

GEO2-05



ONE GOOD TURN

A Two-Round D&D[®] LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1

ROUND 2

by Don Lawson

RPGA HQ reviewer: Christopher Lindsay

The message from the Weeping Council to Grand Duke Owen was clear. "Leave was given thee to build the fortress named Caer Rhiniog, but thou hast exceeded this concession. Further incursions into the Oytwood will not be tolerated unless thou canst prove thyself to be a true friend of the Olve. Send thy best for a quest perilous and of great import. If thy best succeed, thou and thine may wander freely in the Oyt. Should thy best fail, thou must surrender Preston to the Olve."

"Find me the best." Owen instructed High Seneschal Cuthalion Cuern. "We need the elves." An adventure for characters level 3-10.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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 (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Grand Duchy of Geoff. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is set in the late summer of CY 592. At this particular time, Grand Duke Owen has returned to Hochoch and has claimed rulership of his country. His recent marriage to Princess Calisse Skotti of Keoland has brought him much-needed funds and allies.

The Campaign of Liberation proceeds slowly. Grand Duke Owen's Army of Liberation poises itself to cleanse the giant forces from the Oytwood, but he requires the permission of the Oytwood gray elves to move his forces through the forest.

The elves of the Oytwood are organized in clans. There are currently seven-dozen clans. A clan consists of gray elf nobility and the wood elf commoners and is centered on one village. Each clan appoints a representative who sits upon the Weeping Council. The Weeping Council is the ruling body of the Oytwood and

deals with governments and persons of importance from outside the Oytwood.

This adventure is broken into eleven encounters spread across two continuous rounds.

Encounter 1: I Wanna Go Home!

Getting in was easy. To succeed, they still need to get out. Are the same options still open?

Encounter 2: The Chase across the Heath

The characters managed to escape Het Kilde, but the giants track them across the wide-open lands of the Heath.

Encounter 3: The Safety of the Forest

Finally, back in the security of the Oytwood, a nice quiet walk back to the Weeping Council is in order. However, the 'Isolationist' elves have different plans.

Encounter 4: Those that Think Differently

The characters have lost the Tear of Corellan to the 'Isolationists,' but the 'Cooperationists' tell the characters where they have gone.

Encounter 5: I'll Take That

The 'Isolationist' Elves ambush the characters and steal the Tear.

Encounter 6: Smash and Grab

So the characters managed to keep it? Let's see if a little more force shakes it loose. But things get complicated when the Hextorans show up.

Encounter 7: Assault on Taurëmiruvor

The characters track the 'Isolationists' back to an elven village, but the Hextorans have beat them to the punch. There are three sides and they want the Tear.

Conclusions

The characters return to the Weeping Council. The fate of the Oytwood hangs on whether or not they bring the Tear of Corellon.

INTRODUCTION

Round 2 of this adventure begins with the characters deep inside the giant city of Het Kilde. The characters have regained the *Tear of Corellon*, but are now faced with the prospect of getting out of the giant town alive. The party is going to have to make a decision on how best to leave Het Kilde.

Titanic. That is the first word that comes to mind. The figure standing on the chariot is head and shoulders above the crowd. He is even taller than the fire giant he is addressing, who is standing on a raised stone platform. His dark skin stands out in sharp contrast to his hair and beard, which seem to flow out

from his head like a great white cloud, blowing in an ever-present breeze.

His skin is not quite black, like that of the fire giants. Midnight blue would be a better description. His tunic is finely woven with silver thread worked throughout. Power emanates from him and even from here you can feel the taste of electricity in the air. The Sakhut clenches his fist, and lightning runs up and down that massive arm.

Tearing your eyes away from the obvious, you begin to take in his retinue. Alongside him in his chariot is a beautiful cloud giantess dressed in white, a harp in her arms. In the chariot behind his ride two more cloud giants, and the next chariot in line holds two more yet. Frost Giants, sweating uncomfortably in the summer heat walk next to the half-dozen mammoths that pull each chariot.

Behind the three chariots a phalanx of fire giants, some 50 in number in full parade regalia stands at attention. Behind them, as far as the eye can see, are wagons driven by hill giants and apparently drawn by ogres.

As the more quiet conversation between the Sakhut and King Brodde of Het Kilde draws to an end, the fire giant king raises his voice again.

"Come, Honored One, and enter the Fortress of Het Kilde." The fire giant king steps off of his platform, dwarfing himself next to the Sakhut.

Fire giant trumpeters, who had been kneeling out of your sight, stand and begin playing. King Brodde walks alongside the Sakhut's chariot as the procession winds its way into the castle. Fire giants, both clerics and warriors, from the King's retinue, follow the last of the chariots. The crowd begins to melt away.

The characters should take this opportunity to leave the temple. They are free to use the hot springs or to sneak through the streets. Because of the crush of people leaving the procession, they can easily melt into the crowd and pass through the town without having to deal with the goblin patrols or the hobgoblin sentries.

If the characters linger for more than a few minutes, they encounter a fire giant clerical adept returning for her mistress's diary (the book on the altar). Seeing them she flees, yelling for help, and raising the alarm.

If the characters have already departed the temple, they have five minutes before the cleric adept discovers the theft of the Tear and another 10 minutes before the first patrol is sent after them.

Either way, the alarm is sounded and the characters are still in, or under Pregmere.

Getting away is covered in *Encounter 1*.

ENCOUNTER 1: I WANNA GO HOME

The first encounter is divided into four parts to cover the possible ways of getting into the town.

Go to *Encounter 1a* if the characters choose to use the geothermal tunnels under Pregmere to escape.

Go to *Encounter 1b* If the characters choose to sneak out of Pregmere through town.

Go to *Encounter 1c* if the characters choose to bluff their way out of Pregmere by pretending to be mercenaries.

Go to *Encounter 1d* if the characters choose to bluff their way into Pregmere by pretending to be slaves.

ENCOUNTER 1A: GETTING OUT THROUGH THE HOT SPRINGS

The characters may choose to leave Het Kilde using the geothermal tunnels.

If this is the way they entered the Temple of Surtur, the characters are familiar with the tunnels.

If the characters entered via a different means and choose to search the Temple for alternate routes out, read the following when they discover the bathroom. If they entered through this room, then skip the description.

The walls of this room are red, as they are throughout the Temple. However, upon these walls is a fresco in black tiles showing what you can guess to be fire giants at work, competing in sporting events, and bathing in hot tubs, tubs very similar to the one in the center of the room.

Set into the floor of the room is an enormous stone basin, at least 20 feet across. The water within is steaming hot. Trying to gauge the depth, you see a floor 5 or 6 feet below the surface, but there seems to be an open hole in it, one large enough for a man to squeeze through.

Looking about at the giant-sized robes on the giant-height pegs, and the giant-sized towels on the floor, you can guess that this is a bath for the temple's priests.

The entrance via the Priestesses' Bath descends 10 feet vertically before joining the horizontal tunnels.

The tunnels are completely filled with water, so some sort of water-breathing magic is going to be required to traverse them.

The water is also uncomfortably warm. The characters find themselves taking 1d6 points of *subdual* damage each minute. It should become quickly apparent that they need to be protected by at least a *endure elements* spell to avoid being overcome by the heat.

Occasional gouts of scalding hot water flood these tunnels from deeper in the geothermal system. This deals 3d6 hp of real damage, and requires a successful Reflex save (DC 20) for half damage. This happens once per three full hours spent in the tunnels.

The amount of time it takes the characters to traverse the system of tunnels is determined by a single Wisdom check. Each of the players may make their own check, applying the best to the whole party, or the other characters may choose to assist a single character's roll. Characters with ranks in the Intuit Direction skill may add a +5 circumstance bonus to their Wisdom check:

- DC 10 3 hours
- DC 15 2 hours

- DC 20+ 1 hour

If the characters entered Het Kilde by this means, allow an additional +5 circumstance bonus to their rolls. Keep the result private. The characters should not know how long this takes them.

Unless the characters make a DC 35 Wisdom check, they make at least one wrong turn. This wrong turn leads to the following encounter.

One hour before the characters are to exit the tunnels at the hillside geyser site, they have the following encounter:

You have reached a spot in the tunnels where the walls and ceiling widen out to form a chamber. With the limited visibility here you can't see far enough to discern if there is an exit at the far side or if the tunnel continues this wide from here on. Looking down, you notice the floor is littered with a substantial number of bones, many of them humanoid in appearance. The water here seems to be somewhat cooler than that in the previous tunnels.

The cavern is 25 feet wide, 20 feet high, and 110 feet long and is also a dead end. The characters did not pass through this cavern on their way into Het Kilde if they infiltrated via the tunnels; they have made a wrong turn, but one easily corrected.

Within the water-filled cavern, using its ability to freeze and hide amongst stone is an aquatic gargoyle, also called a kapoacanth. It perches on a ledge right above the tunnel entrance into this lair.

Remember, the entire cavern is filled with water. The characters can move at one-quarter their speed as a move-equivalent action or one-half their speed as a full round action if they make a Swim check (DC 10). Those that do not make the Swim check can walk along the bottom, but can only make a 5-ft. step as a move-equivalent action each round. Additionally, the characters may only make partial attacks each round and suffer a –2 attack penalty for all attacks. Ranged weapons cannot be used. Certain magic items may alleviate or negate these penalties.

Any magical electrical effect affects everything within a 20 ft. radius of the spell's origin.

APL 4 (EL 4)

➤ **Kapoacanth (Gargoyle):** hp 40; see *Monster Manual*.

APL 6 (EL 6)

➤ **Kapoacanth (Gargoyle), Advanced:** hp 60; see Appendix I.

APL 8 (EL 8)

➤ **Kapoacanth (Gargoyle), Advanced:** hp 80; see Appendix I.

APL 10 (EL 10)

➤ **Kapoacinth (Gargoyle), Advanced:** hp 120; see Appendix I.

Tactics: The kapoacinth allows prey to wander in, and then drops down to block the exit. It does this after the last character has entered or immediately if one of the characters turns to leave or spots it.

The kapoacinth made this its lair because the water is several degrees cooler. The chamber is a backwater of the tunnels and does not receive regular infusions of hot water. Instead several springs of cool fresh water feed into the chamber, regulating the temperature. Still, even with this refuge the kapoacinth would not be able to survive in these thermal tunnels any better than the characters if it were not for his one exceptional treasure, a *ring of coolness*, which he got when he killed an elven scout attempting to infiltrate Het Kilde through the tunnels. Not bright enough to know that the ring is what keeps him warded from the heat, it does know that it is now as comfortable here as in any other water and the hunting is good among the humanoid of Het Kilde.

Once the kapoacinth is dealt with and the characters have escaped his lair, they are able to continue on the correct route. They reach the rocky hill to the south of Pregmere.

Proceed to *Encounter 2*.

ENCOUNTER 1B: SNEAKING OUT OF HET KILDE

The characters may choose to sneak out of Het Kilde using their various skills and magic.

Moving quickly through the alleys of Het Kilde, you suddenly hear a loud horn from the direction of the Temple. Two more horns join in, then more still. Within a minute the entire town is ringing with the sounds of alarm. You notice that the humans, humanoids, and giants you can see on the street immediately spring into action, hustling to pre-assigned areas, no doubt. The few obvious slaves scatter.

The challenge now for the characters is to make their way from the Temple of Surtur out of town. The giant-size buildings make it difficult for the characters to see very far.

To get through the town quickly, the characters must make an Intuit Direction check (DC 20). Otherwise they must wander around Het Kilde for some time before they reach the outskirts. The characters have to wander for one hour per 5 points that they missed the Intuit Direction check by. There is a 50% chance per half hour that they encounter a goblin patrol. These may be avoided using the appropriate skills and/or spells, or fought. Though a fight is likely to attract more patrols.

Goblin Patrol by APL

APL 4 (EL 4)

➤ **Hobgoblins (4):** hp 5, 5, 5, 5; see *Monster Manual*.

➤ **Bugbear:** hp 16; see *Monster Manual*.

APL 6 (EL 6)

➤ **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

➤ **Bugbears (2):** hp 16, 16; see *Monster Manual*.

APL 8 (EL 8)

➤ **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

➤ **Bugbear (4):** hp 16, 16, 16, 16; see *Monster Manual*.

➤ **Bugbear Sergeant:** Male bugbear Ftr3; hp 54; see Appendix I.

APL 10 (EL 10)

➤ **Bugbear (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

➤ **Bugbear Sergeants (2):** Male bugbear Ftr4; hp 63; see Appendix I.

➤ **Hill Giant Captain:** hp 102; see *Monster Manual*.

The street patrols of Het Kilde have obviously become quite alert. They no longer suffer any penalty to their Spot or Listen checks. They have also become reinforced.

If the characters lingered in the Temple and were seen by the sub-priestess, the patrols have an idea of who they're looking for and have a +5 circumstance bonus to their Spot and Sense Motive checks.

The patrols, eager for personal glory, do not alert others unless the characters flee from combat or it becomes obvious that they are hopelessly outmatched. Any patrol members that escape a combat going against them, return to their barracks and report to their watch commander.

In 10 minutes the patrols have vague descriptions of the criminals they seek. This increases the alertness of patrols within Het Kilde and gives them a +5 circumstance bonus to Spot and Sense Motive checks. If this bonus is already in effect, from a patrol or the sub-priestess, there is no further effect.

The last buildings at the edge of Het Kilde, are now only a few dozen yards distant. However, hobgoblin and ogre sentries guard the street you can see from your vantage point. They stand alertly, not allowing anyone to leave the town.

Having avoided or defeated the patrols, the party's next hurdle is at the outskirts of Het Kilde. There are reinforced hobgoblin guard stations forming blockades at the end of each street-leaving town. The alleyways between buildings are not guarded, but the characters are at best only 100 ft. from a guard post and the guards are alert.

The hobgoblin sentries have been reinforced by ogres and have received orders to not allow any non-

giants to leave Het Kilde. They no longer have their previous penalties to their Spot and Listen checks. Indeed if the characters have been identified by a surviving patrol, the guards have a +5 circumstance bonus to Spot and Sense Motive checks as they watch specifically for the characters.

If the characters are discovered trying to sneak past them, the guards fight to subdue. They are still under orders to capture intruders for interrogation and eventual sacrifice to Surtur.

Hobgoblin Sentries by APL

APL 4 (EL 4)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

APL 8 (EL 8)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

👉 **Dire Boar:** hp 52; see *Monster Manual*.

👉 **Gtrach:** Male ogre Brb2; hp 49; see Appendix I.

APL 10 (EL 10)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

👉 **Hobgoblin Lieutenant:** Male hobgoblin Ftr4; hp 40; see Appendix I.

👉 **Dire Boar:** hp 52; see *Monster Manual*.

👉 **Gtrach:** Male ogre Brb4; hp 67; see Appendix I.

The patrols, eager for personal glory, do not alert others unless the characters flee from combat. Any sentries that escape a combat going against them do their best to flee into the wilderness. The penalty for allowing the thieves to escape is surely going to be worse than death.

Once free of Het Kilde, there is sufficient cover in the form of overgrown scrub that the characters can hide while covering the ground away from the town.

Go to Encounter 2.

ENCOUNTER 1C: BLUFFING OUT AS A MERCENARY

The characters may choose to try to bluff their way out of Het Kilde. They might still have stolen mercenary uniforms or try to improvise a mercenary disguise. This requires use of the Disguise skill.

Moving quickly through the streets of Het Kilde, you suddenly hear a loud horn from the direction of the Temple. Two more horns join in, then more still. Within a minute the entire town is ringing with the sounds of alarm. You notice that the humans, humanoids, and giants you can see on the street immediately spring into action, hustling to pre-assigned areas, no doubt.

The few obvious slaves scatter.

The challenge now for the characters is to make their way from the Temple of Surtur out of town. The giant-size buildings make it difficult for the characters to see very far.

To get through the town quickly, the characters must make an Intuit Direction check (DC 20). Otherwise they must wander around Het Kilde for some time before they reach the outskirts. The characters have to wander for one hour per 5 points that they missed the Intuit Direction check by. There is a 50% chance per half hour that they encounter a goblin patrol. These may be avoided using the appropriate skills and/or spells, or fought. Though a fight is likely to attract more patrols.

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👉 **Hobgoblins (4):** hp 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbear:** hp 16; see *Monster Manual*.

APL 6 (EL 6)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbears (2):** hp 16, 16; see *Monster Manual*.

APL 8 (EL 8)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbear (4):** hp 16, 16, 16, 16; see *Monster Manual*.

👉 **Bugbear Sergeant:** Male bugbear Ftr3; hp 54; see Appendix I.

APL 10 (EL 10)

👉 **Bugbear (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

👉 **Bugbear Sergeants (2):** Male bugbear Ftr4; hp 63; see Appendix I.

👉 **Hill Giant Captain:** hp 102; see *Monster Manual*.

The street patrols of Het Kilde have obviously become quite alert. They no longer suffer any penalty to their Spot or Listen checks. They have also become reinforced.

The patrols, eager for personal glory, sound no alarm unless the characters try to flee from combat. Any patrol members that escape a combat going against them return to their barracks and report to their watch commander. In 10 minutes the patrols have vague descriptions of the criminals they seek. This increases the alertness of patrols within Het Kilde and gives them a +5 circumstance bonus

to Spot and Sense Motive checks. If this bonus is already in effect, from a patrol or the sub-priestess, there is no further effect.

