled husband. Kalem smiles and says "perhaps some other able bodied warrior would take your place, lad?" If this doesn't work, then a teenage girl volunteers. Kalem will look with contempt at any remaining PCs and mutter "cowardly dog" under his breath. If they still don't go, then it's the end of the adventure for that PC.

At high sun, the assembled rabble will set out.

*Kalem looks with grave eyes at the crowd of Ratikkans standing before him. Most of them wear leather or hide armor and wield spears or bows. Some look fearful while others simply return Kalem's gaze with a look of grim resolve. "A fine group of soldiers," he says with a smile. "Fall in, and march!"*

*He replaces his helmet and brings his horse about. Walking with you are roughly two dozen armed commoners, several horses, and a wagon laden with supplies.*

## Encounter Two

While on the road, the PCs may converse with Kalem to pick up any information that they may have missed. If there are any dwarves or small PCs, then they are told to ride in the supply wagon so as not to slow down the entire group. Many hours later, Kalem tells the PCs to climb into the supply wagon for lunch, as "there'll be no stopping for meals on this trip." It is at this point that barbarians ambush the group.

*You bump along in the rickety wagon, hastily breaking apart trail rations and eating quickly so that the next group of men can have their meal. The trail you are following curves gradually around a rocky hill on your left, while the right side drops away into a jagged ravine. As you wipe the crumbs from your face, and contemplate the remainder of your journey, you are startled by a nearly human shriek that fills the air. Looking up you see the source is a large white owl gliding overhead.*

*As you contemplate what sort of omen this could be, the air explodes with the thunder of dozens of barbarian war cries. Flaming arrows and flasks flash down from the hill above—raining down on the Ratik soldiers. Before you can react, a flask strikes your wagon—instantly bursting into flames. The horses spook and gallop straight off the path and into the ravine. The last thing you see as the wagon begins its first flip are two groups of barbarians attacking from both directions of the road.*

The falling flaming wagon: will tumble roughly 50' down a 30 degree incline.

Jumping clear: Make a Reflex save or **Tumble check** (DC 15) to jump out of the wagon. Anyone jumping out successfully lands anywhere from 10' to 20' from the bottom of the ravine.

Crashing: Those failing to jump clear are buffeted by the impact for 1d6 points of damage, but may make a **Tumble check** (DC 15) to negate the damage.

Burning: The wagon is a total loss and the horses are disabled on impact. Anyone who remains in the burning remains of the wagon will take 1d6 points of damage per round.

Anyone who inspects the destroyed wagon and makes an **Alchemy check** (DC 10) will recognize that it was hit by a vial of alchemists fire.

At the bottom of the ravine is a group of barbarian archers who failed to get into position in time for the ambush. As the wagon comes crashing down near them, they are all surprised. Have all PCs make a **Spot check**

(DC 12) to see the barbarians standing there picking up their jaws. Everyone who succeeds may take a partial action during the surprise round before combat begins.

#### Creatures:

##### APL 2 (EL 2):

**Fruztii archers, male human Warri (4):** CR ½; Medium humanoid; HD 1d8; hp 8; Init +1; Spd 20 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +1 melee (1d6/critx3, handaxe), or +2 ranged (1d8/critx3, longbow); AL CE; SV Fort +2, Ref +1, Wil +0; Str 10, Dex 13, Con 11, Int 8, Wis 11, Cha 9.

*Skills and Feats:* Climb +1, Jump +1; Point Blank Shot, Run.

*Equipment:* hide armor, longbow, quiver with 10 arrows, handaxe, pouch w/ 15 sp.

##### APL 4 (EL 5):

**Fruztii archers, male human Warri (10):** CR ½; Medium humanoid; HD 1d8; hp 8; Init +1; Spd 20 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +1 melee (1d6/critx3, handaxe), or +2 ranged (1d8/critx3, longbow); AL CE; SV Fort +2, Ref +1, Wil +0; Str 10, Dex 13, Con 11, Int 8, Wis 11, Cha 9.

*Skills and Feats:* Climb +1, Jump +1; Point Blank Shot, Run.

*Equipment:* hide armor, longbow, quiver with 10 arrows, handaxe, pouch w/ 15 sp.

##### APL 6 and 8 (EL 8):

**Fruztii archers, male human Warri (12):** CR 1; Medium humanoid; HD 2d8+2; hp 15; Init +2; Spd 20 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Atk +3 melee (1d6+1/critx3, handaxe) or +4 ranged (1d8/critx3, longbow); AL CE; SV Fort +4, Ref +2, Wil +0; Str 12, Dex 14, Con 12, Int 9, Wis 11, Cha 9.

*Skills and Feats:* Climb +3, Jump +3; Point Blank Shot, Precise Shot.

*Equipment:* hide armor, longbow, quiver with 10 arrows, handaxe, pouch w/ 10 gp.

#### Treasure:

APL 2—loot(32 gp), coin-(12 sp).

APL 4—loot(81 gp), coin-(50 sp).

APL 6/8—loot(97 gp), coin-(24 gp).

**Development:** On the high road, Kalem quickly takes command of his peasant squadron and forms defensive lines to the fore and rear. They fight to a standstill for a few rounds before the barbarians quickly withdraw and flee into the woods (since they are missing their archer support). The Ratik soldiers let out a cheer of victory.

## Encounter Three

This event takes place immediately after the battle, before the PCs have a chance to regroup with the rest of the militia.

*You are shaken from the moment by a woman's voice, uttering "Such a waste..." Standing near your group is a tall, slender woman wearing an almost translucent silk dress. She has long blonde hair in a single braid falling gracefully over her shoulder. She holds in her upright palms the remains of some kind of flower or herb burned beyond recognition. "Such a waste," she repeats before dropping them to the ground near her bare feet.*

The woman is Zimkessa of the Earth (see NPC appendix), a human druid who proclaims herself the guardian of the Timberway. She is unreasonable and borderline psychotic. She will demand answers from the PCs regarding:

- What their part was in this battle.
- Who is responsible for the destruction to the forest.
- Who will restore the destroyed plants.
- What they hope to gain by this killing and destruction.

She will be grateful to anyone who promises to help somehow restore the woods. She will not tolerate any comments along the lines of "it's not our fault" or "there's nothing we can do." At this or any flippant comments she will become unreasonably angry and offer the following solution:

*"If your people persist in upsetting the balance in the Timberway, perhaps I shall be forced to restore it. By taking a human life for every leaf trod upon by your war." She spreads her arms wide and arches her back. Her features flow like tallow as she transforms into an owl and takes flight.*

If anyone attacks her then they can expect retribution by Zimkessa in later encounters.

## Encounter Four

*It is just past high sun when you arrive with the Pine Hill contingent at the staging ground established by the Order of the Hart. Some of the trees and brush have been cleared to make space for a few large tents bearing the crest of House Ulthek. But for the most part, the camp is well hidden under the canopy of the Timberway. Many groups of soldiers stand or sit throughout the camp. Kalem begins assigning his new recruits to different areas, then stops before you.*

*"You seem to fight well as an independent group. Rather than send you off into different squads I would rather you remain together as a single unit. Would any of you object to such an arrangement?"*

If someone does object feel free to assign her to some lame, non-combat duty. They can still have the xp for participating in the previous portion of the adventure.

The PCs have a day to rest, heal, regain spells, and meet some of the others here at the camp.

Some people are:

Bareg Treesplitter, a human ranger with the Order of the Hart. He is a handsome man despite a wicked scar along his forehead. Those who participated in the scenario *Skirmish*, may have met him during a previous battle against the Fruztii. His family was killed during a previous raid by Clan Ghostbear and he fervently despises the Fruztii.

Revaar Truethorn, a human druid serving in House Ulthek's militia. There are few clerical temples this far north in the Timberway, so House Ulthek relies more on druids to heal and support their troops. Revaar is withdrawn and remorseful over the fighting. He is the only one at the camp who has ever heard of Zimkessa of the Earth, but will insist that she has been dead for some fifty years.

Thek Ulthek, leader of the order of the Hart and the half brother of Lord Phelgar Ulthek. Thek is a half-orc ranger, dedicated to his brother and to the Timberway.

## Encounter Five

*The next day the militia busies itself running through drills and preparing to mobilize should the order arrive. A dozen or more groups of Ratik militia come and go into the camp, each escorted by a ranger of the Order of the Hart. In the late morning, there is a commotion near the northern edge of the camp. Although there is no trumpet or shouting, Ratik*

*soldiers begin drawing weapons and surging in that direction.*

Give the players a round or two to prepare, then continue on:

*The crowd parts slightly and a large group of Frost barbarians strides directly into the center of the camp, escorted by a single Ratikkan clad in leather armor. The Fruztii leader holds aloft a staff with a strip of white cloth tied to it. In a booming voice he cries out "I am Gulv Ghostbear of Clan Ghostbear! I come under a banner of peace. I come to speak with the leader of the Order of the Hart."*

*Thek Ulthek approaches, his greatsword still resting in its sheath across his back. Despite the half-orc heritage of the commander of the Order of the Hart, Gulv Ghostbear appears to be the larger of the two men. Thek glares at the barbarian, "Are you here to surrender?"*

*Gulv answers evenly, "I am here to offer my blade to help Ratik. And that of my clan and all those who swear allegiance to King Hundfred Ralffson. Know this, that the Fruztii who wage war against you are renegades. They are dogs with no clan—allied with the Schnai. Our king has appointed Ghostbear clan the duty of finding and destroying them."*

There is great confusion at this point and the PCs can only overhear bits and pieces of the rest of the exchange between the two leaders:

- Gulv knows the rough location of the renegade base and wants to combine forces and attack.
- Clan Ghostbear scouts have seen reinforcements arriving via longships coming from both north and south.
- Gulv wants to attack immediately before more reinforcements arrive.
- Bareg Treesplitter will loudly accuse the Frost barbarians of treachery and call this some kind of trap.
- Bareg will ask Thek Ulthek to demand their surrender and put them in chains.
- Any PC who tries to take part in the conversation had better have at least one influence point with either Clan Ghostbear or the Order of the Hart, otherwise they will be ordered to back off.
- Finally, Thek will order all the Ratik soldiers to stand down, and he will speak in private with Gulv in one of the tents.

## Encounter Six

*Long minutes pass. Eventually, Thek Ultheek and Gulv Ghostbear exit the tent. Thek booms out, "All of you form into units and prepare to move! We attack the enemy before dusk!" He barks out some additional orders to the highest ranking members of the Order of the Hart, while Gulv Ghostbear addresses his men in Coldspeak.*

*Kalem Redcrown busily assembles the Ultheek militia before stopping your group. "Our forces are dividing into several groups. If you feel you are adept enough in the woods to move quickly and quietly, I can send your team ahead of the main force with the advance scouts. Or if you're more capable with missile weapons, we'll place you in a flanking position to the main force as part of the archer support. Otherwise, you can march with the bulk of the Ratik infantry and Clan Ghostbear, and I guarantee you'll see more than your share of fighting. Decide for yourselves, I'll be back in a moment."*

Once the PCs decide how they want to proceed, Kalem will come back and assign them to a commander.

If the PCs are advance scouts, then they are under the command of Bareg Treesplitter:

*"You are expected to move stealthily ahead of the main force to spot any patrols or sentries, and either eliminate the threat or warn the army. Once combat starts, all advance scouts should encircle the enemy position and regroup at their rear to form another unit. That way we can trap them between us."*

There are several groups of advance scouts for him to coordinate, so the PCs will be on their own effectively.

If the PCs march with the infantry, then they are either under the command of Thek Ultheek (by default);

*"Infantrymen! Form into small squads. Spread out so that there's less chance of you being spotted, but stay within sight of the squads closest to you."*

Or if they choose, they may march with Clan Ghostbear (if they have an influence point), in which case they are addressed by Gulv Ghostbear:

*"I am honored that you would choose to fight alongside my clan. Stay close to me, and I will protect you as I would one of my own."*

If the PCs decide to stay with the archer support, then they are pretty much on their own with a bunch of 1<sup>st</sup> level warriors with longbows. Revaar Truethorn and several 1<sup>st</sup> level druids will accompany the archers.

After several hours, regardless of which group the PCs are marching with, they will stumble across a concealed pit trap. Ask for a marching order ahead of time. The lead PC(s) risk falling in (and at APL 4 or higher) disturbing the nest of snakes.

Any PC who falls in must make a Spot check versus the listed DC, otherwise the vipers gain a surprise round against the PC(s).

### Traps:

All APLs

**Spiked Pit Trap (20 feet deep):** CR 2; no attack roll necessary (2d6), +6 melee (1d4 spikes for 1d4+1 points of damage per successful hit); Ref save avoids (DC 16); Search (DC 15).

### Creatures:

APL 4 (EL 1):

**Snakes, Tiny Viper (3):** hp 1 each; see *Monster Manual* page 201. Spot DC 28.

APL 6 (EL 2):

**Snakes, Small Viper (5):** hp 4 each; see *Monster Manual* page 202. Spot DC 25.

APL 8 (EL 3):

**Snakes, Small Viper (5):** hp 4 each; see *Monster Manual* page 202. Spot DC 25.

**Snakes, Medium Viper (2):** hp 10 each; see *Monster Manual* page 202. Spot DC 22.

## DM Notes:

The next series of encounters covers the main battle versus the renegade Fruztii camp. If this event is being run at a convention with several tables, and if the DMs wish to coordinate it, the PCs may actually move between tables—so that the Rangers and Rogues can join the advance scouts, the archers and mages can join the archer support group, and the various warrior-types can march with the mainline infantry into the battle.

Overview: Which encounters the PCs participate in depends on which group they have chosen to march with.

Before the main combat begins, the advance scouts need to dispatch a sentry group (Encounter 7). The next three encounters all occur simultaneously:

- The advance scouts (assuming they follow orders) circle around to the rear of the enemy camp, where



they must try to capture a fleeing group of armored riders (Encounter 8).

- The mainline infantry get to fight their way through the bulk of the enemy forces (Encounter 9).
- Meanwhile, the archer support group stumbles across a returning patrol of renegade scouts, and also may try to capture a Scarlet Brotherhood agent (Encounters 10 and 11).

Also note, that Zimkessa of the Earth is witnessing the events taking place here. There is a DM Appendix that lists the major events of the battle, including possible intervention by Zimkessa. Everything is wrapped up in the Conclusion.

## Encounter Seven: Scouts

The PCs come across a band of sentries in partial hiding some hundred yards before the renegade camp.

Have each PC first make a **Spot check (DC 20)**. If the check succeeds, then they spot a group of barbarian sentries at a range of fifty feet. If every PC fails, then they never even see the group, they are ambushed, and the renegade camp is alerted by a signal horn.

To approach undetected, the PCs must make a Move Silently check. The **lowest** check of any approaching PCs is used:

Check:	Result:
< 12	Close to 40 feet, guards wary.
13-15	Close to 30 feet, guards wary.
16-19	Close to 20 feet, guards wary.
> 19	Close to 20 feet, undetected

A result of “guards wary” means that one or more of the sentries “hear something” and they are on the alert. The PCs can choose to attack from this distance, but initiative is rolled normally. If they approach undetected, then they can attack and gain a surprise round.

If they wish to sneak closer than twenty feet, then they must leave any cover that the forest provides and make a Hide check opposed by the sentries’ Spot checks (use the lowest PC roll against the highest guard roll). The PC(s) may take a full move into the camp. If the Hide check was successful, then the PCs gain a surprise round. Otherwise, once they move into the camp, they are spotted and initiative is rolled normally (although

none of the guards have weapons drawn unless they were previously “wary”).

### Creatures:

APL 2 (EL 2):

**Sentries, male human Warri (4):** CR ½; Medium humanoid; HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+3 armor, +2 shield]; Atk +3 melee (1d8+1/critx3, battleaxe) or +1 ranged (1d6+1, javelin); AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 9, Wis 11, Cha 10.

*Skills and Feats:* Climb +0, Jump +0, Listen +2, Spot +2; Alertness, Weapon Focus (battleaxe).

*Equipment:* hide armor, large wooden shield, battleaxe, 1 javelin, signal horn, pouch with 25 silver pieces (each).