The last buildings at the edge of Het Kilde, are now only a few dozen yards distant. However, hobgoblin and ogre sentries guard the street you can see from your vantage point. They stand alertly, not allowing anyone to leave the town.

Having avoided or defeated the patrols, the party's next hurdle is at the outskirts of Het Kilde. There are reinforced hobgoblin guard stations forming blockades at the end of each street-leaving town. The alleyways between buildings are not guarded, but the characters are at best only 100 ft. from a guard post and the guards are alert.

The hobgoblin sentries are reinforced by ogres and have received orders to not allow any non-giants to leave Het Kilde. They no longer have their previous penalties to their Spot and Listen checks. If characters attempt to bluff past the sentries by just brazenly walking past them, they only receive a +3 circumstance bonus if they are wearing stolen mercenary uniforms. However, the sentries receive a +5 circumstance bonus to their Sense Motive checks if there are any obvious elves, dwarves, halflings, or gnomes in the party. Also, if the characters have been identified by a surviving patrol, the guards have a +5 circumstance bonus to Spot and Sense Motive checks as they watch specifically for the characters.

If the characters fail their Bluff or are discovered trying to sneak past them, the guards fight to subdue. They are still under orders to capture intruders for interrogation and slavery.

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👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

APL 8 (EL 8)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

👉Dire Boar: hp 52; see *Monster Manual*.

👉Gtrach: Male ogre Brb2; hp 49; see Appendix I.

APL 10 (EL 10)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

👉Hobgoblin Lieutenant: Male hobgoblin Ftr4; hp 40; see Appendix I.

👉Dire Boar: hp 52; see *Monster Manual*.

👉Gtrach: Male ogre Brb4; hp 67; see Appendix I.

Eager for personal glory, they do not alert others unless the characters try to flee from combat. Any sentries that escape a combat going against them do their best to flee into the wilderness. The penalty for allowing the thieves to escape is surely going to be worse than death.

Once free of Het Kilde, there is sufficient cover in the form of overgrown scrub that the characters can hide while covering the ground away from the town.

Go to *Encounter 2*.

ENCOUNTER 1D: BLUFFING OUT AS A SLAVE

The characters may choose to try to bluff their way out of Het Kilde. They may still be wearing slave clothing or might try to improvise a slave disguise. This requires successful use of the Disguise skill.

Moving quickly through the streets of Het Kilde, you suddenly hear a loud horn from the direction of the Temple. Two more horns join in, then more still. Within a minute the entire town is ringing with the sounds of alarm. You notice that the humans, humanoid, and giants you can see on the street immediately spring into action, hustling to pre-assigned areas, no doubt.

The few obvious slaves scatter.

The challenge now for the characters is to make their way from the Temple of Surtur out of town. The giant-size buildings make it difficult for the characters to see very far.

To get through the town quickly, the characters must make an Intuit Direction check (DC 20). Otherwise they must wander around Het Kilde for some time before they reach the outskirts. The characters have to wander for one hour per 5 points that they missed the Intuit Direction check by. There is a 50% chance per half hour that they encounter a goblin patrol. These may be avoided using the appropriate skills and/or spells, or fought. Though a fight is likely to attract more patrols.

The street patrols of Het Kilde have obviously become quite alert. If characters attempt to bluff past the patrols by just brazenly walking past them, they only receive a +3 circumstance bonus if they are wearing slave disguises. However, the sentries receive a +5 circumstance bonus to their Sense Motive checks if there are any obvious elves, dwarves, halflings, or gnomes in the party.

If the characters lingered in the Temple and were seen by the sub-priestess, the patrols have an idea of who they're looking for and have a +5 circumstance Bonus to their Spot and Sense Motive checks.

If the characters fail a Bluff check by less than 20 the patrol assumes them to be slaves lying to avoid trouble and orders them off to the slave pens for security. If they fail their Bluff attempt by more than 20 the patrol attacks, fighting to subdue. Also, if they refuse to go toward where they were ordered the patrol attacks to subdue.

Goblin Patrol by APL

APL 4 (EL 4)

👉 **Hobgoblins (4):** hp 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbear:** hp 16; see *Monster Manual*.

APL 6 (EL 6)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbears (2):** hp 16, 16; see *Monster Manual*.

APL 8 (EL 8)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbear (4):** hp 16, 16, 16, 16; see *Monster Manual*.

👉 **Bugbear Sergeant:** Male bugbear Ftr3; hp 54; see Appendix I.

APL 10 (EL 10)

👉 **Bugbear (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

👉 **Bugbear Sergeants (2):** Male bugbear Ftr4; hp 63; see Appendix I.

👉 **Hill Giant Captain:** hp 102; see *Monster Manual*.

The patrols, eager for personal glory, sound no alarm unless the characters try to flee from combat. Any patrol members that escape a combat going against them return to their barracks and report to their watch commander. In 10 minutes the patrols have vague descriptions of the criminals they seek. This increases the alertness of patrols within Het Kilde and gives them a +5 circumstance bonus to Spot and Sense Motive checks. If this bonus is already in effect from a patrol or the sub-priestess, there is no further effect.

The last buildings at the edge of Het Kilde, are now only a few dozen yards distant. However, hobgoblin and ogre sentries guard the street you can see from your vantage point. They stand alertly, not allowing anyone to leave the town.

Having avoided or defeated the patrols, the party's next hurdle is at the outskirts of Het Kilde. There are reinforced hobgoblin guard stations forming blockades at the end of each street-leaving town. The alleyways between buildings are not guarded, but the characters are at best only 100 feet from a guard post and the guards are alert.

The hobgoblin sentries have been reinforced by ogres and have received orders to not allow any non-giants to leave Het Kilde. They no longer have their previous penalties to their Spot and Listen checks. If

characters attempt to bluff past the patrols by just brazenly walking past them, they only receive a +3 circumstance bonus if they are wearing slave disguises. However, the sentries receive a +5 circumstance bonus to their Sense Motive checks if there are any obvious elves, dwarves, halflings, or gnomes in the party. Also, if the characters have been identified by a surviving patrol, the guards have a +5 circumstance bonus to Spot and Sense Motive checks as they watch specifically for the characters.

If the characters fail their Bluff or are discovered trying to sneak past them the guards fight to subdue. They are still under orders to capture intruders for interrogation and eventual sacrifice to Surtur.

Hobgoblin Sentries by APL

APL 4 (EL 4)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

APL 8 (EL 8)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

👉 **Dire Boar:** hp 52; see *Monster Manual*.

👉 **Gtrach:** Male ogre Brb2; hp 49; see Appendix I.

APL 10 (EL 10)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

👉 **Hobgoblin Lieutenant:** Male hobgoblin Ftr4; hp 40; see Appendix I.

👉 **Dire Boar:** hp 52; see *Monster Manual*.

👉 **Gtrach:** Male ogre Brb4; hp 67; see Appendix I.

Eager for personal glory, they do not alert others unless the characters try to flee from combat. Any sentries that escape a combat going against them do their best to flee into the wilderness. The penalty for allowing the thieves to escape is surely going to be worse than death.

Once free of Het Kilde, there is sufficient cover in the form of overgrown scrub that the characters can hide while covering the ground away from the town.

Go to *Encounter 2*.

ENCOUNTER 2: THE CHASE ACROSS THE HEATH

Assuming that the characters head south toward the Oytwood, they pass by the rocky hill that they used to scout Pregmere in *Round 1*. If they used the hot springs, they emerge above ground here as well.

At the same time that the characters reach the rocky hill, the giant's priests are casting divination spells and have learned that the characters have escaped from Het Kilde. The giants order their goblin trackers to mount their worgs and track the characters.

APL 4 (EL 6)

🐾 **Worgs (4):** hp 30, 30, 30, 30; see *Monster Manual*.

🐾 **Goblins (4):** hp 8, 8, 8, 8; see *Monster Manual*.

APL 6 (EL 8)

🐾 **Worgs (8):** hp 40, 40, 40, 40, 40, 40, 40, 40; see *Monster Manual*.

🐾 **Goblins (8):** hp 8, 8, 8, 8, 8, 8, 8, 8; see *Monster Manual*.

APL 8 (EL 10)

🐾 **Worgs (8):** hp 40, 40, 40, 40, 40, 40, 40, 40; see *Monster Manual*.

🐾 **Goblin Trackers (8):** Male goblin Bbn2; hp 23, 23, 23, 23, 23, 23, 23, 23; see Appendix I.

APL 10 (EL 12)

🐾 **Worgs, Advanced (8):** hp 60, 60, 60, 60, 60, 60, 60, 60; see Appendix I.

🐾 **Goblin Trackers (8):** Male goblin Bbn5; hp 55, 55, 55, 55, 55, 55, 55, 55; see Appendix I.

Tactics: The goblins attack the characters to the best of their ability but flee if half their numbers fall.

Tracking the characters, forces the worgs to move at half speed. In addition, they must make Track checks every mile. The heath is hard ground so the base DC is 15. Additional actions by the characters may increase this DC. Keep in mind that each worg gets a separate Track check.

Behind the goblins and worgs is a larger, slower force of giants. This force is moving at a speed of 20. They leave Het Kilde a full two hours after the characters. If they are moving faster than the characters, and they manage to catch up, it is likely that the characters are overwhelmed, captured, and returned to Het Kilde for interrogation and eventual sacrifice to Surtur.

ALL APLS (EL 17)

🐾 **Cloud Giant:** hp 178; see *Monster Manual*.

🐾 **Fire Giant (4):** hp 142, 142, 142, 142; see *Monster Manual*.

🐾 **Stone Giants (8):** hp 119, 119, 119, 119, 119, 119, 119, 119; see *Monster Manual*.

🐾 **Ettins (8):** hp 65, 65, 65, 65, 65, 65, 65, 65; see *Monster Manual*.

🐾 **Trolls (8):** hp 63, 63, 63, 63, 63, 63, 63, 63; see *Monster Manual*.

It is approximately 40 miles from Pregmere to the borders of the Oytwood. Characters on foot moving at a speed of 30 feet require 12 hours to cross this distance. Those moving at a speed of 20 feet require 20 hours. Those moving at a Speed of 15 feet need a full 24 hours. A party of mounted characters can cross the distance in 10 hours. Keep in mind that after the first eight hours of continuous travel, fatigue rules come into effect as outlined in the *Player's Handbook* in *Chapter 9: Adventuring*, under the heading "Forced March".

The goblins and the worgs push on all day and night until they catch the characters. If the characters want to stay ahead of them, they must travel without rest. Otherwise, the goblins overtake them. You want to familiarize yourself with the rules on endurance and fatigue.

The worgs are not silent. They howl and bay as they track their prey. The characters hear the worgs and know that they are being hunted. When the characters manage to elude worgs or defeat them, proceed to *Encounter 3*.

ENCOUNTER 3: THE SAFETY OF THE FOREST

If the characters are on foot:

You've run for so long time has lost all meaning. Your legs have gone from screaming pain to a tingling numbness and now you can't feel them at all. Sweat pours from you in rivulets, and not far behind, you can hear the horns and howls of the pursuers you have failed to lose.

The Oytwood beckons. Its shade is green and cool. It has hovered on the horizon for the past few miles. As you top the rise, it suddenly seems close enough to reach.

If the characters are mounted:

You've ridden for so long time has lost all meaning. Your backs, jostled by your running mounts, have gone from screaming pain to a tingling numbness and now you can't feel them at all. Sweat pours from your mount in rivulets; flecks of lather spatter your face. And not far behind you can hear the horns and howls of the pursuers you have failed to lose.

The Oytwood beckons. Its shade is green and cool. It has hovered on the horizon for the past few miles. As you top the rise, it suddenly seems close enough to reach.

As the characters make it into the woods, the giant forces cease pursuit. They do not stop immediately at the first trees as they do when approaching the Dim Forest, but within a few hundred yards they slow and stop as they

reconsider their decision to pursue into such hostile territory.

If the characters choose to stop and rest they can do so after traveling about half a mile into the woods with little fear of their pursuers meeting them. If the characters refuse the opportunity to rest, have the following encounter occur during the first hour of their march. Remember the possible effects of a “Forced March.”

At some point when the characters stop to rest, members of the Isolationist faction approach their camp. This group includes two gray elves and a number of wood elves. The elves in the earlier escort who were not part of the Isolationist faction have been encouraged to depart for friendlier locales. They show up in *Encounter 4*.

Allow any characters on guard to make Spot and Listen checks against the elves Hide and Move Silently checks. If they succeed they can see or hear the elves approaching from deeper in the forest at about 50 feet. Otherwise the elves just step into the characters camp with complete surprise.

This group is determined to relieve the characters of the *Tear of Corellon*. During this encounter they attempt to do so diplomatically. The Isolationists are not evil and they do not wish to spill any unnecessary blood, especially that of Oytwood elves. The leader (Alcaredhel) approaches the characters after they have all had a chance to wake up, and address them in Common:

“Thank thee for thine efforts. Thou hast risked much for our needs and for that shall we be eternally grateful. We ask that thou doest relinquish the Tear to our keeping. This is an Elven matter, and the object you hold is a sacred Elven relic. It is only right that we should transport it back to the Council. Rest here as long as thou dost need, then thou mayst follow along at thine own pace. When thou dost reach the Council then thou shalt receive thy rewards.”

If the characters choose to, allow them to make Sense Motive checks against the patrol leaders Bluff check. If the characters are successful they can determine that he is not so much lying as concealing great portions of the truth and the characters also sense that he is not thankful in the least.

The patrol leader continues with this tactic until the characters hand over the Tear or it becomes obvious that the characters do not intend to do so. At that point they leave the characters with these parting words:

“Thou hast a long way to go.”

The characters may rest unmolested for as long as they wish.

If the characters hand over the Tear but insist on accompanying the elves, the elves consent. However, they flee shortly afterward, taking the Tear with them. They use their spells and abilities to rapidly climb the trees and escape into the branches. Use *Encounter 5* as a guide as to how the elves flee the characters.

If the characters hand over the Tear continue to *Encounter 4*.

If the characters do not hand over the Tear continue to *Encounter 5*.

ENCOUNTER 4: THOSE WHO THINK DIFFERENTLY

A few hours after the Isolationist Elves leave, members of the Cooperationist faction approach the characters. Allow any characters on guard to make Spot and Listen checks against the elves Hide and Move Silently checks. If they succeed they can see or hear the elves approaching from deeper in the forest at 50 feet. Otherwise the elves just step into the characters camp with complete surprise.

This group of four gray elves has been shadowing the Isolationist patrol, knowing that the Isolationist leaders might intend to try to retrieve the Tear from the characters. Once they have the characters attention, their leader, a female, addresses the characters in Common:

“Thou hast risked too much in recovering the Tear of Corellon to let it go,” she begins. “I must tell thee that all is not as it seems. Factions have formed amongst my brethren. I am Dintiriél, a member of the faction that supports cooperation between the Elves of the Oytwood and thy Brenin. The others who were just here oppose any outside contacts and seek to cast thee into disfavor with the Council. It is in thy, and thy Brenin’s best interests for thee to deliver the Tear thyself. Thou must recover it.”

If the characters succeed at a Sense Motive check, they learn that Dintiriél is telling what she believes to be the unvarnished truth.

If the characters decline the opportunity to recover the Tear, go to *Conclusion A*.

If the characters accept Dintiriél’s recommendation to recover the Tear, she tells them the following:

Those who have the Tear are taking it to their village of Taurémiruvor. Go north and east of here, until thou comest to a stream that flows to the south. Follow the stream north. After a few hours, thou wilt see the flets of the village in the branches above thee. Time is of the essence. Go now. Be like the sparrow before the wind.

Dintiriél then departs. When the characters follow Dintiriél’s instructions, go to *Encounter 7*.

ENCOUNTER 5: I’LL TAKE THAT

A few hours into their continued journey to the Council, the Isolationists, who still do not want to shed unnecessary blood, have set an unusual ambush for the characters. They have been using *locate object* to track the

Tear and the location of the characters. The Isolationists ambush party is composed of the following elves that were the same group of elves the party encountered earlier.

APL 4 (EL 11)

➤ **Alcaredhel (Gray Elf):** Male elf Wiz11; hp 34; see Appendix I.

➤ **Faelivren (Gray Elf):** Female elf Wiz4; hp 13; see Appendix I.

➤ **Golloraen (Wood Elf):** Male elf Rgr4; hp 28; see Appendix I.

➤ **Wood Elf Warriors (4):** Male/Female elf War1; hp 8, 8, 8, 8; see Appendix I.

APL 6 (EL 13)

➤ **Alcaredhel (Gray Elf):** Male elf Wiz11; hp 34; see Appendix I.

➤ **Faelivren (Gray Elf):** Female elf Wiz8; hp 25; see Appendix I.

➤ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

➤ **Wood Elf Rangers (4):** Male/Female elf Rgr4; hp 28, 28, 28, 28; see Appendix I.

APL 8 (EL 15)

➤ **Alcaredhel (Gray Elf):** Male elf Wiz14; hp 43; see Appendix I.

➤ **Faelivren (Gray Elf):** Female elf Wiz8; hp 25; see Appendix I.

➤ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

➤ **Rilëraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

➤ **Wood Elf Rangers (4):** Male/Female elf Rgr4; hp 28, 28, 28, 28; see Appendix I.

APL 10 (EL 17)

➤ **Alcaredhel (Gray Elf):** Male elf Wiz16; hp 49; see Appendix I.

➤ **Faelivren (Gray Elf):** Female elf Wiz10; hp 31; see Appendix I.

➤ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

➤ **Rilëraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

➤ **Wood Elf Rangers (4):** Male/Female elf Rgr6; hp 40; see Appendix I.

The elves have concealed themselves in branches 35 feet up. They have 3/4 concealment and 1/4 cover. The wizards are standing behind the trunks and have 3/4 concealment and 9/10 cover. All of the elves have consumed *potions of spider climb*. Both of the wizards have precast *mage armor* and *shield*.

As the characters approach the ambush site, allow the characters a Spot check against the elves' Hide checks, but treat the elves as though they have taken '10,' due to their prior preparation. In addition, the characters are at a -3 to spot the elves because of the distance. Unless the characters spot the elves, they are surprised during the first round.

The following outlines the ambush details:

Round 1

Alcaredhel casts *Otiluke's telekinetic sphere* from his scroll (caster level check DC 5; Reflex Save DC 25 negates) to enclose the person and/or mount carrying the Tear. Once Alcaredhel casts, whether the spell is effective or not, the Faelivren casts *Tasha's hideous laughter* on the most obvious spellcaster in the characters' party. Golloraen readies an action to throw a thunderstone at any spellcaster who starts casting a spell, while two of the wood elf warriors throw thunderstones at mounts and characters to startle them. The other two, drop tanglefoot bags to hamper the character's progress.

If present, Rilëraen also readies an action to throw a thunderstone at any spellcaster who starts casting a spell.

Round 2

Alcaredhel moves the *sphere* 30 feet up into the branches and climbs 15 feet up the tree while Faelivren casts *fog cloud*, and climbs 15 feet up the tree. Golloraen readies an action to throw a thunderstone at any spellcaster who starts casting a spell. If present, Rilëraen does so as well. Two of the wood elf warriors throw thunderstones at mounts and characters to startle them. The other two, drop tanglefoot bags each to hamper the characters progress.

Round 3

Alcaredhel moves the *sphere* 30 feet up into the branches (it is now 60 feet off the ground) and climbs 15 feet up the tree while Faelivren climbs 15 feet up the tree, and readies an action to cast *Tasha's hideous laughter* or *daze* if *Tasha's* has already been cast. Golloraen, and Rilëraen if present, climb 15 feet up the tree and ready an action to throw a thunderstone at any spellcaster who casts a spell. The wood elf warriors all climb 15 feet up the tree and throw flasks of oil at the tree trunks to prevent characters from following.

Round 4

Alcaredhel moves the *sphere* 30 feet up into the branches (it is now 90 feet off the ground) and climbs 15 feet up the tree while Faelivren climbs 15 feet up the tree, and readies an action to cast *Tasha's hideous laughter* or *daze* if *Tasha's* has already been cast. Golloraen, and Rilëraen if present, climb 15 feet up the tree and ready an action to throw a thunderstone at any spellcaster who casts a spell. The wood elf warriors all climb 15 feet up the tree.

Round 5

Alcaredhel casts *grease* on the tree branches or the ground to stop pursuit while Faelivren climbs 15 feet up the tree, and readies an action to cast *Tasha's hideous laughter* or *daze* if *Tasha's* has already been cast. Golloraen, and Rilëraen if present, climb 15 feet up the tree and ready an action to throw a thunderstone at any spellcaster who casts a spell. The wood elf warriors all climb 15 feet up the tree and two of the warriors catch the *sphere* in a net and with the senior wizard start maneuvering the *sphere* through the trees using the branches as cover

Tactics: The elves do not try to kill or hurt the characters at this point. All their attacks (the *sphere*, tanglefoot bags, thunderstones) are designed to incapacitate and not kill. However, the elves don't want to be hurt themselves, so they attempt to hide after each attack. As per *Song and Silence*:

- **Sniping:** If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again as a move equivalent action. You suffer a -20 circumstance penalty on your Hide check to conceal yourself after the shot.

If Otiluke's *telekinetic sphere* does not work, the elves immediately attempt to fade into the forest. The wood elves flee if they take half their hit points in damage. The wizards remain until they have less than 5 hit points and then flee.

The elves hope to have the character with the Tear safely away through the trees in five rounds. If the characters have the means to follow them through the trees, the elves attempt to lose the characters in the branches. The elves have the effect of the *potions of spider climb* and move very quickly.

Attempting to follow the elves through the branches requires a Balance Check (DC 20) every round.

If the character fails a check, she must make a successful Reflex save (DC 20) to catch the branch. Failure means that the character plummets to the ground and takes 8d6 points of damage from the fall and 2d6 points of damage from hitting branches on the way down.

The characters cannot see the *sphere* from the ground due to the thick foliage. It is impossible for the characters to follow from the ground.

If an NPC or animal is captured (no character was carrying the Tear) then the Isolationist elves get the Tear automatically. Otherwise, the elves take the *sphere* to a safe place to extract the Tear from the character. When the elves reach their location, proceed with the following:

The dark sphere fades away, and you drop a few feet onto a woven net that is suspended between two branches. The moment you hit the net it closes into a bag, severely restricting your movement. The forest's canopy is very thin here. You can see blue sky through the tops of the trees, only a few dozen feet above you.

Risking a glance down, you cannot see the forest floor below through the branches and leaves.

Once the character is "in the bag" Alcaredhel immediately casts *dominate person* on the character and demands the Tear.

If *dominate person* fails Alcaredhel tries *suggestion*.

If the character proves resistant to these two enchantments proceed with the following:

"I will have the Tear of Corellon. This does not require the loss of thy life, but if it should become necessary, I will order them to release the net. Give the Tear to me, I beseech of thee."

If the character surrenders the Tear:

Alcaredhel takes it, thanks the character, and signals the warriors to release the net. As the character falls, the Faelivren casts *feather fall* to keep the character from taking damage. The character should make a Will save (DC 13) to avoid panicking at the long fall, then a successful Fortitude save (DC 13) to avoid blacking out. The other characters hear the character falling and locate him or her a short while later minus the Tear. Go to *Encounter 4*.

If the character refuses to turn over the Tear:

Read the following:

"I am truly sorry, but I must have the Tear. The future of my people is at stake." The gray elf signals to the wood elves that release the net. You plummet downward.

The character takes falling damage for falling 100 feet (10d6) and the character takes damage for striking branches on the way down as well. (Listed by APL).

- | | |
|----------|-----|
| • APL 4 | 2d6 |
| • APL 6 | 3d6 |
| • APL 8 | 4d6 |
| • APL 10 | 5d6 |

In addition, if the character survives, they must make a Fortitude Save (DC 25) or be stunned for 1d4 minutes.

Golloraen and Rilëraen, if present, are near the spot where the character lands. They retrieve the Tear and fade into the forest. If the character survives the fall and isn't stunned, they draw their weapons and attack to subdue the character. The character lands prone and the two elves automatically gain a surprise round on him. Once they have the Tear, they fade into the forest.

The other characters can hear the falling character scream. They can find him with a successful Search check (DC 10) after 1d6 minutes. Go to *Encounter 4*.

If the characters survive the ambush and keep the Tear, go to *Encounter 6*.

ENCOUNTER 6: SMASH AND GRAB

If the characters reach this encounter, they have spoiled the kidnapping of the character with the Tear, and the Isolationist elves have split on what to do next. Faelivren is willing to risk an open assault, while Alcairedhel is not. The remaining elves side with Faelivren, so Alcairedhel leaves the group and returns to Edhellond.

A few hours after their previous ambush attempt Faelivren prepares a more lethal ambush. If any of the elves were killed or seriously wounded in *Encounter 5*, they have been healed or replaced by an elf with the same stats.

The elves have concealed themselves in branches at the maximum range of Faelivren's short-range spells. This is 35 feet up at APL 4 and then 40 feet up at APL 6 through 10. The elves make sure that they are at least 20 feet apart.

They wood elves have 3/4 concealment and 1/4 cover. Faelivren is standing behind the trunks and has 3/4 concealment and 9/10 cover. Faelivren's *mage armor* should still be running, but her shield has dissipated. Instead, she reads a scroll of *improved invisibility*.

As the characters approach the ambush site, allow the characters a Spot check against the elves' Hide checks, but allow the elves take 10 on their checks because of their prior preparation. In addition, the characters are at a -3 or -4 (depending on how high the elves are) to spot the elves because of the distance. Unless the characters spot the elves, they are surprised during the first round.

APL 4 (EL 8)

✦ **Faelivren (Gray Elf):** Female elf Wiz4; hp 13; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr4; hp 28; see Appendix I.

✦ **Wood Elf Warriors (4):** Male/Female elf War1; hp 8, 8, 8, 8; see Appendix I.

APL 6 (EL 10)

✦ **Faelivren (Gray Elf):** Female elf Wiz8; hp 25; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

✦ **Wood Elf Warriors (4):** Male/Female elf War1; hp 8, 8, 8, 8; see Appendix I.

APL 8 (EL 12)

✦ **Faelivren (Gray Elf):** Female elf Wiz8; hp 25; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

✦ **Rilëraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

✦ **Wood Elf Rangers (4):** Male/Female elf Rgr4; hp 28, 28, 28, 28; see Appendix I.

APL 10 (EL 14)

✦ **Faelivren (Gray Elf):** Female elf Wiz10; hp 31; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

✦ **Rilëraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

✦ **Wood Elf Rangers (4):** Male/Female elf Rgr6; hp 40; see Appendix I.

Tactics: The elves wait for Faelivren to use her *wand of summon monster II* or *summon swarm*. The wood elves then open fire on clerics and wizards and then try to re-hide. Golloraen and Rilëraen ready actions to shoot an arrow at any character that casts a spell. Once they shoot, they also try to re-hide as described previously. Faelivren casts hold person on the fighters and rogues in the party. Play the elves smart. They work well together.

THE RECOVERY TEAM ARRIVES

As the elves spring their ambush a group of Hextoran mercenaries are making their way toward the characters in the forest. This group of Hextoran mercenaries is attempting to recover the Tear for its giant employers and have tracked it here. When they hear the sound of combat, they immediately run toward the melee. The foliage is thick, so they arrive 50 away from character nearest to the northwest.

The Hextoran mercenaries arrive at the beginning of the third round of combat between the elves and the characters. As stated in the *DUNGEON'S MASTER'S Guide* under "New Combatants Enter the Fray", the Hextorans enter the fray at the top of initiative order.

Faelivren, intent on ambushing the characters, has neglected to set out sentries. So she and the elves are as surprised as the characters are.

The Hextorans have the opportunity to precast many of their spells and try to close on the party and engage the character with the Tear.

The elves remain among the branches and fire from 9/10 cover at any non-Oytwood Elf, hoping to kill or otherwise disable all attackers from range. They do not opt to enter into melee combat with either force. The elves concentrate their fire on whichever force looks stronger. The elves do not target character elves, however, unless that character has the Tear.

Because the elves switch sides to wittle away the strongest, they do not affect the EL of the Hextorans.

HEXTORAN RECOVERY TEAM

APL 4 (EL 7)

✦ **Hengist:** Male half-elf Sor2; hp 12; see Appendix I.

✦ **Lojan:** Male human Ftr3; hp 28; see Appendix I.

✦ **Keltarn:** Male human Clr4; hp 31; see Appendix I.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr2; hp 26; see Appendix I.

➤ **Mercenary Fighter:** Male human Ftr2; hp 20; see Appendix I.

APL 6 (EL 9)

➤ **Hengist:** Male half-elf Sor4; hp 20; see Appendix I.

➤ **Lojan:** Male human Ftr5/Fist of Hextor*1; hp 52; see Appendix I.

➤ **Keltarn:** Male human Clr4; hp 31; see Appendix I.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr5; hp 52; see Appendix I.

APL 8 (EL 11)

➤ **Hengist:** Male half-elf Sor6; hp 28; see Appendix I.

➤ **Lojan:** Male human Ftr5/Fist of Hextor*3; hp 62; see Appendix I.

➤ **Keltarn:** Male human Clr4; hp 31; see Appendix I.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr6/Blk1; hp 68; see Appendix I.

➤ **Refkak:** Male half-orc Brd4; hp 22; see Appendix I.

APL 10 (EL 13)

➤ **Hengist:** Male half-elf Sor6; hp 28; see Appendix I.

➤ **Lojan:** Male human Ftr6/Fist of Hextor*3; hp 76; see Appendix I.

➤ **Keltarn:** Male human Clr6; hp 45; see Appendix I.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr6/Blk3; hp 84; see Appendix I.

➤ **Refkak:** Male half-orc Brd4/Ftr2; hp 36; see Appendix I.

➤ **Vesej:** Male human Evo7; hp 50; see Appendix I.

➤ **Barbaz:** hp 33; see *Monster Manual*.

Tactics: Hengist has cast *locate object*. As soon as the Hextorans are on the battlefield, he points out which character has the Tear.

The Hextorans concentrate all their attacks on the character with the Tear. They hope to drop him quickly, snatch the Tear from his body and flee the battle.

RESOLUTION OF THE THREE-WAY BATTLE

If all of the characters and the mercenaries are killed or disabled, the elves descend from the trees and claim the Tear. They stabilize any characters they can and dispatch any mercenaries. The characters have failed to recover the Tear, go to *Conclusion A*.

If the mercenaries are successful in reaching the Tear first or taking the Tear from the characters, they try to retreat with it. If they get away, the characters have failed to recover the Tear. Go to *Conclusion B*.

If the characters recover the Tear, successfully retreat, and make it to Edhellond, go to *Conclusion C*.

ENCOUNTER 7: ASSAULT ON TAURËMIRUVOR

You find the directions provided by Dintiriel are absolutely correct. You have located the elven village with surprising ease. Much like the place where you met the Weeping Council Taurëmiruvor consists of numerous large flets high in the trees. Unlike that location, however, this village is fortified. Also unlike that location, it seems to be under attack.

Observing from your concealed position you can see several humans and half-orcs in dark uniforms lying in the clearing, their bodies pin-cushioned with elven arrows. Above you, several flets are smoldering in their defoliated trees. The ramps and rope ladders are still lowered; the elves were apparently taken by complete surprise.

If the characters encountered the mercenary village in Round One, they immediately recognize the uniform. Otherwise, allow the characters an Intelligence check (DC 15) to remember seeing the uniform on humans in Het Kilde.

This group of Hextoran mercenaries is attempting to recover the Tear for its Giant employers and have tracked it here. This force knew it had achieved near-total surprise and confidently opted for a loud frontal assault, which has proved so far to be costly.

The Isolationists had retreated to this elven village, where they had a substantial presence. They then began celebrating their victory over the foolish and simple agents of Owen. Not all the elves in Taurëmiruvor are members of the Isolationist Faction, but all were delighted at the recovery of the Tear.

What happens next depends upon what the characters do. Unless they intervene, the Hextorans find the Tear, kill a lot of elves, and return to Het Kilde with their prize.

If the characters wait in ambush for the Hextorans to leave, go to *Encounter 7a*.

If the characters climb into Taurëmiruvor and involve themselves in the battle in the branches, go to *Encounter 7b*.

ENCOUNTER 7A: CHARACTERS WAIT FOR THE HEXTORANS TO LEAVE WITH THE TEAR

Assuming the characters wait for the Hextorans to finish decimating the elves and then leave with the Tear, they can ambush the Hextorans on their way out.

The Hextorans have suffered casualties at this point. Assume that all pre-cast spells with a duration measured in rounds or minutes have expired. Spells with longer durations are still in effect.

Keltarn currently carries the Tear of Corellon.

APL 4 (EL 7)

- ✚ **Hengist**: Male half-elf Sor2; hp 12; see Appendix I.
- ✚ **Lojan**: Male human Ftr3; hp 28; see Appendix I.
- ✚ **Keltarn**: Male human Clr4; hp 31; see Appendix I.
- ✚ **Perlonas**: Male human Pal1 (fallen)/Ftr2; hp 26; see Appendix I.
- ✚ **Mercenary Fighter**: Male human Ftr2; hp 20; see Appendix I.

APL 6 (EL 9)

- ✚ **Hengist**: Male half-elf Sor4; hp 20; see Appendix I.
- ✚ **Lojan**: Male human Ftr5/Fist of Hextor*1; hp 52; see Appendix I.
- ✚ **Keltarn**: Male human Clr4; hp 31; see Appendix I.
- ✚ **Perlonas**: Male human Pal1 (fallen)/Ftr5; hp 52; see Appendix I.

APL 8 (EL 11)

- ✚ **Hengist**: Male half-elf Sor6; hp 28; see Appendix I.
- ✚ **Lojan**: Male human Ftr5/Fist of Hextor*3; hp 62; see Appendix I.
- ✚ **Keltarn**: Male human Clr4; hp 31; see Appendix I.
- ✚ **Perlonas**: Male human Pal1 (fallen)/Ftr6/Blk1; hp 68; see Appendix I.
- ✚ **Refkak**: Male half-orc Brd4; hp 22; see Appendix I.

APL 10 (EL 13)

- ✚ **Hengist**: Male half-elf Sor6; hp 28; see Appendix I.
- ✚ **Lojan**: Male human Ftr6/Fist of Hextor*3; hp 76; see Appendix I.
- ✚ **Keltarn**: Male human Clr6; hp 45; see Appendix I.
- ✚ **Perlonas**: Male human Pal1 (fallen)/Ftr6/Blk3; hp 84; see Appendix I.
- ✚ **Refkak**: Male half-orc Brd4/Ftr2; hp 36; see Appendix I.
- ✚ **Vesej**: Male human Evo7; hp 50; see Appendix I.
- ✚ **Barbaz**: hp 33; see *Monster Manual*.