APL 4 (EL 4):

Sentries (4), from APL 2.

**Male human Bbn2:** CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +6 melee (1d12+3/critx3, greataxe); AL CN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 12, Con 15, Int 12, Wis 13, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +4, Intuit Direction +6, Jump +4, Listen +6, Wilderness Lore +6; Improved Initiative, Weapon Focus (greataxe).

*Equipment:* hide armor, masterwork greataxe, pouch w/ 30 gp.

APL 6 (EL 6):

Sentries (4), from APL 2.

**Male human Bbn1/Rgr1/Fig4:** CR 6; Medium humanoid; HD 1d12 + 1d10 + 3d10 + 18; hp 57; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +10/+5 melee (1d6+5/critx3, handaxe) or +8/+3/+8 melee (1d6+5/critx3, handaxe; 1d6+4/critx3, offhand handaxe); AL CN; SV Fort +11, Ref +2, Will +1; Str 14, Dex 12, Con 16, Int 11, Wis 10, Cha 10.

*Skills and Feats:* Climb +4, Handle Animal +2, Intimidate +4, Intuit Direction +2, Jump +5, Listen +4, Ride +4, Spot +5, Swim +4, Wilderness Lore +4; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Quick Draw, Track, Weapon Focus (handaxe), Weapon Specialization (handaxe).

Possessions: 2 +1 handaxes, hide armor, pouch w/ 50 gp.

APL 8 (EL 8)

**Sentries (4)**, from APL 2.

**Male human Bbn1/Rgr1/Fig4**, from APL 6.

**Winter Wolf**: hp 58; see *Monster Manual*/page 184.

**Tactics**: On the first round, three of the warriors will engage the PCs while one will attempt to sound his horn. The barbarians and/or wolf will enter melee immediately.

**Treasure:**

APL 2—loot(14 gp), coin-(2 gp).

APL 4—loot(78 gp), coin-(8 gp).

APL 6/8—loot(14 gp), coin-(12 gp), 2 +1 handaxes-(461 gp).

**Development**: Once the PCs deal with these sentries, the bulk of the fighting will begin. If they follow their orders to encircle the camp, then the PCs have a chance to capture a group of conspirators who attempt to escape at the first sign of trouble in Encounter 8. Otherwise, they may just enter the general melee and go to Encounter 9 instead.

## Encounter Eight: Flight

This scene assumes that the PCs do not take part in the general melee that breaks out and instead circles the enemy camp as they are supposed to.

*After dealing with the sentries, you hurriedly circle around to where the rear of the enemy camp should be. Only moments pass before shouts and the sound of battle erupts from within the Timberway. The attack has begun. You find a narrow footpath that seems to lead back to the renegade camp. You draw your weapons and wait for the other scout groups to arrive.*

Have the PCs make a **Listen check (DC 18)**. If anyone succeeds, then they hear horses galloping from the direction of the enemy camp and they have a full round to prepare. Otherwise, riders come charging up the path and each PC must succeed at a **Spot check (DC 12)**, or be surprised. The riders include Briggik Wellmane, a delegate from House Devonmeek who is here to provide the renegades with gold for their work

and with Alchemist's Fire. The others are hired mercenaries.

**Creatures:**

APL 2 (EL 4):

**Mercenaries, male human Fig1 (4)**: CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +4 melee (1d8+2/crit19-20, longsword); AL LE; SV Fort +4, Ref +2, Wil +1; Str 14, Dex 14, Con 14, Int 11, Wis 12, Cha 9.

*Skills and Feats*: Climb -1, Handle Animal +3, Ride +6, Listen +3, Spot +3; Mounted Combat, Alertness, Weapon Focus (longsword).

*Equipment*: chainmail, large steel shield, longsword, backpack with bedding and trail rations, pouch with 25 gp.

**Light Horses (5)**: hp 19 each; see *Monster Manual* page 197. Note that since these are not warhorses, a rider attempting to control a horse in battle must make a Ride check (DC 20) to guide the horse as a move-equivalent action. A failed check means that the rider can do nothing else that round.

APL 4 (EL 6):

**Mercenaries, male human Fig2 (4)**: CR 2; Medium humanoid; HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +5 melee (1d8+2/crit19-20, longsword); AL LE; SV Fort +5, Ref +2, Wil +1; Str 14, Dex 14, Con 14, Int 11, Wis 12, Cha 9.

*Skills and Feats*: Climb +0, Handle Animal +4, Ride +7, Listen +3, Spot +3; Mounted Combat, Alertness, Spirited Charge, Weapon Focus (longsword).

*Equipment*: chainmail, large steel shield, longsword, backpack with bedding and trail rations, pouch with 75 gp.

**Light Horses (5)**: hp 19 each; see *Monster Manual* page 197. Note that since these are not warhorses, a rider attempting to control a horse in battle must make a Ride check (DC 20) to guide the horse as a move-equivalent action. A failed check means that the rider can do nothing else that round.

APL 6 (EL 8):

**Mercenaries, male human Fig4 (4)**: CR 4; Medium humanoid; HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 21

(touch 13, flat-footed 18) [+3 Dex, +6 armor, +2 shield]; Atk +8 melee (1d8+4/crit 19-20, longsword) or +7 grenade (1d6, Alchemist's Fire); AL LE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Climb +1, Handle Animal +7, Listen +3, Ride +10, Spot +2; Alertness, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* masterwork longsword, alchemist's fire (x2), +1 chainmail, masterwork large steel shield, pouch w/ 150 gp.

**Light Horses (5):** hp 19 each; see *Monster Manual* page 197. Note that since these are not warhorses, a rider attempting to control a horse in battle must make a Ride check (DC 20) to guide the horse as a move-equivalent action. A failed check means that the rider can do nothing else that round.

APL 8 (EL 10)

**Mercenaries, male human Fig6 (2):** CR 6; Medium humanoid; HD 6d10+18; hp 63; Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+1 Dex, +9 Armor, +2 shield]; Atk +10 melee (1d8+5/crit x3, heavy lance) or +7 grenade (1d6, Alchemist's fire); AL LE; SV Fort +8, Ref +3, Will +3; Str 14, Dex 12, Con 16, Int 12, Wis 12, Cha 14.

*Skills and Feats:* Climb +1, Handle Animal +11, Listen +3, Ride +10, Spot +3; Alertness, Blind-Fight, Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (heavy lance), Weapon Specialization (heavy lance).

*Possessions:* +1 heavy lance, alchemist's fire (x2), full plate, large steel shield, *potion of cure moderate wounds*, pouch w/ 300 gp.

**Nightmares (2):** hp 45, 50; see *Monster Manual* page 140.

All Tiers:

**Briggik Wellmane, male human Ar1:** CR ½; Medium humanoid; HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +0 melee (2d4/crit 18-20, falchion), +1 ranged (1d10/crit 19-20, heavy crossbow); AL N; SV Fort +0, Ref +1, Will +4; Str 11, Dex 13, Con 10, Int 14, Wis 11, Cha 12.

*Skills and Feats:* Appraise +6, Bluff +5, Gather Information +5, Intimidate +5, Diplomacy +5, Ride +5, Sense Motive +4; Dodge, Iron Will.

*Equipment:* chain shirt, falchion, pouch w/ 150 gp, alchemist's fire (x2).

**Tactics:** At the beginning of combat, Briggik will order his mercenaries to kill anyone in his way. Meanwhile he will direct all his efforts, to attempting to escape.

**Treasure:**

APL 2—loot(95 gp), coin-(35 gp).

APL 4—loot(95 gp), coin-(75 gp).

APL 6—loot(231 gp), coin-(135 gp), 4 +1 chainmails-(520 gp).

APL 8—loot(333 gp), coin(135 gp), 2 +1 heavy lances-(462 gp), 2 *potions of cure moderate wounds* (60 gp).

## Encounter Nine: Battleground

When the fighting starts, most of the action will take place within the enemy camp. Assume there are numerous small battles taking place and don't worry too much about the exact locations of everything. It's supposed to be chaotic.