Tactics: The Hextorans have the Tear so they are only concerned with leaving Taurëmiruvor and returning to Het Kilde. They ruthlessly attempt to remove any characters that stand in their way and then continue on their way out of the Oytwood.

As the Hextorans leave the elven village, the elves are attacking them with arrows from above. When the characters attack the Hextorans, the elves are relatively unconcerned with which side they hit with their arrows, as they see both sides as a threat. The happily shoot at both the characters and the Hextorans. The elves do not target character elves, however, unless that character has the Tear.

APL 4 (EL 8)

- ✚ **Faelivren (Gray Elf)**: Female elf Wiz4; hp 13; see Appendix I.

✚ **Golloraen (Wood Elf)**: Male elf Rgr4; hp 28; see Appendix I.

✚ **Wood Elf Warriors (4)**: Male/Female elf War1; hp 8, 8, 8, 8; see Appendix I.

APL 6 (EL 10)

✚ **Faelivren (Gray Elf)**: Female elf Wiz8; hp 25; see Appendix I.

✚ **Golloraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

✚ **Wood Elf Warriors (4)**: Male/Female elf War1; hp 8, 8, 8, 8; see Appendix I.

APL 8 (EL 12)

✚ **Faelivren (Gray Elf)**: Female elf Wiz8; hp 25; see Appendix I.

✚ **Golloraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

✚ **Rilëraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

✚ **Wood Elf Rangers (4)**: Male/Female elf Rgr4; hp 28, 28, 28, 28; see Appendix I.

APL 10 (EL 14)

✚ **Faelivren (Gray Elf)**: Female elf Wiz10; hp 31; see Appendix I.

✚ **Golloraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

✚ **Rilëraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

✚ **Wood Elf Rangers (4)**: Male/Female elf Rgr6; hp 40; see Appendix I.

Tactics: The Elves remain on their flets and fire from 9/10 cover (+7 AC) at any non-Oytwood Elf approaching the fort or ascending to the flets, hoping to kill or otherwise discourage all attackers from range. They do not opt to enter into melee combat with either force. The elves attack the Hextorans at first, since they have the Tear. If the characters claim the Tear, the elves switch to them as their primary target.

Once the characters have the Tear, they can leave Taurëmiruvor behind. The Hextorans pursue and keep attacking until 3/4 of their number is slain. The elves do not follow at all.

At this point, go to *Resolutions of the Battle* below. However, regardless of whether or not the characters slew an elf, they receive the *Disfavor of the Oytwood Elves* for standing by while the Hextorans massacred the village.

ENCOUNTER 7B: AMIDST THE FLETS OF TAURËMIRUVOR

If the characters charge up the stairs to Taurëmiruvor, they plunge into the middle of a tense battle between the Hextorans and the elves. The elven village is composed of flets, the gaps between them are spanned by wooden bridges. It is a beautiful place. The gray elves build things to last hundreds of years and everything is carved and decorated with a beauty that humans are incapable of producing.

See DM's *Aid 1* for the layout of Taurëmiruvor.

The climb up the stairs is uneventful. The Hextorans have dispelled or triggered all the protections that the elves placed on the stairs. As soon as the characters reach the top of the stairs, read the following:

You reach the top of the spiraling staircase that wrapped around the enormous tree, and find yourself on a flet high in the trees of the Oytwood. The elven village stretches away from you toward the north and west. The village is a series of flets, built around, through, and between enormous trees. Graceful bridges arch between the flets and tie the community together.

The characters need to make their way through the flets and bridges to the Tear. The Tear is located in the temple of Corellon Larethian. It is marked on DM's *Aid 1*.

As the characters move through Taurëmiruvor, the elves shoot at them. The elves are purposefully targeting the characters. Elves who are of the Isolationist faction recognize the characters and realize the danger they pose to their cause. Elves who are not part of the Isolationist faction assume that characters are part of the Hextoran invaders. The elves do not target character elves.

Each time the characters cross a bridge or walk onto an empty flet, they are shot at with 3d6 arrows. Determine which characters are the targets randomly. The attack bonus and damage varies by APL. The elves launching the arrows are assumed to have Precise Shot.

- APL 4 +2 Attack Bonus (1d8).
- APL 6 +4 Attack Bonus (1d8+1).
- APL 8 +6 Attack Bonus (1d8+2).
- APL 10 +8 Attack Bonus (1d8+2/19-20).

These arrows are fired by elves hiding in the trees and other flets. The characters can kill the elves that fired the arrows, but there are more that take their place, and the number of arrows shot at the characters never changes, except through the means described below. If the characters dally on a bridge or a flet, release another volley at them.

FLETS OF TAURËMIRUVOR

On the flets marked as 1, 2, or 3 on DM's *Aid 1*, the characters encounter a combat between elves and Hextoran mercenaries. The elves on each flet are severely out numbered by the Hextorans. If the characters don't

intervene, then the Hextorans likely vanquish the elves in short order.

If the characters come to the aid of the elves and slay the Hextorans, the elves on the flet don't attack them. Instead, they move away from the characters to hide in the higher flets and the branches.

If the characters avoid getting between the two groups, the elves and the mercenaries ignore the characters. However, this only holds true until one side wins. If the Hextorans win and the characters are still in sight, they close and engage the party. If the elves win and the characters are still on the flet, they retreat, while shooting their bows. In addition, the characters face a round of arrow shots, as described above.

If the characters came to the aid of the elves on this flet, a character can attempt to get one of the elves to stay and talk. If they attempt to parlay with the elves, one stays to talk with the characters. The characters can try to find out where the Tear is located and to get the elves to stop shooting arrows at the party. The characters must make a successful Diplomacy Check on each request. The DC varies by APL.

- APL 4 DC 16
- APL 6 DC 18
- APL 8 DC 20
- APL 10 DC 22

If the characters bring up that they and the elves must unite against their common enemy so that the Tear does not fall back into giant hands, give the characters a +2 circumstance bonus. If the characters have an elf of any type in the party, give the characters a +2 circumstance bonus. If the characters have a dwarf or half-orc in the party, give the characters a -2 circumstance penalty. If the characters slew any of the elves on the flet, they get a -2 circumstance bonus for each elf slain. You may also give a +2 circumstance bonus for good roleplaying.

If the characters succeed at the Diplomacy check for the location of the Tear, the elves tell them it is at the Temple of Corellon Larethian, where it belongs. They point out which flet that is.

If the characters succeed at a separate Diplomacy check to convince the elves to stop shooting arrows at them, reduce the number of arrows shot at the party by 1d6. This benefit stacks. Each time the characters help the elves at a different flet and then succeed at a Diplomacy check, reduce the number of arrows by 1d6 until no more arrows are being shot at the characters.

FLET 1

Flet 1 is the scene of a battle between elves and a force of Hextorans. Because the elves are in direct conflict with the Hextorans, the ELs of the elves are counted against the ELs of the Hextorans.

As stated in the *Dungeon's Master's Guide* under "New Combatants Enter the Fray," the characters enter the fray at the top of initiative order.

APL 4 (EL 6)

- ✚ **Borlatt:** Male half-orc Ftr2; hp 18; see Appendix I.
- ✚ **Keltarn:** Male human Clr4; hp 31; see Appendix I.
- ✚ **Mercenary Fighter:** Male human Ftr2; hp 20; see Appendix I.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (2):** Male/Female elf Rgr4; hp 28, 28; see Appendix I.

APL 6 (EL 8)

- ✚ **Borlatt:** Male half-orc Ftr5/Lasher*1; hp 46; see Appendix I.
- ✚ **Keltarn:** Male human Clr4; hp 31; see Appendix I.
- ✚ **Mercenary Fighters (2):** Male human Ftr2; hp 20, 20; see Appendix I.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (2):** Male/Female elf Rgr4; hp 28, 28; see Appendix I.

APL 8 (EL 10)

- ✚ **Borlatt:** Male half-orc Ftr5/Lasher*3; hp 60; see Appendix I.
- ✚ **Keltarn:** Male human Clr4; hp 31; see Appendix I.
- ✚ **Mercenary Fighters (6):** Male human Ftr2; hp 20, 20, 20, 20, 20; see Appendix I.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (3):** Male/Female elf Rgr4; hp 28, 28, 28; see Appendix I.

APL 10 (EL 12)

- ✚ **Borlatt:** Male half-orc Ftr5/Lasher*4; hp 67; see Appendix I.
- ✚ **Keltarn:** Male human Clr6; hp 45; see Appendix I.
- ✚ **Vesej:** Male human Evo7; hp 50; see Appendix I.
- ✚ **Mercenary Fighters (6):** Male human Ftr2; hp 20, 20, 20, 20, 20; see Appendix I.
- ✚ **Barbaz:** hp 33; see *Monster Manual*.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (4):** Male/Female elf Rgr4; hp 28, 28, 28, 28; see Appendix I.

Tactics: The Hextorians are brutal melee fighters, while the elves use their bows. The Hextorans constantly try to engage, while the elves try to keep their distance.

FLET 2 OR FLET 3

Flet 2 and Flet 3 are both scenes of a battle between elves and a force of Hextorans.

As stated in the *Dungeon's Master's Guide* under "New Combatants Enter the Fray," the characters enter the fray at the top of initiative order.

APL 4 (EL 5)

- ✚ **Lojan:** Male human Ftr3; hp 28; see Appendix I.
- ✚ **Mercenary Fighters (2):** Male human Ftr2; hp 20, 20; see Appendix I.

Elves Present on Flet:

- ✚ **Wood Elf Ranger:** Male/Female elf Rgr4; hp 28; see Appendix I.

APL 6 (EL 7)

- ✚ **Lojan:** Male human Ftr5/Fist of Hextor*1; hp 52; see Appendix I.
- ✚ **Mercenary Fighters (3):** Male human Ftr2; hp 20, 20, 20; see Appendix I.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (2):** Male/Female elf Rgr4; hp 28, 28; see Appendix I.

APL 8 (EL 9)

- ✚ **Lojan:** Male human Ftr5/Fist of Hextor*3; hp 62; see Appendix I.
- ✚ **Refkak:** Male half-orc Brd4; hp 22; see Appendix I.
- ✚ **Mercenary Fighters (3):** Male human Ftr2; hp 20, 20, 20; see Appendix I.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (3):** Male/Female elf Rgr4; hp 28, 28, 28; see Appendix I.

APL 10 (EL 11)

- ✚ **Lojan:** Male human Ftr6/Fist of Hextor*3; hp 76; see Appendix I.
- ✚ **Keltarn:** Male human Clr6; hp 45; see Appendix I.
- ✚ **Perlona:** Male human Pal1 (fallen)/Ftr6/Blk3; hp 84; see Appendix I.
- ✚ **Refkak:** Male half-orc Brd4/Ftr2; hp 36; see Appendix I.
- ✚ **Mercenary Fighters (6):** Male human Ftr2; hp 20, 20, 20, 20, 20; see Appendix I.
- ✚ **Barbaz:** hp 33; see *Monster Manual*.

Elves Present on Flet:

- ✚ **Wood Elf Rangers (4):** Male/Female elf Rgr4; hp 28, 28, 28, 28; see Appendix I.

Tactics: The Hextorans are brutal melee fighters, while the elves use their bows. The Hextorans constantly try to engage, while the elves try to keep their distance.

TEMPLE OF CORELLON

When the characters arrive at the temple, the Hextorans are making their final assault on the Temple to retrieve the Tear. Both the elves and the Hextorans have suffered substantial casualties at this point.

The enormous flet stretches between two trees. The delicate serenity of this sanctuary to Corellon Larethian is being shattered by the raging battle between the elves desperately defending their shrine and the Hextorans, determined to seize the Tear.

The temple is longer than it is wide, being three levels, with each level rising higher than the one before it. Gracefully carved railings bound the edges of the flet. Statues of elves line the flet. Their hands hold bowls, which burn with eldritch flames.

A pulpit of some sort hangs from one of the trees above the flet. Stairs circle the tree leading up to its vantage. In front of the other tree is an altar, but it has more in common with a pedestal than a table, for offerings. A beautiful silk cloth is draped over the pedestal.

Floating above the pedestal is the Tear of Corellon. It is resplendent in its beauty. A gray elf, the female wizard you encountered earlier, reaches out and grabs the Tear, as several Hextorans attack her to seize the artifact.

When the characters enter, the elves are grouped on the far side of the temple around the altar. The named NPC fighters and the devils are pressing the attack against them. The generic fighters are standing back and protecting the spellcasters.

The characters do have one advantage. The Hextorans are concentrating on getting the Tear back. So the characters are ignored until they prove themselves a threat that the Hextorans cannot ignore.

As stated in the *Dungeon's Master's Guide* under "New Combatants Enter the Fray," the characters enter the fray at the top of initiative order.

This battle is very challenging. If the characters are overwhelmed, add more elves to pull some of the heat off of the characters. Be conservative. The characters are the heroes. They should face the brunt of the Hextorans' might.

APL 4 (EL 6)

✦ **Hengist:** Male half-elf Sor2; hp 12; see Appendix I.

✦ **Perlona:** Male human Pal1 (fallen)/Ftr2; hp 26; see Appendix I.

✦ **Mercenary Fighters (3):** Male human Ftr2; hp 20, 20, 20; see Appendix I.

✦ **Imp (Devil):** hp 13; see *Monster Manual* p. 48.

Elves Present on Flet:

✦ **Faelivren (Gray Elf):** Female elf Wiz4; hp 13; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr4; hp 28; see Appendix I.

APL 6 (EL 8)

✦ **Hengist:** Male half-elf Sor4; hp 20; see Appendix I.

✦ **Perlona:** Male human Pal1 (fallen)/Ftr5; hp 52; see Appendix I.

✦ **Mercenary Fighters (3):** Male human Ftr2; hp 20, 20, 20; see Appendix I.

✦ **Osyluth:** hp 32; see *Monster Manual*.

Elves Present on Flet:

✦ **Faelivren (Gray Elf):** Female elf Wiz8; hp 25; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

APL 8 (EL 10)

✦ **Hengist:** Male half-elf Sor6; hp 28; see Appendix I.

✦ **Perlona:** Male human Pal1 (fallen)/Ftr6/Blk1; hp 68; see Appendix I.

✦ **Barbaz:** hp 33; see *Monster Manual*.

✦ **Mercenary Fighters (4):** Male human Ftr2; hp 20, 20, 20, 20; see Appendix I.

Elves Present on Flet:

✦ **Faelivren (Gray Elf):** Female elf Wiz8; hp 25; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; hp 58; see Appendix I.

APL 10 (EL 12)

✦ **Hengist:** Male half-elf Sor6; hp 28; see Appendix I.

✦ **Perlona:** Male human Pal1 (fallen)/Ftr6/Blk3; hp 84; see Appendix I.

✦ **Barbaz (Devil):** hp 33; see *Monster Manual* p. 48.

✦ **Hamatula (Devil):** hp 49; see *Monster Manual* p. 48.

✦ **Mercenary Fighters (4):** Male human Ftr2; hp 20, 20, 20, 20; see Appendix I.

Elves Present on Flet:

✦ **Faelivren (Gray Elf):** Female elf Wiz10; hp 31; see Appendix I.

✦ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; hp 70; see Appendix I.

Tactics: The Hextorans are only concerned with getting the Tear and leaving Taurëmiruvor and returning to Het Kilde. They ruthlessly attempt to remove any elf or characters that stand in their way.

RESOLUTION OF THE BATTLE

Due to the open-ended nature of the encounter, the battle can resolve in many different ways. Pick the resolution that is closest to how events played out and modify them as needed. For example, if Faelivren was killed in the battle, then Golloraen is the speaker. If both are dead, then a different wood elf is the speaker.

If all of the characters and the mercenaries are killed or disabled, the elves claim the Tear. They stabilize any characters they can and dispatch any mercenaries. The characters have failed to recover the Tear, go to *Conclusion A*.

If the mercenaries are successful in reaching the Tear first or taking the Tear from the characters, they try to

retreat with it. If they get away, the characters have failed to recover the Tear. Go to Conclusion B.

If the characters defeat the Hextorans without killing a single elf and Faelivren survives, read the following:

The last of the Hextorans falls, and the surviving elves turn toward you. Their bows are drawn and their eyes intent on you. Faelivren approaches. She holds the glittering jewel in the palm of her hand. The sunlight catches it and it glitters and gleams.

"Thou hast come to our aid, after we did accost thee and take possession of the Tear. I must reflect on what has happened here today for the will of Corellon manifests in strange ways. Take his Tear and return to the Weeping Council. Thou hast taught to fear from us. Go now. Complete thy quest in peace."

Faelivren hands you the Tear of Corellon.

Go to Conclusion C.

If the characters defeat the Hextorans but have been killing elves, Faelivren attempts to escape with the Tear. If she is successful, go to Conclusion A. If the characters stop her, proceed with the following:

The last of the Hextorans falls, and the surviving elves turn toward you. Their bows are drawn and their eyes intent on you. Faelivren walks to you. She holds the glittering jewel in the palm of her hand. The sunlight catches it and it glitters and gleams.

"Thy kind is a danger to the Oytwood as I have long thought. However, we acknowledge thy might and we cannot hope to overcome thee. Take the Tear of Corellon and complete thy quest, but thou art a threat to these woods and we shall never accept thee."

Go to Conclusion D.