The PCs must battle their way through each successive group all the way through to the leader of the renegades. Note that later groups have fewer than standard hit points, as they are assumed to have been fighting as well. If the PCs are too wounded to continue, they may withdraw from combat and skip to the Conclusion. Low APL parties are only expected to participate in some of the early battles. Only an APL 8 or 10 group is expected to have a chance to battle the leader of the renegades.

Group One (EL 3):

**Renegades, male human Bbn1 (3):** CR 1; Medium humanoid; HD 1d12+2; hp 14; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +2 armor, +2 shield]; Atk +4 melee (1d8+2/crit x3, battleaxe); AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Climb +2, Intimidate +4, Intuit Direction +6, Jump +2, Listen +7, Spot +3, Wilderness Lore +5; Alertness, Weapon Focus (battleaxe).

*Possessions:* battleaxe, leather armor, large wooden shield.

**Wolf (1):** hp 13; see *Monster Manual* page 204.

Group Two (EL 5):

**Renegades, male human Bbn2 (3):** CR 2; Medium humanoid; HD 2d12+4; hp 16; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +3 armor, +2 shield]; Atk +6 melee (1d8+3/critx3, battleaxe); AL CN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Climb +0, Handle Animal +5, Intimidate +5, Intuit Direction +5, Listen +7, Wilderness Lore +7; Cleave, Power Attack.

*Possessions:* masterwork battleaxe, hide armor, large wooden shield.

**Male human Brd1 (1):** CR 1; Medium humanoid; HD 1d6+1; hp 7; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +2 armor, +1 shield]; Atk +0 melee (1d4/critx3, punching dagger); AL N; SV Fort +1, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 12, Wis 12, Cha 14.

*Skills and Feats:* Bluff +6, Listen +5, Move Silently +4, Perform +6, Sense Motive +5, Tumble +4; Dodge, Improved Initiative.

*Possessions:* punching dagger, leather armor, buckler, flute.

Spells Known (2, base DC = 12): 0—daze, light.

Group 3 (EL 8)

**Ogre Brb2:** CR 6; Large Giant; HD 4d8+12 (ogre) plus 2d12+6 (Brb); hp 40; Init +0; Spd 30 ft.; AC 19 (touch 9, flat-footed 19) [-1 size, +5 natural, +3 armor, +2 shield]; Atk +11 melee (1d12+6/critx3, greataxe); Face/Reach 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +10, Ref +1, Will +3; Str 23, Dex 11, Con 16, Int 8, Wis 14, Cha 4.

*Skills and Feats:* Intuit Direction +6, Listen +10, Spot +10, Wilderness Lore +8; Alertness, Track.

*Possessions:* masterwork greataxe, hide armor, large steel shield.

**Renegade, male human Drd6:** CR 6; HD 6d8+6; hp 29; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +6 (1d6, quarterstaff); AL N; SV Fort +6, Ref +3, Will +8; Str 11, Dex 12, Con 13, Int 9, Wis 16, Cha 13.

*Skills and Feats:* Animal Empathy +10, Climb +8, Heal +12, Intuit Direction +7, Knowledge (nature) +4, Wilderness Lore +12; Brew Potion, Combat Casting, Spell Focus (enchantment), Weapon Focus (quarterstaff).

*Possessions:* masterwork quarterstaff, +1 hide armor, potion of fire breath, potion of neutralize poison, potion of cure moderate wounds.

Spells Prepared (5/4/4/3, base DC = 13 + spell level): 0—create water, ~~flare~~, mending (2), resistance; 1<sup>st</sup>—animal friendship, calm animals, invisibility to animals, shillelagh; 2<sup>nd</sup>—charm person or animal (~~2~~), ~~chill metal~~, hold animal; 3<sup>rd</sup>—dominate animal, ~~greater magic fang~~, poison.

**Dire Wolf (1):** hp 24; see *Monster Manual*/page 57. She is under the effects of the *greater magic fang* spell so her bite attack has a +2 enhancement bonus.

Group 4 (EL 8)

**Renegade, male human werewolf Brb6:** CR 8; HD 6d12+30; hp 45; Init +8; Spd 30 ft.; AC 24 (touch 15, flat-footed 19) [+5 Dex, +7 armor, +2 natural]; Atk +13/+8 melee (1d8+7/critx3, orc double axe); or +12 melee (1d6+5, bite); AL CE; SQ DR 15/Silver, Scent; SV Fort +12, Ref +8, Will +5; Str 20, Dex 20, Con 20, Int 11, Wis 13, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +8, Intuit Direction +4, Jump +19, Listen +15, Search +8, Spot +8, Swim +11, Wilderness Lore +10; Ambidexterity, Blind-fight, Exotic Weapon Proficiency (orc double axe), Improved Initiative, Two-Weapon Fighting, Weapon Finesse (bite), Weapon Focus (orc double axe).

**Trip (Ex):** A werewolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or drawing an attack of opportunity.

**Curse of Lycanthropy (Su):** Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy.

*Possessions:* +1 orc double axe, +2 chainmail.

**Wolves (6):** hp 10, 10, 10, 9, 9, 9; see *Monster Manual* page 204.

Final Battle (EL 10)

**Haggend Stoneboar, male human half-fiend Bbn8:** Medium Outsider; HD 8d12+36; hp 63; Init +3; Spd 30 ft.; AC 22 (touch 15, flat-footed 17) [+5 Dex, +6 armor, +1 natural]; Atk +17/+12 melee (1d6+7/crit 18-20, +1 scimitar<sup>3</sup>) or +14/+9 ranged (1d8+4, mighty composite longbow +4); AL NE; SA *Poison* 3/day (Sp); SQ Darkvision, immune to poison, acid, cold, fire and

electricity resistance 20; SV Fort +10, Ref +7, Will +3; Str 24, Dex 20, Con 18, Int 14, Wis 12, Cha 14.

*Skills and Feats:* Climb +8, Handle Animal +13, Intimidate +6, Jump +8, Listen +9, Ride +14, Spot +3, Wilderness Lore +5; Alertness, Leadership, Power Attack, Weapon Focus (scimitar).

Possessions: +1 scimitar, mighty composite longbow (+4), +1 breastplate, large steel shield, quiver w/ 20 masterwork arrows, potion of heroism, gauntlets of ogre power (+2).

Treasure:

Grp1-loot(5 gp).

Grp2-loot(101 gp).

Grp3-loot(64 gp), +1 *hide armor*- (116 gp), *potion of firebreath*- (90 gp), *potion of neutralize poison*- (75 gp), *potion of cure moderate wounds*- (30 gp).

Grp4-+1/+1 *orc double axe*- (466 gp), +2 *chainmail*- (430 gp).

Haggend-loot(68 gp), +1 *scimitar*- (231 gp), +1 *breastplate*- (135 gp), *potion of heroism*- (90 gp), *gauntlets of ogre power* (+2)(400 gp).

## Encounter Ten Archers

If the PCs are with the archer support, then they are considered part of the main battle, however, at the beginning of combat, a returning renegade patrol comes across the archer group. They will take cover and use missile fire against the archer group. Also, on the second round of combat, they have a chance to **Spot (DC 20)** the camouflaged archer that ignites the tent of alchemists fire.

APL2 (EL 2):

**Scout, male human Rgr1:** CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 armor]; Atk +1 melee (1d8, morningstar), or +3 ranged (1d8/critx3, longbow); SQ Rgr Favored Enemy: Animals +1; AL CN; SV Fort +4, Ref +2, Will +2; Str 11, Dex 14, Con 14, Int 11, Wis 14, Cha 10.

*Skills and Feats:* Animal Empathy +4, Handle Animal +4, Heal +4, Hide +6, Listen +4, Move Silently +6; Improved Initiative, Point Blank Shot, Track.

*Possessions:* leather armor, longbow, quiver w/ 20 arrows, morningstar, pouch w/ 25 gp.

**Scouts, male human War1 (2):** CR 1½; Medium humanoid; HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +1 melee (1d6/critx3, handaxe), or +2 ranged (1d6/critx3, shortbow); AL N; SV Fort +2, Ref +1, Wil +0; Str 11, Dex 12, Con 11, Int 10, Wil 10, Cha 9

*Skills and Feats:* Climb +4, Jump +4, Listen +2, Ride +5, Spot +2; Alertness, Point Blank Shot.

*Possessions:* leather armor, shortbow, quiver w/ 12 arrows, handaxe.

APL 4 (EL 4):

**Scout, male human Rgr1/Rog2:** CR 2; Medium humanoid; HD 1d10 + 1d6 + 3; hp 16; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Atk +2 melee (1d8, morningstar) or +4 ranged (1d8/critx3, longbow); SQ Rgr Favored Enemy: Animals +1, Rog Sneak Attack +1d6; AL CN; SV Fort +3, Ref +5, Will +0; Str 11, Dex 14, Con 12, Int 11, Wis 10, Cha 12.

*Skills and Feats:* Animal Empathy +5, Handle Animal +5, Heal +4, Hide +6, Listen +2, Move Silently +7, Spot +2, Tumble +6; Improved Initiative, Point Blank Shot, Track.

*Possessions:* masterwork studded leather, longbow, quiver w/ 10 masterwork arrows, 10 normal arrows, morningstar, *potion of cat's grace*, pouch w/ 25 gp.

**Scouts, male human War2 (2):** CR 1; Medium humanoid; HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +2 melee (1d6/crit x3, handaxe) or +4 ranged (1d6/crit x3, shortbow) or +3 grenade (1d6, alchemist's fire); AL N; SV Fort +3, Ref +1, Wil +0; Str 11, Dex 12, Con 11, Int 10, Wil 10, Cha 9.

*Skills and Feats:* Climb +4, Jump +4, Listen +2, Ride +6, Spot +2; Alertness, Point Blank Shot.

*Possessions:* shortbow, handaxe, alchemist's fire, studded leather.

APL 6 (EL 5):

**Scout, male human Rgr2/Rog1:** CR 3; Medium humanoid; HD 2d10+1d6+3; hp 24; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Atk +2 melee (1d8, morningstar), or +5 ranged (1d8+1/critx3, longbow); SQ Rgr Favored Enemy: Animals; AL CN; SV Fort +4, Ref +4, Will +0; Str 11, Dex 14, Con 12, Int 11, Wis 10, Cha 12.

*Skills and Feats:* Animal Empathy +5, Handle Animal +5, Heal +4, Hide +7, Intuit Direction +2, Listen +2, Move Silently +8, Spot +3, Tumble +6; Improved Initiative, Point Blank Shot, Track, Weapon Focus (longbow).

*Possessions:* masterwork studded leather, masterwork longbow, quiver w/ 20 +1 arrows, morningstar, *potion of cat's grace*, pouch w/ 25 gp.

**Scouts, male human Bbn1 (3):** CR 1; Medium humanoid; HD 1d12; hp 12; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; Atk +1 melee (1d6/crit x3, handaxe); AL N; SV Fort +3, Ref +2, Will +1; Str 11, Dex 12, Con 11, Int 10, Wis 10, Cha 9. Height 6 ft.

*Skills and Feats:* Climb +1, Jump +1, Listen +6, Spot +2, Wilderness Lore +4; Alertness, Point Blank Shot.

*Possessions:* hide armor, shortbow, quiver w/ 12 arrows, handaxe.

APL 8 (EL 8)

**Scout, male human Rgr5/Rog1:** CR 6; Medium humanoid; HD 5d10+1d6+12; hp 54; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +3 armor, +2 shield]; Atk +5 melee (1d8, morningstar) or +10 (1d8+1/crit x3, composite longbow); SQ Rgr Favored Enemy: Animals; AL CN; SV Fort +6, Ref +6, Will +3; Str 11, Dex 16, Con 14, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Animal Empathy +4, Balance +6, Handle Animal +4, Hide +12, Listen +11, Move Silently +22, Spot +11, Tumble +9; Alertness, Improved Initiative, Point Blank Shot, Track, Weapon Focus (composite longbow).

*Possessions:* +1 mighty composite longbow (+2), quiver w/ 20 arrows, morningstar, masterwork studded leather, +1 buckler, *potion of bull's strength*, *potion of cat's grace*, pouch w/ 100 gp.

Spells Prepared (1, DC = 13): 1<sup>st</sup>—entangle.

**Scouts, male human War3 (4):** CR 2; Medium humanoid; HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Atk +4 melee (1d6/crit x3, handaxe) or +7 (1d6+2, composite shortbow); +5 grenade (1d6, alchemist's fire); AL N; SV Fort +4, Ref +3, Will +0; Str 12, Dex 14, Con 13, Int 9, Wis 8, Cha 9.

*Skills and Feats:* Climb +6, Jump +6, Listen +1, Ride +8, Spot +1; Alertness, Point Blank Shot, Rapid Shot.

*Possessions:* masterwork mighty composite shortbow (+1), handaxe, alchemist's fire, quiver w/ 10 +1 arrows, 10 normal arrows, masterwork studded leather, buckler.

#### Treasure:

APL 2—loot(15 gp), coin-(5 gp).

APL 4—loot(39 gp), coin-(5 gp), *potion of cat's grace*- (30 gp).

APL 6—loot(64 gp), coin-(5 gp), 20 +1 arrows-(94 gp), *potion of cat's grace*- (30 gp)

APL 8—loot (272 gp), coin- (20 gp), +1 mighty composite longbow (+2)- (260 gp), +1 buckler- (416 gp), *potion of bull's strength*- (30 gp), *potion of cat's grace*- (30 gp), 40 +1 arrows- (188 gp).

## Encounter Eleven The Spy

There is a Scarlet Brotherhood agent who has been acting as an observer in the Timberway during the border skirmishes. When he sees the combined Ghostbear/Ratik force approaching the renegade camp, he decides to ignite the stores of alchemist's fire in the camp, and destroy any evidence of House Devonmeek's involvement. Once he causes the explosion, he will flee. To capture him, the PC's must act quickly.

Creatures:

APL 2-4 (EL 3)

**Saboteur, male human Rog3:** CR 3; Medium Humanoid; HD 3d6+6; hp 18; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 armor]; Atk +3 melee (1d4+1, Dagger, silvered) or +6 ranged (1d6, composite shortbow); AL LE; SV Fort +3, Ref +7, Will +0; Str 12, Dex 18, Con 14, Int 12, Wis 9, Cha 10.

*Skills and Feats:* Balance +7, Bluff +4, Climb +2, Decipher Script +7, Disguise +4, Hide +9, Intuit Direction +1, Jump +2, Listen +7, Move Silently +9, Search +7, Speak Language +1, Spot +7, Wilderness Lore +1; Alertness, Far Shot, Point Blank Shot.

*Possessions:* composite shortbow, silver dagger, masterwork chain shirt, quiver of 20 arrows, 2 +1 *flaming arrows*, *potion of vision*.

APL 6-8 (EL 7)

**Saboteur, male human Rog1/Mnk6:** CR 7; Medium Humanoid; HD 1d6 + 6d8 + 21; hp 63; Init +2; Spd 50 ft.;

AC 18 (touch 16, flat-footed 16) [Dex +2, Monk +3, Armor +2]; Atk +7 ranged (1d6+1/crit x3, shortbow); +7/+4 melee (1d8+3, Unarmed); AL LE; SV Fort +8, Ref +9, Will +8; Str 16, Dex 15, Con 16, Int 14, Wis 16, Cha 11.

**Skills and Feats:** Balance +6, Climb +9, Escape Artist +8, Gather Information +2, Hide +22, Intuit Direction +7, Jump +9, Listen +15, Move Silently +12, Open Lock +8, Search +6, Spot +9, Swim +7, Tumble +12, Use Rope +6, Wilderness Lore +5; Alertness, Blind-Fight, Combat Reflexes, Deflect Arrows, Improved Trip, Run.

**Possessions:** +1 shortbow, quiver of 20 arrows, 2 +1 flaming arrows, smokesticks (6), bracers of armor (+2), potion of wisdom.

**Tactics:** The saboteur will flee immediately. Only if he sees that there is no hope of evading the PCs will he turn and fight.

**Treasure:**

APL 2/4—loot(33 gp), 2 +1 flaming arrows- (33 gp), potion of vision-(15 gp).