CONCLUSION

CONCLUSION A

The characters lose the Tear to the Elves, willingly or otherwise.

You have returned to the Weeping Council empty handed but inform them that a group of gray elves should be returning with the Tear shortly. An angry Laurëloth informs you that the Weeping Council has just received news that a raiding party of Hextoran mercenaries ambushed the patrol and stole the Tear from them. You should have remained with the Tear to protect it. Your excuses are worthless. Laurëloth has convinced his fence-sitting brethren that working with non-elfen races are a waste of time. The Isolationists outvote the Cooperative faction and orders Owen the Brenin to surrender the village of Preston to the elves or be forcibly removed.

The characters are free to return to Hochoch and Cuern. Once there, ask them whether or not they want to report to the High Seneschal and ask them what they tell him. If they mention the Sakhut's arrival into Het Kilde, be sure to include that part below. Otherwise, leave it out.

Returning to Hochoch, you pass the news on to High Seneschal Cuern. He seems genuinely displeased at your diplomatic failures. "You failed," he says flatly. "I hope you understand the enormity of what you have done. We have to evacuate Preston and possibly Caer Rhiniog at some point in the future."

To mollify the disaster, Cuern shows great interest in your descriptions of the Sakhut procession and seems smugly satisfied that you have so embarrassed the master of Het Kilde in front of his superiors.

The characters each receive the Censure of Grand Duke Owen.

The characters each receive the Disfavor of the Oytwood Elves.

Any elf that slew another elf during the adventure receives the Kinslayer designation.

CONCLUSION B

The characters lost the Tear to the Hextorans.

You return beaten and dejected to the Weeping Council. Councilmember Laurëloth tries to convince his fence-sitting brethren to vote against the continued presence of non-elfen armies in the Oytwood. However, the fence sitters go along with the Cooperative faction. The heads of the Council thank you for their efforts, but the Council's last word to you is for you to inform the Brenin that his position in the Oytwood is still extremely tenuous.

The characters are free to return to Hochoch and Cuern. Once there, ask them whether or not they want to report to the High Seneschal and ask them what they tell him. If they mention the Sakhut's arrival into Het Kilde, be sure to include that part below. Otherwise, leave it out.

Returning to Hochoch, you pass the news on to High Seneschal Cuern. He seems of mixed opinion at your efforts. "It's a victory of sorts. At least we get to hold onto Preston and Caer Rhiniog for the time being."

Cuern shows great interest in your descriptions of the Sakhut procession and seems smugly satisfied that you have so embarrassed the master of Het Kilde in front of his superiors.

No influence points or disfavours are awarded.

Any elf that slew another elf during the adventure receives the Kinslayer designation.

CONCLUSION C

The characters return the Tear to the Weeping Council.

With a few exceptions, the Weeping Council is overjoyed with your success. The fence sitters vote with the Cooperative group to continue Grand Duke's access to the Oytwood. You are feted and feasted for a week as honored guests, Heroes of the Oytwood and Friends of Elves.

When you return to Hochoch and brief high Seneschal Cuern, he shows great interest in your descriptions of the Sakhut procession and seems smugly satisfied that you have so embarrassed the master of Het Kilde in front of his superiors.

Each character receives the Favor of the Oytwood Elves.

Each character receives an Influence Point with High Seneschal Cuthalion Cuern.

CONCLUSION D

The characters return the Tear, but killed any of the elves.

While you have successfully completed your mission and recovered the Tear of Corellon for the Oytwood elves, your reception by the Weeping Council is decidedly mixed. Even though you returned the Tear, you and your companions have shed too much elven blood. The Cooperative faction is narrowly able to defeat the Isolationists in their attempt to oust the non-elven armies in the Oytwood, but the Council's last word to you is for you to inform the Brenin that his position in the Oytwood is still extremely tenuous.

Returning to Hochoch, you pass the message on to High Seneschal Cuern. He seems of mixed opinion at your efforts and is concerned at shedding of elven blood. "It's a victory of sorts," he says. "At least we get to hold onto Preston and Caer Rhiniog for the time being."

Cuern shows great interest in your descriptions of the Sakhut procession and seems smugly satisfied that you have so embarrassed the master of Het Kilde in front of his superiors.

Each character receives an Influence Point with High Seneschal Cuthalion Cuern.

Any elf that slew another elf during the adventure receives the Kinslayer designation.

CONCLUSION E

If the characters abscond with the Tear and do not take it back to the Weeping Council, it doesn't matter where the characters go. The elves of the Oytwood find them through divination, scouts, and spies.

You are awakened in the deepest part of the night by a slash of light that appears in the air and then rotates, opening a doorway that floats an inch or so above the ground. Two elves immediately jump through. Their weapons are drawn and they crackle with arcane power. Two more follow, then another two. You lose count after that. In moments, you are overwhelmed.

An overwhelming force attacks the characters. The force contains multiple high-level rangers, clerics, and wizards. This force couldn't overcome the giants at Het Kilde, but can take out the characters just nicely. It is impossible for the characters to escape, as the elves scry again and find the characters later.

The characters and the Tear are taken back to the Oytwood by the elves. The elves judge that the characters have stolen an elven artifact and must pay a fine equal in value to the artifact. Since the artifact is priceless, the elves strip the character of all items of value. The characters forfeit any item of more than 10 gps in value.

As a final punishment, they cast Bestow Curse on the characters, giving a -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.

In addition, the Cooperative faction is demoralized. The Weeping Council not only votes to expel the Gyri from Preston, but they order all humans out of the Oytwood. All relations are then severed between the Oytwood elves and the humans.

Finally, the elves then deliver the characters to Cuthalion Cuern who is furious that the characters have destroyed any opportunity for an alliance with the Oytwood elves. The characters are exiled for life from Geoff. The characters can never play in another adventure set in Geoff.

Any elf that slew another elf during the adventure receives the Kinslayer designation.

The other dishonors are irrelevant since the character is exiled from Geoff.

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 to each character.

Note: The characters can either earn experience from Encounters 5 and 6 or the can earn experience from Encounter 7, not both.

Encounter 1: I Wanna Go Hom

Fight-Sneak-Bluff out of Het Kilde

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 2: The Chase Across the Heath

Defeat the goblins and worgs and evade the giants.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 5: I'll Take That

Foil the kidnapping and theft of the Tear of Corellon.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 6: Smash and Grab

Defeat the Hextorans and elves and keep the Tear of Corellon.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

OR

Encounter 7: Assault on Taurëmiruvor 7a: Characters Wait for the Hextorans to Leave with the Tear

Defeat the Hextorans and recover the Tear of

Corellon.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

OR

7b: Amidst the Flets of Taurëmiruvor

Defeat the Hextorans and recover the Tear of

Corellon.

APL 4	300 XP
APL 6	360 XP
APL 8	420 XP
APL 10	480 XP

Total Possible Experience

APL 4	600 XP
APL 6	840 XP
APL 8	1080 XP
APL 10	1320 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 treasurer.

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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 6 or 7

Defeat the Hextorans and strip them of their gear.

APL 4: L: 395 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *scrolls of magic missile* (Value 4 gp per scroll per character); 4 *potions of cure light wounds* (Value 8 gp per potion per character); 6 *scrolls of cure light wounds* (Value 4 gp per scroll per character); *scroll of protection from good* (Value 4 gp per character); 2 *scrolls of hold person* (Value 23 gp per scroll per character); 2 *scrolls of cure moderate wounds* (Value 23 gp per scroll per character).

APL 6: L: 678 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *scrolls of magic missile* (Value 4 gp per scroll per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character); 6 *scrolls of cure light wounds* (Value 4 gp per scroll per character); *scroll of protection from good* (Value 4 gp per character); 2 *scrolls of hold person* (Value 23 gp per scroll per character); 2 *scrolls of cure moderate wounds* (Value 23 gp per scroll per character); 2 *potions of cure moderate wounds* (Value 45 gp per potion per character).

APL 8: L: 763 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *scrolls of magic missile* (Value 4 gp per scroll per character); *cloak of resistance +1* (Value 150 gp per character); 5 *potions of cure moderate wounds* (Value 45 gp per character); 6 *scrolls of cure light wounds* (Value 4 gp per scroll per character); *scroll of protection from good* (Value 4 gp per character); 3 *scrolls of hold person* (Value 23 gp per scroll per character); 2 *scrolls of cure moderate wounds* (Value 23 gp per scroll per character); +1 *large spiked steel shield* (Value 183 gp per character); 2 *potions of cure moderate wounds* (Value 45 gp per potion per character); *potion of charisma* (Value 45 gp per character); 3 *potions of cure light wounds* (Value 8 gp per potion per character).

APL 10: L: 433 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *scrolls of magic missile* (Value 4 gp per scroll per character); 3 *cloaks of resistance +1* (Value 150 gp per cloak per character); 2 *suits +1 full plate armor* (Value 398 gp per character); 5 *potions of cure moderate wounds* (Value 45 gp per character); 6 *scrolls of cure light wounds* (Value 4 gp per scroll per character); *scroll of hold person* (Value 23 gp per character); 2 *scrolls of cure moderate wounds* (Value 23 gp per scroll per character); +1 *large spiked steel shield* (Value 183 gp per character); +1 *bastard sword* (Value 350 gp per character); *brooch of shielding*

(Value 225 gp per character); *potion of charisma* (Value 45 gp per character); *potion of fly* (Value 113 gp per character); *potion of glibness* (Value 75 gp per character); *potion of tongues* (Value 113 gp per character); *wand of summon monster 1* (Value 113 gp per character); 4 *potions of cure light wounds* (Value 8 gp per potion per character).

Total Possible Treasure

APL 4: 600 gp
APL 6: 957 gp
APL 8: 1586 gp
APL 10: 2889 gp

Special

Favor of the Oytwood Elves

(Cost 0; Item Size: n/a; Uses: Lasts 1 Year; Tradable: No; Use Restriction: n/a; Weight: n/a): You have recovered the Tear of Corellon Larethian and returned it to the Weeping Council. This favor gives a +2 circumstance modifier to Charisma based rolls when dealing with NPC elves from the Oytwood.

Disfavor of the Oytwood Elves

(Cost 0; Item Size: n/a; Uses: Lasts 1 Year; Tradable: No; Use Restriction: n/a; Weight: n/a): You have failed to return the Tear of Corellon Larethian to the Weeping Council. This disfavor gives a -2 circumstance modifier to Charisma based rolls when dealing with NPC elves from the Oytwood and automatically reduces NPC reactions one category.

Censure of Grand Duke Owen

(Cost 0; Item Size: n/a; Uses: Lasts 1 Year; Tradable: No; Use Restriction: n/a; Weight: n/a): Grand Duke Owen is furious over bungled efforts that have driven a rift with the Oytwood gray elves. The character with this certificate cannot participate in ANY special missions for one year from date received. In addition, the character must pay the next highest living cost to obtain the benefits of the living cost desired while in Geoff. For example, if the character wished to have the Common lifestyle, the character would pay the cost for High.

Influence Point with High Seneschal Cuthalion Cuern

(Cost 0; Item Size: n/a; Uses: Lasts 1 Year; Tradable: No; Use Restriction: n/a; Weight: n/a).

Kinslayer

(Cost 0; Item Size: n/a; Uses: Lasts 1 Year; Tradable: No; Use Restriction: n/a; Weight: n/a): You have slain a fellow elf and have been deemed a Kinslayer by the Oytwood elves. No elf from the Oytwood will speak with you and will refuse you all aid and comfort. NPC reactions toward you are automatically hostile. Any character openly associated with you receives a -2 circumstance modifier to Charisma based rolls when dealing with NPC elves from the Oytwood.

APPENDIX I: NPCS

ENCOUNTER 1A: GETTING OUT THROUGH THE HOT SPRINGS

APL 6 (EL 6)

➤ **Kapoacanth (Gargoyle), Advanced:** CR 6; Large magical beast (earth); HD 6d10+24; hp 60; Init +2; Spd 45 ft., swim 75 ft.; AC 16 (touch 12, flat-footed 14); Atk +8 melee (1d4, 2 claws) and +6 melee (1d6, bite) and +6 melee (1d6, gore); SQ Damage reduction 15/+1, freeze; AL CE; SV Fort +9, Ref +7, Will +2; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +11*, Listen +4, Spot +4; Multiattack, Weapon Finesse (claw, bite, gore).

*Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

APL 8 (EL 8)

➤ **Kapoacanth (Gargoyle), Advanced:** CR 8; Large magical beast (earth); HD 8d10+48; hp 80; Init +1; Spd 45 ft., swim 75 ft.; AC 16 (touch 10, flat-footed 16); Atk +12 melee (1d6, 2 claws) and +10 melee (1d8, bite) and +10 melee (1d8, gore); SQ Damage reduction 15/+1, freeze; AL CE; SV Fort +12, Ref +7, Will +2; Str 19, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7*, Listen +5, Spot +5; Dodge, Multiattack, Weapon Focus (claw, bite, gore).

*Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

APL 10 (EL 10)

➤ **Kapoacanth (Gargoyle), Advanced:** CR 12; Large magical beast (earth); HD 12d10+72; hp 120; Init +1; Spd 45 ft., swim 75 ft.; AC 16 (touch 10, flat-footed 16); Atk +16 melee (1d6, 2 claws) and +14 melee (1d8, bite) and +14 melee (1d8, gore); SQ Damage reduction 15/+1, freeze; AL CE; SV Fort +14, Ref +9, Will +4; Str 19, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +9*, Listen +6, Spot +6; Dodge, Mobility, Multiattack, Weapon Focus (claw, bite, gore).

*Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

GOBLIN PATROL

APL 8 (EL 8)

➤ **Bugbear Sergeant:** Male bugbear Ftr3; CR 5; Medium-size humanoid (goblinoid); HD 3d8+3d10+18; hp 54; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +11 melee (1d8+4, morningstar) or +8 ranged (1d6+4, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +3; Str 19, Dex 15, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +2, Hide +0, Listen +3, Move Silently +3, Spot +3; Alertness, Cleave, Power Attack, Sunder, Weapon Focus (morningstar).

Possessions: breastplate, large steel shield, masterwork morningstar, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*.

APL 10 (EL 10)

➤ **Bugbear Sergeants (2):** Male bugbear Ftr4; CR 6; Medium-size humanoid (goblinoid); HD 3d8+4d10+21; hp 63; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +13/+8 melee (1d8+7, morningstar) or +9/+4 ranged (1d6+5, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +6, Will +3; Str 20, Dex 15, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +5, Hide +0, Listen +3, Move Silently +3, Spot +3; Alertness, Cleave, Power Attack, Sunder, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: breastplate, large steel shield, masterwork morningstar, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*.

HOBGOBLIN SENTRIES

APL 6 (EL 6)

➤ **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Jump -1, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*.

APL 8 (EL 8)

➤ **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Jump -1, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*.

➤ **Gtrach:** Male ogre Brb2; CR 4; Large giant; HD 4d8+2d12+12; hp 49; Init +0; Spd 40 ft.; AC 19 (touch 9, flat-footed 19); Atk +10/+5 melee (2d8+7/x3, huge greataxe) or +5/+0 ranged (2d6+5, huge longpearl); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +1, Will +1; Str 21, Dex 10, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +6, Spot +2, Wilderness Lore +4; Power Attack, Weapon Focus (greataxe).

Possessions: masterwork breastplate, huge masterwork greataxe, 2 huge masterwork longswords, *potion of cure moderate wounds*, *potion of delay poison*, *potion of lesser restoration*.

APL 10 (EL 10)

➤ **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Jump -1, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*

➤ **Hobgoblin Lieutenant:** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+12; hp 40; Init +3; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +9 melee (1d8+3/19-20, longsword) or +8 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Jump +1, Listen +2, Spot +2; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*

➤ **Gtrach:** Male ogre Brb4; CR 6; Large giant; HD 4d8+4d12+16; hp 67; Init +0; Spd 40 ft.; AC 20 (touch 9, flat-footed 20); Atk +13/+8 melee (2d8+9/x3, huge greataxe) or +7/+2 ranged (2d6+5, huge longsword); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +10, Ref +2, Will +2; Str 22, Dex 10, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +9, Listen +6, Spot +2, Wilderness Lore +6; Power Attack, Track, Weapon Focus (greataxe).

Possessions: +1 breastplate, huge masterwork greataxe, 2 huge masterwork spears, 2 *potions of cure serious wounds*, 2 *potions of lesser restoration*, 2 *potions of neutralize poison*.

ENCOUNTER 2: THE CHASE ACROSS THE HEATH

APL 8 (EL 10)

➤ **Goblin Trackers (8):** Male goblin Bbn2; CR 2; Small humanoid (goblinoid); HD 2d12+4; hp 23; Init +1; Spd 40 ft.; AC 16 (touch 12, flat-footed 15); Atk +6 melee

(1d8+3, morningstar) or +4 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intuit Direction +5, Ride +6, Wilderness Lore +5; Track.

Possessions: chain shirt, morningstar, 3 javelins.

APL 10 (EL 12)

➤ **Worgs, Advanced (8):** CR 3; Medium-size magical beast; HD 6d10+12; hp 60; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +9/+4 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +4*; Alertness.

➤ **Goblin Trackers (8):** Male goblin Bbn5; CR 5; Small humanoid (goblinoid); HD 5d12+15; hp 55; Init +1; Spd 40 ft.; AC 16 (touch 12, flat-footed 15); Atk +10 melee (1d8+3, morningstar) or +7 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +8, Intuit Direction +8, Ride +9, Wilderness Lore +8; Track, Weapon Focus (morningstar).

Possessions: chain shirt, morningstar, 3 javelins.

ENCOUNTER 5: I'LL TAKE THAT

APL 4 (EL 11)

➤ **Alcaredhel (Gray Elf):** Male elf Wiz11; CR 11; Medium-size humanoid (elf); HD 11d4; hp 34; Init +7; Spd 30 ft.; AC 16 (touch 14, flat-footed 13); Atk +5 melee (1d8-1/19-20, longsword) or +10 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +3, Ref +6, Will +10; Str 8, Dex 16, Con 10, Int 20, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Concentration +14, Diplomacy +4, Hide +15, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Listen +5, Move Silently +3, Search +7, Spellcraft +19, Spot +5; Improved Initiative, Iron Will, Martial Weapon Proficiency (longsword, shortbow, longbow, composite longbow, composite shortbow), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell Focus (Enchantment).

Possessions: masterwork longsword, masterwork longbow, 10 masterwork arrows, dagger, *scroll of Otiluke's telekinetic sphere*, *potion of cure serious wounds*, *cloak of elvenkind*, *ring of protection* +1, *wand of magic missile* (7th), *bracers of armor* +2.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level; 17 + spell level for Enchantment and Evocation spells): 0 – daze (2), detect magic, ghost sound; 1st –

expeditious retreat, grease, jump, mage armor, magic missile, shield; 2nd – fog cloud, levitate, locate object (2), misdirection; 3rd – dispel magic (2), displacement, hold person, suggestion; 4th – charm monster, confusion, minor globe of invulnerability, stonesskin; 5th – cone of cold, dominate person, prying eyes; 6th – eyebite.

Familiar (raven): Tiny magical beast; HD 11d8; hp 17; Init +2; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 14, flat-footed 18); Atk +7 melee (1d2-5 claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, spell resistance; SR 16; AL CG; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6
Weapon Finesse (claws).

Faelivren (Gray Elf): Female elf Wiz4; CR 4; Medium-size humanoid (elf); HD 4d4; hp 13; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +1 melee (1d8-1/19-20, longsword) or +6 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +1, Ref +4, Will +6; Str 8, Dex 16, Con 10, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration +7, Hide +3, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (the planes) +11, Knowledge (religion) +11, Listen +4, Move Silently +3, Search +6, Spellcraft +11, Spot +4; Improved Initiative, Scribe Scroll, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, scroll of fly, scroll of lightning bolt, potion of cure moderate wounds, bracers of armor +1.

Spells Prepared (4/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – daze, detect magic, flare, resistance; 1st – feather fall, mage armor, magic missile, shield; 2nd – fog cloud, summon swarm, Tasha's hideous laughter.

Familiar (tiny viper snake): Tiny magical beast; HD 4d8; hp 6; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (touch 15, flat-footed 16); Atk +5 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch; AL CG; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; **Weapon Finesse** (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

Golloraen (Wood Elf): Male elf Rgr4; CR 4; Medium-size humanoid (elf); HD 4d10; hp 28; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +6 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, short sword) or +9 ranged (1d8+3/x3 composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light

vision; AL N; SV Fort +4, Ref +5, Will +2; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +11, Listen +3, Move Silently +11, Search +2, Spot +10, Wilderness Lore +8; Far Shot, Point Blank Shot, Track.

Possessions: masterwork studded leather armor, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 potions of cure light wounds.

Wood Elf Warriors (4): Male/Female elf War1; CR 1/2; Medium-size humanoid (elf); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2 melee (1d8+1/19-20, longsword) and +3 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +3, Jump +3, Listen +2, Search +2, Spot +2; **Weapon Focus** (composite longbow).

Possessions: studded leather armor, longsword, composite longbow, 20 arrows, dagger.

APL 6 (EL 13)

Alcaredhel (Gray Elf): Male elf Wiz11; CR 11; Medium-size humanoid (elf); HD 11d4; hp 34; Init +7; Spd 30 ft.; AC 16 (touch 14, flat-footed 13); Atk +5 melee (1d8-1/19-20, longsword) or +10 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +3, Ref +6, Will +10; Str 8, Dex 16, Con 10, Int 20, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Concentration +14, Diplomacy +4, Hide +15, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Listen +5, Move Silently +3, Search +7, Spellcraft +19, Spot +5; Improved Initiative, Iron Will, Martial Weapon Proficiency (longsword, shorbow, longbow, composite longbow, composite shortbow), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell Focus (Enchantment).

Possessions: masterwork longsword, masterwork longbow, 10 masterwork arrows, dagger, scroll of Otiluke's telekinetic sphere, potion of cure serious wounds, cloak of elvenkind, ring of protection +1, wand of magic missile (7th), bracers of armor +2.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level; 17 + spell level for Enchantment and Evocation spells): 0 – daze (2), detect magic, ghost sound; 1st – expeditious retreat, grease, jump, mage armor, magic missile, shield; 2nd – fog cloud, levitate, locate object (2), misdirection; 3rd – dispel magic (2), displacement, hold person, suggestion; 4th – charm monster, confusion, minor globe of invulnerability, stonesskin; 5th – cone of cold, dominate person, prying eyes; 6th – eyebite.

Familiar (raven): Tiny magical beast; HD 11d8; hp 17; Init +2; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 14, flat-footed 18); Atk +7 melee (1d2-5 claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, spell resistance; SR 16; AL CG; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6
Weapon Finesse (claws).

☛ **Faelivren (Gray Elf):** Female elf Wiz8; CR 8; Medium-size humanoid (elf); HD 8d4; hp 25; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +3 melee (1d8-1/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +2, Ref +5, Will +8; Str 8, Dex 16, Con 10, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Hide +3, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Listen +4, Move Silently +3, Search +6, Spellcraft +15, Spot +4; Brew Potion, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, *scroll of improved invisibility*, *potion of cure moderate wounds*, *potion of alter self*, *bracers of armor +1*, *cloak of elvenkind*, *wand of summon monster II*.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – *daze*, *detect magic*, *flare*, *resistance*; 1st – *feather fall*, *mage armor*, *magic missile* (2), *shield*; 2nd – *cat's grace*, *fog cloud*, *summon swarm*, *Tasha's hideous laughter*; 3rd – *dispel magic*, *haste*, *hold person* (2); 4th – *dispel magic* (still), *stoneskin*.

Familiar (tiny viper snake): Tiny magical beast; HD 8d8; hp 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21 (touch 15, flat-footed 18); Atk +7 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CG; SV Fort +2, Ref +5, Will +7; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

☛ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; CR 8; Medium-size humanoid (elf); HD 6d10+2d8+8; hp 58; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10/+5 melee (1d8+4/19-20, longsword) and +10 melee (1d6+1/19-20, short sword) or +15/+10 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N;

SV Fort +6, Ref +9, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +24, Listen +3, Move Silently +14, Search +2, Spot +19, Wilderness Lore +14; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – *entangle*, *summon nature's ally I*.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

☛ **Wood Elf Rangers (4):** Male/Female elf Rgr4; CR 4; Medium-size humanoid (elf); HD 4d10; hp 28; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +6 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, shortsword) or +10 ranged (1d8+3/xe, composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +4, Ref +5, Will +2; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +11, Listen +3, Move Silently +11, Search +2, Spot +10, Wilderness Lore +8; Point Blank Shot, Track, Weapon Focus (composite longbow).

Possessions: masterwork studded leather, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *potion of cat's grace*, *potion of spider climb*.

APL 8 (EL 15)

☛ **Alcaredhel (Gray Elf):** Male elf Wiz14; CR 14; Medium-size humanoid (elf); HD 14d4; hp 43; Init +7; Spd 30 ft.; AC 16 (touch 14, flat-footed 13); Atk +7/+2 melee (1d8-1/19-20, longsword) or +12/+10 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +4, Ref +7, Will +12; Str 8, Dex 16, Con 10, Int 21, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Concentration +17, Diplomacy +4, Hide +15, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (the planes) +22, Listen +5, Move Silently +5, Search +7, Spellcraft +22, Spot +5; Combat Casting, Improved Initiative, Iron Will, Martial Weapon Proficiency (longsword, shortbow, longbow, composite longbow, composite shortbow), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell Focus (Enchantment).

Possessions: masterwork longsword, masterwork longbow, 10 masterwork arrows, dagger, *scroll of Otiluke's telekinetic sphere*, *potion of cure serious wounds*,

cloak of elvenkind, ring of protection +1, wand of magic missile (7th), bracers of armor +2.

Spells Prepared (4/6/5/5/5/4/3/2; base DC = 15 + spell level; 17 + spell level for Enchantment and Evocation spells): 0 – daze (2), detect magic, ghost sound; 1st – expeditious retreat, grease, jump, mage armor, magic missile, shield; 2nd – fog cloud, levitate, locate object (2), misdirection; 3rd – dispel magic (2), displacement, hold person, suggestion; 4th – charm monster, confusion, ice storm, minor globe of invulnerability, stoneskin; 5th – cone of cold, dominate person, prying eyes, summon monster V (celestial dire lion); 6th – chain lightning, eyebite, true seeing; 7th – forcecage, summon monster VII (1d3 celestial dire bears).

Familiar (raven): Tiny magical beast; HD 14d8; hp 21; Init +2; Spd 10 ft., fly 40 ft. (average); AC 21 (touch 14, flat-footed 19); Atk +9 melee (1d2-5 claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, spell resistance, scry on familiar; SR 19; AL CG; SV Fort +4, Ref +6, Will +10; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6
Weapon Finesse (claws).

➤ **Faelivren (Gray Elf):** Female elf Wiz8; CR 8; Medium-size humanoid (elf); HD 8d4; hp 25; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +3 melee (1d8-1/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +2, Ref +5, Will +8; Str 8, Dex 16, Con 10, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Hide +3, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Listen +4, Move Silently +3, Search +6, Spellcraft +15, Spot +4; Brew Potion, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, scroll of improved invisibility, potion of cure moderate wounds, potion of alter self, bracers of armor +1, cloak of elvenkind, wand of summon monster II.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – daze, detect magic, flare, resistance; 1st – feather fall, mage armor, magic missile (2), shield; 2nd – cat's grace, fog cloud, summon swarm, Tasha's hideous laughter; 3rd – dispel magic, haste, hold person (2); 4th – dispel magic (still), stoneskin.

Familiar (tiny viper snake): Tiny magical beast; HD 8d8; hp 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21 (touch 15, flat-footed 18); Atk +7 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CG; SV Fort +2, Ref +5, Will +7; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Poison: Bite, Fortitude save (DC 11);
Initial/Secondary damage (1d6 temporary Constitution).

➤ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; CR 8; Medium-size humanoid (elf); HD 6d10+2d8+8; hp 58; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10/+5 melee (1d8+4/19-20, longsword) and +10 melee (1d6+1/19-20, short sword) or +15/+10 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +6, Ref +9, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +24, Listen +3, Move Silently +14, Search +2, Spot +19, Wilderness Lore +14; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, summon natures ally I.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 potions of cure light wounds, eyes of the eagle, cloak of elvenkind.

*See Appendix II: New Rules for additional information.

➤ **Rilëraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; CR 8; Medium-size humanoid (elf); HD 6d10+2d8+8; hp 58; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10/+5 melee (1d8+4/19-20, longsword) and +10 melee (1d6+1/19-20, short sword) or +15/+10 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +6, Ref +9, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +24, Listen +3, Move Silently +14, Search +2, Spot +19, Wilderness Lore +14; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, summon natures ally I.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 potions of cure light wounds, eyes of the eagle, cloak of elvenkind.

*See Appendix II: New Rules for additional information.

➤ **Wood Elf Rangers (4):** Male/Female elf Rgr4; CR 4; Medium-size humanoid (elf); HD 4d10; hp 28; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +6 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, shortsword) or +10 ranged (1d8+3/xe, composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +4, Ref +5, Will +2; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +11, Listen +3, Move Silently +11, Search +2, Spot +10, Wilderness Lore +8; Point Blank Shot, Track, Weapon Focus (composite longbow).

Possessions: masterwork studded leather, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *potion of cat's grace*, *potion of spider climb*.

Spells Prepared (1; base DC = 11 + spell level): 1st – resist elements.

APL 10 (EL 17)

➤ **Alcaredhel (Gray Elf):** Male elf Wiz16; CR 16; Medium-size humanoid (elf); HD 16d4; hp 49; Init +7; Spd 30 ft.; AC 16 (touch 14, flat-footed 13); Atk +8/+3 melee (1d8-1/19-20, longsword) or +13/+11 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +7, Ref +8, Will +13; Str 8, Dex 16, Con 10, Int 22, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Concentration +19, Diplomacy +5, Hide +16, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (the planes) +25, Listen +5, Move Silently +6, Search +8, Spellcraft +25, Spot +5; Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Martial Weapon Proficiency (longsword, shorbow, longbow, composite longbow, composite shortbow), Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell Focus (Enchantment).

Possessions: masterwork longsword, masterwork longbow, 10 masterwork arrows, dagger, *scroll of Otiluke's telekinetic sphere*, *potion of cure serious wounds*, *cloak of elvenkind*, *ring of protection* +1, *wand of magic missile* (7th), *bracers of armor* +2.

Spells Prepared (4/6/6/5/5/5/4/3/2; base DC = 16 + spell level; 18 + spell level for Enchantment and Evocation spells): 0 – daze (2), *detect magic*, *ghost sound*; 1st – *expeditious retreat*, *grease*, *jump*, *mage armor*, *magic missile*, *shield*; 2nd – *fog cloud*, *levitate*, *locate object* (2), *Melf's acid arrow*, *misdirection*; 3rd – *dispel magic* (2), *displacement*, *hold person*, *suggestion*; 4th – *charm monster*, *confusion*, *ice storm*, *minor globe of invulnerability*, *stoneskin*; 5th – *cone of cold*, *dismissal*, *dominate person*, *prying eyes*, *summon monster V* (celestial dire lion); 6th – *chain lightning*, *eyebite*, *mass suggestion*, *true seeing*; 7th – *forcecage*, *prismatic spray*,

summon monster VII (1d3 celestial dire bears); 8th – *cone of cold* (maximized), *Otto's irresistible dance*.

Familiar (raven): Tiny magical beast; HD 16d8; hp 24; Init +2; Spd 10 ft., fly 40 ft. (average); AC 22 (touch 14, flat-footed 20); Atk +10 melee (1d2-5 claws); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, spell resistance, *scream* on familiar; SR 21; AL CG; SV Fort +5, Ref +7, Will +11; Str 1, Dex 15, Con 10, Int 13, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6
Weapon Finesse (claws).

➤ **Faelivren (Gray Elf):** Female elf Wiz10; CR 10; Medium-size humanoid (elf); HD 10d4; hp 31; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +4 melee (1d8-1/19-20, longsword) or +8 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +3, Ref +6, Will +9; Str 8, Dex 16, Con 10, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +13, Hide +3, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (the planes) +17, Knowledge (religion) +17, Listen +4, Move Silently +3, Search +6, Spellcraft +17, Spot +4; Brew Potion, Combat Casting, Improved Initiative, Maximize Spell, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, *scroll of improved invisibility*, *potion of cure moderate wounds*, *potion of alter self*, *bracers of armor* +1, *cloak of elvenkind*, *wand of summon monster II*.

Spells Prepared (4/5/5/4/4/2; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – daze, *detect magic*, *flare*, *resistance*; 1st – *feather fall*, *mage armor*, *magic missile* (2), *shield*; 2nd – *cat's grace*, *fog cloud*, *Melf's acid arrow*, *summon swarm*, *Tasha's hideous laughter*; 3rd – *dispel magic*, *haste*, *hold person* (2); 4th – *confusion*, *dispel magic* (still), *magic missile* (maximized), *stoneskin*; 5th – *dominate person*, *wall of force*.

Familiar (tiny viper snake): Tiny magical beast; HD 10d8; hp 15; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 22 (touch 15, flat-footed 19); Atk +8 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CG; SV Fort +3, Ref +6, Will +8; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; **Weapon Finesse** (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

➤ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; CR 10; Medium-size humanoid (elf); HD 6d10+4d8+10; hp 70; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +12/+7 melee (1d8+4/19-20, longsword) and +12 melee (1d6+1/19-20, short sword) or +17/+12 ranged (1d8+4/x4 composite longbow); SA

Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1, safe poison use, take aim +2; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +7, Ref +10, Will +4; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +26, Listen +6, Move Silently +16, Search +2, Spot +20, Wilderness Lore +14; Far Shot, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, summon natures ally I.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

➤ **Rilëraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper4*; CR 10; Medium-size humanoid (elf); HD 6d10+4d8+10; hp 70; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +12/+7 melee (1d8+4/19-20, longsword) and +12 melee (1d6+1/19-20, short sword) or +17/+12 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1, safe poison use, take aim +2; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +7, Ref +10, Will +4; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +26, Listen +6, Move Silently +16, Search +2, Spot +20, Wilderness Lore +14; Far Shot, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, summon natures ally I.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

➤ **Wood Elf Rangers (4):** Male/Female elf Rgr6; CR 6; Medium-size humanoid (elf); HD 6d10; hp 40; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +8/+3 melee (1d8+3/19-20, longsword) and +8 melee (1d6+1/19-20, short sword) or +12/+7 ranged (1d8+3/xe, composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +5, Ref +6, Will +3; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +13, Listen +3, Move Silently +13, Search +2, Spot +12, Wilderness Lore +10; Point Blank Shot, Track, Weapon Focus (composite longbow).