APL 6/8—loot(12 gp), +1 shortbow- (233 gp), 2 +1 flaming arrows- (33 gp), bracers of armor (+2)- (400 gp), potion of wisdom-(30 gp).

## Conclusion

At the end of the battle, the Ratik/Ghostbear forces regroup.

If the PCs defeat Haggend

*The leader of the renegades collapses to the ground. The crimson glow of his sword turns extremely bright. Blood and gore smeared along the blade disappears, and as the last drops fade, so does the red glow. The barbarian's body appears deathly white, as if every drop of blood has been drained from his body.*

If the PCs do not

*The leader of the renegades cuts a swathe through the Ratik militia and the barbarians of Clan Ghostbear both. He is deep in the grip of a berserker rage, and with the red glow emanating from his blade; he resembles a beast from the Abyss more than any human. Finally there is a deafening roar as a large bear charges through the melee and slashes his claws at the renegade. Moments later, Thek Ultheke also*

*charges towards him with his greatsword in hand. The confrontation lasts for brutal seconds before the bear and the half-orc finally cut down the Suel barbarian. He collapses in a lifeless heap.*

At the end of the battle:

*The din of fighting has died down around you. Only a few scattered foes continue to fight, but the battle appears to be over. The large bear roars to the skies before its features meld back into the human form of Gulv Ghostbear. Thek Ultheke sternly looks over the battleground, before raising his greatsword and also issuing a cry of triumph. Ratik soldiers and Fruztii barbarians join in as the few remaining renegades cast down their weapons in surrender.*

**Development:** If any of the mercenaries were captured, they will be taken prisoner by the Order of the Hart. Any renegade Fruztii will be taken by Clan Ghostbear.

**Treasure:** The *Bloodsword* is a unique Ratik magic item which will only be awarded to the first PC to kill Haggend Stoneboar.

## The End

## Experience Point Summary

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

### Encounter Two

Defeating the Archers  
APL2 90 xp; APL4 150 xp; APL6 240 xp;  
APL8 240 xp;

### Encounter Six

Surviving the Trap  
APL2 60 xp; APL4 60 xp; APL6 60 xp;  
APL8 60 xp;  
Defeating the Vipers  
APL4 30 xp; APL6 60 xp; APL8 90 xp.

### Encounter Seven

Defeating the Sentries  
APL2 60 xp; APL4 120 xp; APL6 180 xp;  
APL8 240 xp;  
Without them sounding an alarm (+50%)

APL2 20 xp; APL4 40 xp; APL 6 60 xp; APL 8 80 xp.

### Encounter Eight

Defeating the Mercenaries  
APL2 120 xp; APL4 180 xp; APL6 240 xp;  
APL8 300 xp  
Capturing Briggik Wellmane (+50%)  
APL2 40 xp; APL4 60 xp; APL6 80 xp;  
APL8 100 xp

### Encounter Nine

Defeating Enemies on Battlefield  
  
Group1 90 xp; Group2 150 xp; Group3 240 xp;  
Group4 240 xp;  
Defeating Haggend Stoneboar  
Any APL 330 xp.

### Encounter Ten

Defeating the Scouts  
APL2 60 xp; APL4 120 xp; APL6 150 xp;  
APL8 240 xp

### Encounter Eleven

Defeating the Scarlet Saboteur  
APL2/4 90 xp; APL6/8 210 xp;

### Total possible experience:

APL2 450xp; APL4 675xp; APL6 900xp;  
APL8 1125xp;

## Treasure Summary

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

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

watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Encounter Two:

APL 2–loot(32 gp), coin-(12 sp).

APL 4–loot(81 gp), coin-(50 sp).

APL 6/8–loot(97 gp), coin-(24 gp).

### Encounter Seven:

APL 2–loot(14 gp), coin-(2 gp).

APL 4–loot(78 gp), coin-(8 gp).

APL 6/8–loot(14 gp), coin-(12 gp), 2 +1 handaxes-(461 gp).

### Encounter Eight:

APL 2–loot(95 gp), coin-(35 gp).



APL 4—loot(95 gp), coin-(75 gp).

APL 8: 1250 gp

APL 6—loot(231 gp), coin-(135 gp), 4 *+1 chainmails*- (520 gp).

APL 8—loot(333 gp), coin(135 gp), 2 *+1 heavy lances*- (462 gp), 2 *potions of cure moderate wounds*- (60 gp).

### Special

Influence Point with House Ulthek, or

Influence Point with Order of the Hart

### Encounter Nine:

Grp1—loot(5 gp).

Grp2—loot(101 gp).

Grp3—loot(64 gp), *+1 hide armor*- (116 gp), *potion of firebreath*- (90 gp), *potion of neutralize poison*- (75 gp), *potion of cure moderate wounds*- (30 gp).

Grp4—*+1/+1 orc double axe*- (466 gp), *+2 chainmail*- (430 gp).

Haggend—loot(68 gp), *+1 scimitar*- (231 gp), *+1 breastplate*- (135 gp), *potion of heroism*- (90 gp), *gauntlets of ogre power*- (400 gp).

### Encounter Ten:

APL 2—loot(15 gp), coin-(5 gp).

APL 4—loot(39 gp), coin-(5 gp), *potion of cat's grace*- (30 gp).

APL 6—loot(64 gp), coin-(5 gp), 20 *+1 arrows*- (94 gp), *potion of cat's grace*- (30 gp)

APL 8—loot (272 gp), coin- (20 gp), *+1 mighty composite longbow (+2)*- (260 gp), *+1 buckler*- (416 gp), *potion of bull's strength*- (30 gp), *potion of cat's grace*- (30 gp), 40 *+1 arrows*- (188 gp).

### Encounter Eleven:

APL 2/4—loot(33 gp), 2 *+1 flaming arrows*- (33 gp), *potion of vision*- (15 gp).

APL 6/8—loot(12 gp), *+1 shortbow*- (233 gp), 2 *+1 flaming arrows*- (33 gp), *bracers of armor (+2)*- (400 gp), *potion of wisdom*- (30 gp).

### Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

# DM Aid

## Timeline for Battle:

Round	Battleground	Archers	Scouts
1	Battleground Haggend Stoneboar slices his scimitar across his own chest, causing the blade to glow red. Gulv Ghostbear wildshapes into a large brown bear.	Spot check (DC 15) to see that Gulv transforms into a bear, otherwise, "Hey, a bear just appeared on the battlefield!"	Mercenaries from House Devonmeek try to escape on horseback at the rear of the camp. Hear the din of battle.
2	A flaming arrow (Spot check—DC 20) causes one of the tents in the camp to explode (as if there were many, many gallons of alchemist's fire stored there...	Feel heat from explosion. A spot check (DC 20) will detect that the arrow comes from a lone archer, dressed in camouflage—he may be pursued.	They can hear the explosion and see a geyser of flame erupt into the sky followed by a huge cloud of smoke.
3-4	Everyone in the camp must make a Fortitude save (DC 15) or spend the round choking. If both saves are failed, the PC takes 1d6 points of subdual damage on the second round. All attacks have a 20% miss chance.	Smoke from the camp obscures view and causes a 20% miss chance to all ranged attacks.	Too far away for the smoke to affect them, however they can smell the fire.
5	As the flames look as if they may spread to the entire camp and rage out of control, they are suddenly extinguished.	As the flames extinguish, the PCs can make a Spot check (DC 25) to notice Zimkessa. She has just cast a <i>Quench</i> spell.	
6+	From this round forward, Zimkessa will target any PC(s) who offended or attacked her earlier, no matter which group they are in. She will cast one spell per APL at the PC(s) depending on what is appropriate.  <i>Chill metal</i> on armored foes. <i>Dispel magic</i> to counter any spellcasting. <i>Dominate animal</i> to strip away any animal friends. If any one attempts to pursue her, she will throw up her <i>wall of thorns</i> and flee.		

## Appendix 1: Critical Events Summary

Did the PCs capture or kill Briggik Wellmane?

Captured

Killed

No, he got away

Other

Did the PCs capture or kill the Scarlet Brotherhood agent?

Captured

Killed

No, he got away

Other

Did the PCs attack or kill Zimkessa?

Attacked

Killed

Did a PC kill Haggend Stoneboar?