Possessions: masterwork studded leather, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *potion of cat's grace*, *potion of spider climb*.

Spells Prepared (2; base DC = 11 + spell level): 1st – pass without trace, resist elements.

ENCOUNTER 6: SMASH AND GRAB

APL 4 (EL 8)

➤ **Faelivren (Gray Elf):** Female elf Wiz4; CR 4; Medium-size humanoid (elf); HD 4d4; hp 13; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +1 melee (1d8-1/19-20, longsword) or +6 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +1, Ref +4, Will +6; Str 8, Dex 16, Con 10, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration +7, Hide +3, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (the planes) +11, Knowledge (religion) +11, Listen +4, Move Silently +3, Search +6, Spellcraft +11, Spot +4; Improved Initiative, Scribe Scroll, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, *scroll of fly*, *scroll of lightning bolt*, *potion of cure moderate wounds*, *bracers of armor* +1.

Spells Prepared (4/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – ~~daze~~, *detect magic*, *flare*, *resistance*; 1st – *feather fall*, ~~mage armor~~, *magic missile*, ~~shield~~; 2nd – *fog cloud*, *summon swarm*, ~~Tasha's hideous laughter~~.

Familiar (tiny viper snake): Tiny magical beast; HD 4d8; hp 6; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (touch 15, flat-footed 16); Atk +5 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch; AL CG; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

➤ **Golloraen (Wood Elf):** Male elf Rgr4; CR 4; Medium-size humanoid (elf); HD 4d10; hp 28; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +6 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, short sword) or +9 ranged (1d8+3/x3 composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light

vision; AL N; SV Fort +4, Ref +5, Will +2; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +11, Listen +3, Move Silently +11, Search +2, Spot +10, Wilderness Lore +8; Far Shot, Point Blank Shot, Track.

Possessions: masterwork studded leather armor, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*.

☛ **Wood Elf Warriors (4):** Male/Female elf War1; CR 1/2; Medium-size humanoid (elf); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2 melee (1d8+1/19-20, longsword) and +3 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +3, Jump +3, Listen +2, Search +2, Spot +2; Weapon Focus (composite longbow).

Possessions: studded leather armor, longsword, composite longbow, 20 arrows, dagger.

APL 6 (EL 10)

☛ **Faelivren (Gray Elf):** Female elf Wiz8; CR 8; Medium-size humanoid (elf); HD 8d4; hp 25; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +3 melee (1d8-1/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +2, Ref +5, Will +8; Str 8, Dex 16, Con 10, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Hide +3, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Listen +4, Move Silently +3, Search +6, Spellcraft +15, Spot +4; Brew Potion, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, scroll of improved invisibility, *potion of cure moderate wounds*, *potion of alter self*, bracers of armor +1, cloak of elvenkind, wand of summon monster II.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – ~~daze~~, detect magic, flare, resistance; 1st – feather fall, ~~mage armor~~, magic missile (2), ~~shield~~; 2nd – cat's grace, fog cloud, summon swarm, ~~Tasha's hideous laughter~~; 3rd – dispel magic, haste, hold person (2); 4th – dispel magic (still), stoneskin.

Familiar (tiny viper snake): Tiny magical beast; HD 8d8; hp 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21 (touch 15, flat-footed 18); Atk +7 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CG; SV Fort +2, Ref +5, Will +7; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

☛ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; CR 8; Medium-size humanoid (elf); HD 6d10+2d8+8; hp 58; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10/+5 melee (1d8+4/19-20, longsword) and +10 melee (1d6+1/19-20, short sword) or +15/+10 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +6, Ref +9, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +24, Listen +3, Move Silently +14, Search +2, Spot +19, Wilderness Lore +14; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, summon nature's ally I.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, eyes of the eagle, cloak of elvenkind.

*See Appendix II: New Rules for additional information.

☛ **Wood Elf Warriors (4):** Male/Female elf War1; CR 1/2; Medium-size humanoid (elf); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2 melee (1d8+1/19-20, longsword) and +3 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +3, Jump +3, Listen +2, Search +2, Spot +2; Weapon Focus (composite longbow).

Possessions: studded leather armor, longsword, composite longbow, 20 arrows, dagger.

APL 8 (EL 12)

☛ **Faelivren (Gray Elf):** Female elf Wiz8; CR 8; Medium-size humanoid (elf); HD 8d4; hp 25; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +3 melee (1d8-1/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +2, Ref +5, Will +8; Str 8, Dex 16, Con 10, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Hide +3, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Listen +4, Move Silently +3, Search +6, Spellcraft +15, Spot +4; Brew Potion, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, *scroll of improved invisibility*, *potion of cure moderate wounds*, *potion of alter self*, *bracers of armor +1*, *cloak of elvenkind*, *wand of summon monster II*.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – ~~daze~~, *detect magic*, *flare*, *resistance*; 1st – *feather fall*, ~~*mage armor*~~, *magic missile* (2), ~~*shield*~~; 2nd – *cat's grace*, *fog cloud*, *summon swarm*, ~~*Tasha's hideous laughter*~~; 3rd – *dispel magic*, *haste*, *hold person* (2); 4th – *dispel magic* (still), *stoneskin*.

Familiar (*tiny viper snake*): Tiny magical beast; HD 8d8; hp 12; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21 (touch 15, flat-footed 18); Atk +7 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CG; SV Fort +2, Ref +5, Will +7; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

☛ **Golloraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; CR 8; Medium-size humanoid (elf); HD 6d10+2d8+8; hp 58; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10/+5 melee (1d8+4/19-20, longsword) and +10 melee (1d6+1/19-20, short sword) or +15/+10 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +6, Ref +9, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +24, Listen +3, Move Silently +14, Search +2, Spot +19, Wilderness Lore +14; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – *entangle*, *summon natures ally I*.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

☛ **Rilæraen (Wood Elf):** Male elf Rgr6/Deepwood Sniper2*; CR 8; Medium-size humanoid (elf); HD 6d10+2d8+8; hp 58; Init +3; Spd 30 ft.; AC 18 (touch 14,

flat-footed 14); Atk +10/+5 melee (1d8+4/19-20, longsword) and +10 melee (1d6+1/19-20, short sword) or +15/+10 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +6, Ref +9, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +24, Listen +3, Move Silently +14, Search +2, Spot +19, Wilderness Lore +14; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – *entangle*, *summon natures ally I*.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

☛ **Wood Elf Rangers (4):** Male/Female elf Rgr4; CR 4; Medium-size humanoid (elf); HD 4d10; hp 28; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +6 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, shortsword) or +10 ranged (1d8+3/xe, composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +4, Ref +5, Will +2; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +11, Listen +3, Move Silently +11, Search +2, Spot +10, Wilderness Lore +8; Point Blank Shot, Track, Weapon Focus (composite longbow).

Possessions: masterwork studded leather, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *potion of cat's grace*, *potion of spider climb*.

Spells Prepared (1; base DC = 11 + spell level): 1st – *resist elements*.

APL 10 (EL 14)

☛ **Faelivren (Gray Elf):** Female elf Wiz10; CR 10; Medium-size humanoid (elf); HD 10d4; hp 31; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +4 melee (1d8-1/19-20, longsword) or +8 ranged (1d8/x3, longbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +3, Ref +6, Will +9; Str 8, Dex 16, Con 10, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +13, Hide +3, Knowledge (arcana) +17, Knowledge (history) +17,

Knowledge (the planes) +17, Knowledge (religion) +17, Listen +4, Move Silently +3, Search +6, Spellcraft +17, Spot +4; Brew Potion, Combat Casting, Improved Initiative, Maximize Spell, Scribe Scroll, Silent Spell, Spell Focus (Enchantment).

Possessions: longsword, masterwork longbow, 10 arrows, dagger, *scroll of improved invisibility*, *potion of cure moderate wounds*, *potion of alter self*, *bracers of armor +1*, *cloak of elvenkind*, *wand of summon monster II*.

Spells Prepared (4/5/5/4/4/2; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – ~~daze~~, *detect magic*, *flare*, *resistance*; 1st – *feather fall*, ~~*mage armor*~~, *magic missile* (2), ~~*shield*~~; 2nd – *cat's grace*, *fog cloud*, *Melf's acid arrow*, *summon swarm*, ~~*Tasha's hideous laughter*~~; 3rd – *dispel magic*, *haste*, *hold person* (2); 4th – *confusion*, *dispel magic* (still), *magic missile* (maximized), *stoneskin*; 5th – *dominate person*, *wall of force*.

Familiar (tiny viper snake): Tiny magical beast; HD 10d8; hp 15; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 22 (touch 15, flat-footed 19); Atk +8 melee (poison, bite); SA Poison; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CG; SV Fort +3, Ref +6, Will +8; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Poison: Bite, Fortitude save (DC 11); Initial/Secondary damage (1d6 temporary Constitution).

✦ **Golloraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper4*; CR 10; Medium-size humanoid (elf); HD 6d10+4d8+10; hp 70; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +12/+7 melee (1d8+4/19-20, longsword) and +12 melee (1d6+1/19-20, short sword) or +17/+12 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1, safe poison use, take aim +2; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +7, Ref +10, Will +4; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +26, Listen +6, Move Silently +16, Search +2, Spot +20, Wilderness Lore +14; Far Shot, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – *entangle*, *summon nature's ally I*.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

✦ **Rilëraen (Wood Elf)**: Male elf Rgr6/Deepwood Sniper4*; CR 10; Medium-size humanoid (elf); HD

6d10+4d8+10; hp 70; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +12/+7 melee (1d8+4/19-20, longsword) and +12 melee (1d6+1/19-20, short sword) or +17/+12 ranged (1d8+4/x4 composite longbow); SA Favored enemy (orcs, giants), keen arrow, range increment bonus + 10 ft./level, magic weapon, concealment reduction 10%, projectile improved critical +1, safe poison use, take aim +2; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +7, Ref +10, Will +4; Str 16, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +26, Listen +6, Move Silently +16, Search +2, Spot +20, Wilderness Lore +14; Far Shot, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Spells Prepared (2; base DC = 11 + spell level): 1st – *entangle*, *summon nature's ally I*.

Possessions: +1 studded leather armor, +1 longsword, masterwork shortsword, +1 mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

*See Appendix II: New Rules for additional information.

✦ **Wood Elf Rangers (4)**: Male/Female elf Rgr6; CR 6; Medium-size humanoid (elf); HD 6d10; hp 40; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +8/+3 melee (1d8+3/19-20, longsword) and +8 melee (1d6+1/19-20, shortsword) or +12/+7 ranged (1d8+3/xe, composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +5, Ref +6, Will +3; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +13, Listen +3, Move Silently +13, Search +2, Spot +12, Wilderness Lore +10; Point Blank Shot, Track, Weapon Focus (composite longbow).

Possessions: masterwork studded leather, masterwork longsword, masterwork shortsword, masterwork mighty composite longbow (+3), 20 arrows, dagger, 2 tanglefoot bags, 1 thunderstone, 3 *potions of cure light wounds*, *potion of cat's grace*, *potion of spider climb*.

Spells Prepared (2; base DC = 11 + spell level): 1st – *pass without trace*, *resist elements*.

HEXTORAN RECOVERY TEAM

APL 4 (EL 7)

✦ **Hengist**: Male half-elf Sor2; CR 2; Medium-size humanoid (elf); HD 2d4+5; hp 12; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 (1d8-1/x3, shortspear) or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +6, Spellcraft +5; Toughness.

Possessions: shortspear, dagger, masterwork light crossbow, 10 bolts, ~~potion of blur~~, ~~potion of cat's grace~~, ~~potion of invisibility~~, 2 scrolls of magic missile, ~~scroll of shield~~, ~~scroll of locate object~~, 2 ~~scrolls of fireball~~, thunderstone, 2 tanglefoot bags

Spells Known (6/5; base DC = 12 + spell level): 0 – daze, detect magic, flare, mage hand, ray of frost; 1st – mage armor, magic missile.

Hengist precasts *mage armor* on himself. He drinks his *potions of blur* and *cat's grace*. He has also pre-casts his *scroll of shield* and has the *shield* oriented toward the elves. The *scrolls of fireball* are expended against the elves on the flets prior to the characters entering combat and the *scroll of locate object* is expended to locate the Tear, information he has shared with the rest of his band.

➤ **Lojan:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +9 melee (1d10+4/19-20, heavy flail) or +9 melee (1d4+3, spiked gauntlet) or +4 ranged (1d8/x3, composite longbow); AL LE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +3, Intimidate +3, Knowledge (religion) +4, Spot +4; Cleave, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Focus (spiked gauntlet).

Possessions: half-plate armor, masterwork heavy flail, masterwork spiked gauntlet, composite longbow, 20 arrows, 2 *potions of cure light wounds*, ~~potion of endurance~~, ~~potion of bull's strength~~.

Lojan consumes a *potion of endurance* and a *potion of bull's strength* prior to combat.

➤ **Keltarn:** Male human Clr4; CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +7 melee (1d8+2, light flail) or +4 ranged (1d8/19-20, light crossbow) or +4 ranged (1d6+2, javelin); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +10, Spellcraft +7; Cleave, Power Attack, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: half-plate armor, large steel shield, masterwork light flail, light crossbow, 10 bolts, 5 javelins, ~~scroll of bull's strength~~, ~~scroll of endurance~~, 6 scrolls *cure light wounds*, *scroll protection from good*, 2 scrolls of *hold person*, 2 scrolls *cure moderate wounds*.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – *cure minor wounds* (3), *guidance*, *resistance*; 1st – *command* (2), *doom* (2), ~~*magic weapon*~~*; 2nd – *death knell*, *hold person* (2), *spiritual weapon**.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage

bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Keltarn uses his *scrolls of endurance* and *bull's strength* on himself before attacking the characters. In addition, he also casts *magic weapon* on his flail as well.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr2; CR 3; Medium-size humanoid (human); HD 3d10+4; hp 26; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +7 melee (1d10+2/19-20, bastard sword) or +3 ranged (1d8/x3, composite longbow); AL LE; SV Fort +7, Ref +0, Will +1; Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Heal +3, Hide +3, Knowledge (religion) +2, Ride +4; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Sunder, Weapon Focus (bastard sword).

Possessions: half-plate armor, large steel shield, masterwork bastard sword, composite longbow, 20 arrows, 2 *potions of cure light wounds*, ~~potion of endurance~~, ~~potion of bull's strength~~.

Perlonas drinks his *potions of endurance* and *bull's strength* before entering combat.

➤ **Mercenary Fighter:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, shortbow); AL LE; SV Fort +5, Ref +0, Will +1; Str 16, Dex 11, Con 14; Int 10; Wis 12; Cha 8.

Skills and Feats: Climb +2, Jump +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, longsword, shortbow, 20 arrows.

Encounter 7 Only

➤ **Borlatt:** Male half-orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10+2; hp 18; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +7 ranged (1d6+4/19-20, whip dagger) or +5 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +3, Will +1; Str 18, Dex 16, Con 12, Int 6, Wis 12, Cha 6.

Skills and Feats: Craft (leatherworking) +1, Rope Use +4; Exotic Weapon Proficiency (whip), Point Blank Shot, Weapon Focus (whip).

Possessions: breastplate armor, large steel shield, masterwork mighty whip dagger (+4)*, shortbow, 20 arrows, whip, ~~potion of endurance~~, ~~potion of cat's grace~~

*See Appendix II: New Rules for additional information.

Borlatt starts combat already having consumed a *potion of endurance* and a *potion of cat's grace*.

APL 6 (EL 9)

➤ **Hengist:** Male half-elf Sor4; CR 4; Medium-size humanoid (elf); HD 4d4+7; hp 20; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 (1d8-1/x3, shortspear) or +5 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Spellcraft +7; Improved Initiative, Toughness.

Possessions: shortspear, dagger, masterwork light crossbow, 10 bolts, ~~potion of blur~~, ~~potion of cat's grace~~, ~~potion of invisibility~~, 2 scrolls of magic missile, ~~scroll of shield~~, ~~scroll of locate object~~, ~~2 scrolls of fireball~~, thunderstone, 2 tanglefoot bags

Spells Known (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, flare, mage hand, ray of frost, read magic; 1st – mage armor, magic missile, shield; 2nd – flaming sphere.

Hengist precasts *mage armor* on himself. He drinks his *potions of blur* and *cat's grace*. He has also pre-casts his *scroll of shield* and has the *shield* oriented toward the elves. The *scrolls of fireball* are expended against the elves on the flets prior to the characters entering combat and the *scroll of locate object* is expended to locate the Tear, information he has shared with the rest of his band.

➤ **Lojan:** Male human Ftr5/Fist of Hextor*1; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +12/+7 melee (1d10+4/19-20, heavy flail) or +12/+7 melee (1d4+3, spiked gauntlet) or +7/+2 ranged (1d8/x3, composite longbow); SA Brutal strike +1; AL LE; SV Fort +8, Ref +2, Will +2; Str 17, Dex 12, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +6, Intimidate +5, Knowledge (religion) +6, Spot +6; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Focus (spiked gauntlet).

Possessions: full plate armor, masterwork heavy flail, masterwork spiked gauntlet, composite longbow, 20 arrows, 2 *potions of cure light wounds*, ~~potion of endurance~~, ~~potion of bull's strength~~.

Lojan consumes a *potion of endurance* and a *potion of bull's strength* prior to combat.