No

Yes, PC/Player's name \_\_\_\_\_

Did a PC claim the Bloodsword?

No

Yes, PC/Player's name \_\_\_\_\_

If this event is being played in 2003, please email the results of this event to: [ratik\\_triad@yahoo.com](mailto:ratik_triad@yahoo.com)

## Appendix 2: NPCs

**Zimkessa of the Earth, female human Drd12:** Medium Humanoid; HD 12d8+48; hp 116; Init +6; Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+2 Dex, +5 armor, +2 deflection]; Atk +14/+9 (1d6+5, +2 *quarterstaff*); AL NE; SV Fort +15, Ref +11, Will +16; Str 14, Dex 15, Con 18, Int 17, Wis 20, Cha 13.

*Skills and Feats:* Animal Empathy +16, Concentration +14, Handle Animal +11, Heal +17, Intuit Direction +10, Knowledge (nature) +18, Listen +9, Move Silently +12, Scry +13, Speak, Spellcraft +13, Swim +8, Wilderness Lore +20; Combat Reflexes, Enlarge Spell, Improved Initiative, Lightning Reflexes, Track, Weapon Focus (*quarterstaff*).

*Possessions:* +2 *unholy quarterstaff*, +3 *glamered leather armor*, *ring of protection* +2, *ring of sustenance*, *necklace of prayer beads (karma)*, *boots of elvenkind*, +3 *cloak of resistance*, *pearl of power (2nd)*, *brooch of shielding*, *dust of sneezing and choking (3)*.

*Spells Prepared* (Drd 6/7/5/5/4/4/2): 0 - *Create Water* x2, *Cure Minor Wounds* x2, *Detect Magic*, *Light*; 1st - *Cure Light Wounds* x2, *Endure Elements*, *Entangle*, *Obscuring Mist*, *Shillelagh* x2; 2nd - *Barkskin*, *Charm Person or Animal*, *Chill Metal*, *Fire Trap*, *Summon Swarm*; 3rd - *Cure Moderate Wounds*, *Greater Magic Fang*, *Neutralize Poison*, *Remove Disease*, *Spike Growth*; 4th - *Dispel Magic*, *Giant Vermin*, *Quench*, *Reincarnate*; 5<sup>th</sup> - *Animal Growth*, *Insect Plague*, *Tree Stride*, *Wall of Thorns*; 6th - *Antilife Shell*, *Summon Nature's Ally VI*.

**Gulv Ghostbear, male human Drd3/Brb3/Animal Lord(Bear)3\*:** Medium humanoid; HD 3d8 + 3d12 + 3d8 + 27; hp 76; Init +1; Spd 40 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +3 armor, +3 shield, +1 natural]; Atk +12/+7 melee (1d6+5/crit 18-20, +1 *scimitar*); SQ Brb rage, Uncanny Dodge, Drd Trackless Step, Animal Bond, Animal Sense, Animal Speech, *Lesser Wild Shape*; AL N; SV Fort +11, Ref +6, Will +7; Str 18, Dex 13, Con 16, Int 12, Wis 14, Cha 13.

*Skills and Feats:* Animal Empathy +10, Climb +4, Handle Animal +7, Heal +8, Intimidate +7, Intuit Direction +4, Jump +4, Knowledge (nature) +7, Listen +8, Wilderness Lore +11; Animal Control\*\*, Animal Defiance\*\*, Cleave, Leadership, Power Attack.

*Possessions:* +1 *scimitar*, masterwork studded leather, +1 *large wooden shield*, *amulet of natural armor (+1)*.

*Spells Prepared* (Drd 4/3/2, base DC = 12 + spell level): 0—*create water*, *cure minor wounds*, *mending*, *purify food and drink*; 1<sup>st</sup>—*cure light wounds*, *goodberry*, *magic fang*; 2<sup>nd</sup>—*flame blade*, *resist elements*. (Animal Lord -/2/1, base DC = 12 + spell level): 1<sup>st</sup>—*calm animals*, *camouflage\*\*\**; 2<sup>nd</sup>—*cure moderate wounds*.

\*New Prestige class from *Masters of the Wild* (see Appendix 3)

\*\* New feats from *Masters of the Wild* (see Appendix 3)

\*\*\* New spell from *Masters of the Wild* (see Appendix 3)

**Thek Ulthek, male half-orc Rgr7:** Medium Humanoid; HD 7d10+14; hp 60; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+6 armor, +1 Dex]; Atk +14/+9 melee (1d12+9/crit 19-20, +2 *greatsword*) or +8/+3 ranged (1d8+4, *Mighty composite longbow* +4); SQ Rgr Species Enemy +2 Beasts, +1 Humans; Darkvision; AL CN; SV Fort +7, Ref +3, Will +3; Str 20, Dex 12, Con 15, Int 11, Wis 13, Cha 8.

*Skills and Feats:* Animal Empathy +3, Handle Animal +3, Heal +5, Hide +2, Listen +5, Move Silently +4, Ride +7, Wilderness Lore +7; Cleave, Power Attack, Sunder, Track.

*Pos sessions:* +2 *greatsword*, *javelin of lightning*, *mighty composite longbow* +4, +1 *elven chain*, +2 *large wooden shield*, quiver w/ 10 Arrows, 10 silver arrows.

*Spells Prepared* (Rgr -/2): 1<sup>st</sup>—*entangle*, *resist elements*.



## Appendix 3: New Rules

### ANIMAL LORD

Prestige Class from *Masters of the Wild*

**Table 5-1: THE ANIMAL LORD**

Class	Base	Fort	Ref	Will		Spells per day			
Level	Attack	Save	Save	Save	Special	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	+0	+2	+2	+0	Animal bond, animal sense o	-	-	-	
2 <sup>nd</sup>	+1	+3	+3	+0	Animal speech, first totem 1	-	-	-	
3 <sup>rd</sup>	+2	+3	+3	+1	<i>Lesser wild shape</i> 1	0	-	-	
4 <sup>th</sup>	+3	+4	+4	+1	<i>Animal farspeech,</i> <i>summon animal</i> (1/day)	1	1	-	-
5 <sup>th</sup>	+3	+4	+4	+1	Second totem, <i>share lesser form</i>	1	1	0	-
6 <sup>th</sup>	+4	+5	+5	+2	<i>Animal perception,</i> <i>summon animal</i> (2/day)	1	1	1	-
7 <sup>th</sup>	+5	+5	+5	+2	<i>Lesser wild shape</i> (dire)	2	1	1	0
8 <sup>th</sup>	+6	+6	+6	+2	Third totem, <i>summon animal</i> (dire, 2/day)	2	1	1	1
9 <sup>th</sup>	+6	+6	+6	+3	<i>Share greater form</i>	2	2	1	1
10 <sup>th</sup>	+7	+7	+7	+3	<i>Lesser wild shape</i> (legendary)	2	2	2	1

A character can choose this prestige class more than once but must select a different group of associated animals and start at 1<sup>st</sup> level each time. Levels of different animal lord classes do not stack when determining level-based class features.

Eight different animal lords are presented here. The various kinds of animals from the *Monster Manual* they are associated with are as follows.

Apelord: ape, baboon, monkey.

Bearlord: brown bear, black bear, polar bear.

Birdlord: eagle, hawk, owl, raven.

Catlord: cat, cheetah, leopard, lion, tiger.

Equinelord: donkey, heavy horse, heavy warhorse, light horse, light warhorse, mule, pony, warpony.

Marinelord: crocodile, giant crocodile, octopus, giant octopus, porpoise, shark (all), squid, giant squid, whale (all).

Snakelord: constrictor, giant constrictor, viper (all).

Wolflord: dog, riding dog, wolf.

**Hit Die:** d8.

### Requirements:

**Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

**Skills:** Animal Empathy 6 ranks, Wilderness Lore 8 ranks, plus 2 ranks in the appropriate skill from the following list: Apelord—Climb; Bearlord—Intimidate; Birdlord—Intuit Direction; Catlord—Move Silently; Equinelord—Jump; Marinelord—Swim; Snakelord—Escape Artist; Wolflord—Hide.

**Feats:** Animal Control and the appropriate feat from the following list: Apelord, Skill Focus (Climb); Bearlord, Power Attack; Birdlord, Improved Flight; Catlord, Weapon Finesse (any); Equinelord, Run; Marinelord, Skill Focus (Swim); Snakelord, Resist Poison; Wolflord, Expertise.

### Class Skills:

Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features:

**Weapon and Armor Proficiency:** Animal Lords gain no weapon or armor proficiencies.

**Spells:** An animal lord can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the animal lord's Wisdom modifier. An animal lord prepares and casts spells just as a druid does, but she must choose them from the list below.

**Animal Bond:** Beginning at 1<sup>st</sup> level, the animal lord develops a bond with animals of her selected group (see above). For instance, the bearlord bonds with brown bears, black bears, and polar bears, and the apelord with monkeys, baboons, and apes. The marinelord's bond extends to porpoises, whales, and other aquatic mammals as well as fish. Because of this bond, all animals of the appropriate kinds automatically have a friendly attitude toward the animal lord.

Animal bond also allows the animal lord to have one or more animal companions chosen from among her selected group. This aspect of animal bond is a spell-like ability that functions like the druid's *animal friendship* spell, except that the animal lord can acquire companions only from among her selected group, and her maximum Hit Dice of animal companions (whether or not she adventures) equals twice her animal lord level. The character can train these animals just as a druid does.

**Animal Sense (Su):** At 1<sup>st</sup> level, an animal lord can sense any animals of her selected group within a radius of miles equal to her animal lord level squared. For example, a 6<sup>th</sup>-level bearlord can sense brown bears, black bears, and polar bears within thirty-six miles. This ability does not allow the character to communicate with the animal she senses.

**Animal Speech (Ex):** At 2<sup>nd</sup> level, an animal lord can converse at will with any animals of her selected group as though a *speak with animals* spell were in effect. The creatures' responses, of course, are still limited by their intelligence and perceptions.

**First Totem:** At 2<sup>nd</sup> level, the animal lord gains a benefit related to her selected group from the list below.

**Lesser Wild Shape (Sp):** At 3<sup>rd</sup> level, an animal lord can use *wild shape* to take the form of any kind of natural animal in her selected group. This ability otherwise functions like the druid's *wild shape*, except that the animal lord

can use it as often as desired. At 7<sup>th</sup> level, an animal lord can use this ability to adopt the dire form of an animal in her selected group, and at 10<sup>th</sup> level, she can use it to adopt the legendary form of an animal in her selected group.

**Animal Farspeech (Sp):** At 4<sup>th</sup> level, an animal lord can use her animal speech ability to converse telepathically with any animal of her selected group that she can sense (see animal sense, above).

**Summon Animal (Sp):** Also at 4<sup>th</sup> level, an animal lord can summon 1d3 animals of her selected group once per day. This ability functions like the appropriate *summon nature's ally* spell, except that the duration is 1 round per animal lord level. At 6<sup>th</sup> level, the animal lord can use this ability twice per day, and at 8<sup>th</sup> level, she can use it to summon 1d3 dire animals of her selected group.

**Share Lesser Form (Sp):** Beginning at 5<sup>th</sup> level, an animal lord can share whichever animal form she is currently using with a number of willing individuals equal to her animal lord level. This effect is identical to that of the *polymorph other* spell, except that its duration is 1 hour per animal lord level.

**Second Totem:** At 5<sup>th</sup> level, an animal lord gains a benefit related to her selected group from the list below.

**Animal Perception (Sp):** At 6<sup>th</sup> level, an animal lord can share the sensory input of any animal of her selected group that is within range of her animal sense.

**Third Totem:** At 8<sup>th</sup> level, an animal lord gains a benefit related to her selected group from the list below.

**Share Greater Form (Sp):** At 9<sup>th</sup> level, an animal lord can share her dire form with her allies. This ability is otherwise identical to *share lesser form*, above.

## Animal Lord Spell List

Animal lords choose their spells from the following list.

**1<sup>st</sup> level**—*alarm*, *animal trick*\*, *calm animals*, *camouflage*\*, *cure light wounds*, *detect animals or plants*, *pass without trace*, *purify food and drink*, *speak with animals*.

**2<sup>nd</sup> level**—*adrenaline surge*\*, *animal reduction*\*, *cure moderate wounds*, *animal trance*, *endure elements*, *hold animal*, *invisibility to animals*, *nature's favor*\*.

**3<sup>rd</sup> level**—*cure serious wounds*, *embrace the wild*\*, *lesser restoration*, *neutralize poison*, *protection from elements*, *remove disease*.

**4<sup>th</sup> level**—*awaken* (animals in selected group only), *animal growth* (animals in selected group only), *commune with nature*, *cure critical wounds*, *freedom of movement*.

\* New spell from *Masters of the Wild*.

## Totems

Each animal lord gains special abilities according to her selected animal type as she rises in level.

### Apelord

**First totem:** The apelord gains brachiation as a bonus feat.

**Second Totem:** The apelord gains a +2 inherent bonus to Intelligence.

**Third Totem:** The apelord gains the spell-like ability to scare by howling, hooting, and beating her chest. The Will save DC against this ability is 10 + the apelord's class level + her Charisma modifier. In all other ways this effect is identical to the *scare* spell.

### Bearlord



**First totem:** The bearlord gains a +2 inherent bonus to Strength.

**Second Totem:** The bearlord gains Great Fortitude as a bonus feat.

**Third Totem:** The bearlord gains damage reduction 2/-. If she already has damage reduction this does not stack with it.

#### Birdlord

**First totem:** The birdlord gains a +2 inherent bonus to Dexterity.

**Second Totem:** The birdlord gains a +8 conditional bonus on Spot checks made in daylight.

**Third Totem:** The birdlord gains Improved Critical (claw) as a bonus feat.

#### Catlord

**First totem:** The catlord gains Skill Focus (Move Silently) as a bonus feat.

**Second Totem:** Once per hour, the catlord can use the sprint extraordinary ability to move at 10 times her normal speed as a charge action.

**Third Totem:** The catlord gains a +2 inherent bonus to Dexterity.

#### Equinelord

**First totem:** The equinelord gains a bonus to her speed of +10 feet.

**Second Totem:** The equinelord gains a +2 inherent bonus to Constitution.

**Third Totem:** The equinelord gains Trample as a bonus feat.

#### Marinelord

**First totem:** The marinelord gains the extraordinary ability to breathe water in her normal form. (She cannot however breathe air while in a form that can breathe only water).

**Second Totem:** The marinelord gains Improved Swimming\* as a bonus feat.

**Third Totem:** The marinelord gains a +2 inherent bonus to Wisdom.

#### Snakelord

**First totem:** The snakelord gains Clever Wrestling\* as a bonus feat.

**Second Totem:** The snakelord gains the extraordinary ability to produce poison once per day (Fortitude save DC 10 + class level; initial and secondary damage 2d6 temporary Constitution). She can produce only one dose of poison per day. The snakelord is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

**Third Totem:** The snakelord gains a +2 inherent bonus to Charisma.

#### Wolflord

**First totem:** The wolflord gains Scent as a bonus feat.

**Second Totem:** The wolflord gains a +4 circumstance bonus on Wilderness Lore checks made for tracking. This modifier stacks with any modifier provided by Scent.

**Third Totem:** The wolflord gains a +2 inherent bonus to Constitution.

#### New Feats from *Masters of the Wild*

##### **Animal Control [General]**

You can channel the power of nature to gain mastery over animal creatures.

**Prerequisites:** Animal Defiance, ability to cast *speak with animals* and *animal friendship*.

**Benefits:** You can rebuke or command animals as an evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *speak with animals* effect, though you may issue your commands mentally if desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

**Special:** Animals you command through this ability count against the HD limit of animals you can befriend through *animal friendship*.

##### **Animal Defiance [General]**

You can channel the power of nature to drive off animals.

**Prerequisite:** ability to cast *detect animals or plants*.

**Benefits:** You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

#### New Spell from *Masters of the Wild*

##### **Camouflage**

Transmutation

**Level:** Drd1, Rgr1

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You change your coloring to match your environment, gaining a +10 competence bonus on Hide checks.

*Material Component:* Mud painted on your face.