*See Appendix II: New Rules for more information.

➤ **Keltarn:** Male human Clr4; CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +7 melee (1d8+2, light flail) or +4 ranged (1d8/19-20, light crossbow) or +4 ranged (1d6+2, javelin); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +10, Spellcraft +7; Cleave, Power Attack, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: full plate armor, large steel shield, masterwork light flail, light crossbow, 10 bolts, 5

javelins, ~~scroll of bull's strength~~, ~~scroll of endurance~~, 6 scrolls *cure light wounds*, *scroll protection from good*, 2 scrolls of hold person, 2 scrolls *cure moderate wounds*.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – *cure minor wounds* (3), *guidance*, *resistance*; 1st – *command* (2), *doom* (2), ~~magic weapon~~*; 2nd – *death knell*, *hold person* (2), *spiritual weapon**.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Keltarn uses his *scrolls of endurance* and *bull's strength* on himself before attacking the characters. In addition, he also casts *magic weapon* on his flail as well.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr5; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +11/+6 melee (1d10+5/19-20, bastard sword) or +6/+1 ranged (1d8/x3, composite longbow); AL LE; SV Fort +8, Ref +1, Will +2; Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Heal +3, Hide +4, Knowledge (religion) +2, Ride +7; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: full plate armor, large steel shield, masterwork bastard sword, composite longbow, 20 arrows, 2 *potions of cure moderate wounds*, ~~potion of endurance~~, ~~potion of bull's strength~~.

Perlonas drinks his *potions of endurance* and *bull's strength* before entering combat.

Encounter 7 Only

➤ **Borlatt:** Male half-orc Ftr5/Lasher*1; CR 6; Medium-size humanoid (orc); HD 6d10+6; hp 46; Init +3; Spd 20 ft.; AC 21 (touch 13, flat-footed 18); Atk +11/+6 ranged (1d6+6/19-20, whip dagger) or +9/+4 ranged (1d6/x3, shortbow); SA Whip sneak attack, close combat, wound, whip lash; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +2; Str 18, Dex 17, Con 12, Int 6, Wis 12, Cha 6.

Skills and Feats: Craft (leatherworking) +3, Rope Use +5; Exotic Weapon Proficiency (whip), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: +1 breastplate armor, large steel shield, masterwork mighty whip dagger (+4)*, shortbow, 20 arrows, whip, ~~potion of endurance~~, ~~potion of cat's grace~~

*See Appendix II: New Rules for additional information.

Borlatt starts combat already having consumed a *potion of endurance* and a *potion of cat's grace*.

APL 8 (EL 11)

➤ **Hengist:** Male half-elf Sor6; CR 6; Medium-size humanoid (elf); HD 6d4+9; hp 28; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 (1d8-1/x3, shortspear) or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +4, Ref +5, Will +7; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +10, Spellcraft +9; Combat Casting, Improved Initiative, Toughness.

Possessions: shortspear, dagger, masterwork light crossbow, 10 bolts, ~~potion of blur~~, ~~potion of cat's grace~~, *potion of invisibility*, 2 scrolls of *magic missile*, ~~scroll of shield~~, *cloak of resistance +1*, *potion of cure moderate wounds*, *scroll of hold person*, thunderstone, 2 tanglefoot bags

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – *daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *mage armor*, *magic missile*, *obscuring mist*, *shield*; 2nd – *flaming sphere*, *locate object*; 3rd – *fireball*.

Hengist precasts *mage armor* on himself. He drinks his *potions of blur* and *cat's grace*. He has also pre-casts his *scroll of shield* and has the *shield* oriented toward the elves. He cast *fireball* twice against the elves on the flets prior to the characters entering combat and *locate object* once to locate the Tear, information he has shared with the rest of his band.

➤ **Lojan:** Male human Ftr5/Fist of Hextor*3; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 62; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +15/+10 melee (1d10+6/19-20, heavy flail) or +15/+10 melee (1d4+4, spiked gauntlet) or +9/+4 ranged (1d8/x3, composite longbow); SA Brutal strike +1, Strength boost 1/day, frightful presence 1/day; AL LE; SV Fort +8, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +6, Intimidate +7, Knowledge (religion) +8, Spot +8; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Focus (spiked gauntlet).

Possessions: full plate armor, masterwork heavy flail, masterwork spiked gauntlet, composite longbow, 20 arrows, 2 *potions of cure moderate wounds*, ~~potion of endurance~~, ~~potion of bull's strength~~.

Lojan consumes a *potion of endurance* and a *potion of bull's strength* prior to combat.

*See Appendix II: New Rules for more information.

➤ **Keltarn:** Male human Clr4; CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +7 melee (1d8+2, light flail) or +4 ranged (1d8/19-20, light crossbow) or +4 ranged (1d6+2, javelin); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +10, Spellcraft +7; Cleave, Power Attack, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: full plate armor, large steel shield, masterwork light flail, light crossbow, 10 bolts, 5 javelins, ~~scroll of bull's strength~~, ~~scroll of endurance~~, 6 scrolls *cure light wounds*, *scroll protection from good*, 2 scrolls of *hold person*, 2 scrolls *cure moderate wounds*.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – *cure minor wounds* (3), *guidance*, *resistance*; 1st – *command* (2), *doom* (2), ~~magic weapon*~~; 2nd – *death knell*, *hold person* (2), *spiritual weapon**.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Keltarn uses his *scrolls of endurance* and *bull's strength* on himself before attacking the characters. In addition, he also casts *magic weapon* on his flail as well.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr6/Blk1; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +0; Spd 20 ft.; AC 21 (touch 10, flat-footed 21); Atk +13/+8 melee (1d10+5/19-20, bastard sword) or +8/+3 ranged (1d8/x3, composite longbow); SA Spells; SQ Detect good, poison use; AL LE; SV Fort +8, Ref +1, Will +2; Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Heal +4, Hide +5, Knowledge (religion) +2, Ride +11; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: full plate armor, +1 large spiked steel shield*, masterwork bastard sword, composite longbow, masterwork spiked gauntlet*, 20 arrows, 2 *potions of cure moderate wounds*, ~~potion of endurance~~, ~~potion of bull's strength~~.

Spells Prepared (1; base DC = 11 + spell level): 1st – *doom*.

*Poison (purple worm): Injury (DC 24); Initial/Secondary (1d6 Str/1d6 Str).

Perlonas drinks his *potions of endurance* and *bull's strength* before entering combat.

➤ **Refkak:** Male half-orc Brd4; CR 4; Medium-size humanoid (orc); HD 4d6+4; hp 22; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +6 melee (1d8+1/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); SQ Bardic music, bardic knowledge; AL NE; SV Fort +2, Ref +5, Will +3; Str 12, Dex 13, Con 12; Int 12; Wis 8; Cha 14.

Skills and Feats: Bluff +9, Concentration +8, Perform +9, Spellcraft +8, Tumble +8; Dodge, Weapon Focus (longsword).

Spells Known (3/3/1; base DC = 12 + spell level): 0 – daze, ghost sound, open/close, prestidigitation, read magic, resistance; 1st – charm person, hypnotism, magic weapon; 2nd – shatter, sound burst

Possessions: masterwork studded leather, masterwork longsword, masterwork light crossbow, 10 normal bolts, *potion of charisma*, 3 *potions of cure light wounds*, dagger, kettle drum

Refkak casts *magic weapon* on his longsword before the encounter begins.

Encounter 7 Only

➤ **Borlatt:** Male half-orc Ftr5/Lasher*3; CR 8; Medium-size humanoid (orc); HD 8d10+8; hp 60; Init +4; Spd 20 ft.; AC 23 (touch 14, flat-footed 19); Atk +14/+9 ranged (1d6+6/19-20, whip dagger) or +12/+7 ranged (1d6/x3, shortbow); SA Whip sneak attack, close combat, wound, whip lash, third hand, crack of fate; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +7, Will +3; Str 18, Dex 18, Con 12, Int 6, Wis 12, Cha 6.

Skills and Feats: Craft (leatherworking) +4, Rope Use +6; Exotic Weapon Proficiency (whip), Improved Trip, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: +1 breastplate armor, +1 large steel shield, masterwork mighty whip dagger (+4)*, shortbow, 20 arrows, whip, ~~*potion of endurance*, *potion of cat's grace*~~

*See Appendix II: New Rules for additional information.

Borlatt starts combat already having consumed a *potion of endurance* and a *potion of cat's grace*.

APL 10 (EL 13)

➤ **Hengist:** Male half-elf Sor6; CR 6; Medium-size humanoid (elf); HD 6d4+9; hp 28; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 (1d8-1/x3, shortspear) or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +4, Ref +5, Will +7; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +10, Spellcraft +9; Combat Casting, Improved Initiative, Toughness.

Possessions: shortspear, dagger, masterwork light crossbow, 10 bolts, ~~*potion of blur*, *potion of cat's grace*~~, *potion of invisibility*, 2 scrolls of magic missile, ~~*scroll of shield*~~, cloak of resistance +1, *potion of cure moderate wounds*, scroll of hold person, thunderstone, 2 tanglefoot bags

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – daze, detect magic, flare, mage hand, ray of frost, read magic, resistance; 1st – mage armor, magic missile, obscuring mist, shield; 2nd – flaming sphere, locate object; 3rd – fireball.

Hengist precasts *mage armor* on himself. He drinks his *potions of blur* and *cat's grace*. He has also pre-casts his *scroll of shield* and has the shield oriented toward the elves. He cast *fireball* twice against the elves on the flets

prior to the characters entering combat and *locate object* once to locate the Tear, information he has shared with the rest of his band.

➤ **Lojan:** Male human Ftr6/Fist of Hextor*3; CR 9; Medium-size humanoid (human); HD 9d10+18; hp 76; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +16/+11 melee (1d10+8/17-20, heavy flail) or +16/+11 melee (1d4+4, spiked gauntlet) or +10/+5 ranged (1d8/x3, composite longbow); SA Brutal strike +1, Strength boost 1/day, frightful presence 1/day; AL LE; SV Fort +9, Ref +3, Will +5; Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +8, Knowledge (religion) +9, Spot +9; Cleave, Great Cleave, Improved Critical (heavy flail), Iron Will, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Focus (spiked gauntlet), Weapon Specialization (heavy flail).

Possessions: +1 full plate armor, masterwork heavy flail, masterwork spiked gauntlet, composite longbow, 20 arrows, 2 *potions of cure moderate wounds*, ~~*potion of endurance*, *potion of bull's strength*~~.

Lojan consumes a *potion of endurance* and a *potion of bull's strength* prior to combat.

*See Appendix II: New Rules for more information.

➤ **Keltarn:** Male human Clr6; CR 6; Medium-size humanoid (human); HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +8 melee (1d8+2, light flail) or +5 ranged (1d8/19-20, light crossbow) or +5 ranged (1d6+2, javelin); SA Spells, rebuke undead; AL LE; SV Fort +8, Ref +3, Will +9; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Heal +12, Spellcraft +9; Cleave, Extra Smiting*, Power Attack, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: full plate armor, large steel shield, masterwork light flail, light crossbow, 10 bolts, 5 javelins, ~~*scroll of bull's strength*, *scroll of endurance*~~, 6 scrolls *cure light wounds*, 2 scrolls of hold person, 2 scrolls *cure moderate wounds*, cloak of resistance +1.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – *cure minor wounds* (3), *guidance*, *resistance*; 1st – *command* (2), *doom* (2), ~~*magic weapon*~~*; 2nd – *death knell*, hold person (2), *remove paralysis*, *spiritual weapon**; 3rd – *contagion**, *dispel magic*, *invisibility purge*, *magic circle against good*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

*See Appendix II: New Rules for additional information.

Keltarn uses his *scrolls of endurance and bull's strength* on himself before attacking the characters. In addition, he also casts *magic weapon* on his flail as well.

➤ **Perlonas:** Male human Pal1 (fallen)/Ftr6/Blk3; CR 10; Medium-size humanoid (human); HD 10d10+20; hp 84; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +15/+10 melee (1d10+6/17-20, bastard sword) or +10/+5 ranged (1d8/x3, composite longbow); SA Spells, smite good, command undead, aura of despair; SQ Detect good, poison use, dark blessing; AL LE; SV Fort +11, Ref +4, Will +7; Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +8, Heal +4, Hide +5, Knowledge (religion) +5, Ride +12; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Iron Will, Power Attack, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 full plate armor, +1 large spiked steel shield*, +1 bastard sword, brooch of shielding, composite longbow, masterwork spiked gauntlet*, 20 arrows, 2 potions of cure moderate wounds, ~~potion of endurance~~, ~~potion of bull's strength~~.

Spells Prepared (2; base DC = 11 + spell level): 1st – cause fear, doom.

*Poison (purple worm): Injury (DC 24); Initial/Secondary (1d6 Str/1d6 Str).

Perlonas drinks his *potions of endurance and bull's strength* before entering combat.

➤ **Refkak:** Male half-orc Brd4/Ftr2; CR 6; Medium-size humanoid (orc); HD 4d6+2d10+6; hp 36; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +8 melee (1d8+1/19-20, longsword) or +7 ranged (1d8/19-20, light crossbow); SQ Bardic music, bardic knowledge; AL NE; SV Fort +5, Ref +5, Will +3; Str 12, Dex 13, Con 12; Int 12; Wis 8; Cha 14.

Skills and Feats: Bluff +9, Climb +7, Concentration +8, Perform +9, Spellcraft +8, Tumble +8; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword).

Spells Known (3/3/1; base DC = 12 + spell level): 0 – daze, ghost sound, open/close, prestidigitation, read magic, resistance; 1st – charm person, hypnotism, ~~magic weapon~~; 2nd – shatter, sound burst.

Possessions: masterwork studded leather, masterwork longsword, masterwork light crossbow, 10 normal bolts, *potion of charisma*, *potion of fly*, *potion of glibness*, *potion of tongues*, wand of summon monster I, dagger, kettle drum

Refkak casts *magic weapon* on his longsword before the encounter begins.

➤ **Vesej:** Male human Evo7; CR 7; Medium-size humanoid (human); HD 7d4+28; hp 50; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +3 melee

(1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +6, Ref +4, Will +5; Str 10, Dex 14, Con 18, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcana) +13, Knowledge (the planes) +13, Listen +5, Spellcraft +13, Spot +5; Energy Substitution (electricity)*, Heighten Spell, Greater Spell Focus (Evocation)*, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation)

Possessions: dagger, light crossbow, 10 bolts, *cloak of resistance* +1, ~~scroll of endurance~~, ~~scroll of fox's cunning~~, ~~scroll of cat's grace~~, 4 potions cure light wounds, ~~5 scrolls of endure elements~~.

Spells Prepared (5/6/5/4/2; base DC = 13 + spell level; 15 + spell level for Conjuration spells; 17 + spell level for Evocation spells): 0 – daze (3), ray of frost, resistance; 1st – mage armor, magic missile (4), shield; 2nd – flaming sphere (Energy Substitution – electricity), glitterdust (3), summon swarm; 3rd – fireball (2), fireball (energy substitution – electricity), lightning bolt; 4th – fireball (Heightened), fireball (Energy Substitution – electricity, Heightened).

*See Appendix II: New Rules for additional information.

Before combat begins, Vesej uses the *scrolls of endurance*, *fox's cunning*, *cat's grace*, and all five *scrolls of endure elements* (fire, sonic, electricity, cold, acid).

Encounter 7 Only

➤ **Borlatt:** Male half-orc Ftr5/Lasher*4; CR 9; Medium-size humanoid (orc); HD 9d10+9; hp 67; Init +4; Spd 20 ft.; AC 23 (touch 14, flat-footed 19); Atk +15/+10 ranged (1d6+8/17-20, whip dagger) or +13/+8 ranged (1d6/x3, shortbow); SA Whip sneak attack, close combat, wound, whip lash, third hand, crack of fate, lashing whip; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +8, Will +3; Str 18, Dex 18, Con 12, Int 6, Wis 12, Cha 8.

Skills and Feats: Craft (leatherworking) +5, Rope Use +6; Exotic Weapon Proficiency (whip), Improved Critical (whip), Improved Trip, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: +1 breastplate armor, +1 large steel shield, masterwork mighty whip dagger (+4)*, shortbow, 20 arrows, whip, ~~potion of endurance~~, ~~potion of cat's grace~~

*See Appendix II: New Rules for additional information.

Borlatt starts combat already having consumed a *potion of endurance* and a *potion of cat's grace*.

APPENDIX II: NEW RULES

DEEPWOOD SNIPER AS PRESENTED IN *MASTERS OF THE WILD*

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

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

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

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5

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

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

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

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

Class Features

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

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

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

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

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

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

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

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

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

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

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

FIST OF HEXTOR AS PRESENTED IN *SWORD AND FIST*

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks, or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The veneration of Hextor, Champion of Evil and Scourge of Battle a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10

Requirements

To qualify to become a Fist, a character must fulfill all the following criteria.

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor.

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brutal strike +1
2 nd	+2	+3	+0	+0	Strength boost 1/day
3 rd	+3	+3	+1	+1	Frightful presence 1/day
4 th	+4	+4	+1	+1	Brutal strike +2
5 th	+5	+4	+1	+1	Strength boost 2/day
6 th	+6	+5	+2	+2	Frightful presence 2/day
7 th	+7	+5	+2	+2	Brutal strike +3
8 th	+8	+6	+2	+2	Strength boost 3/day

9 th	+9	+6	+3	+3	Frightful presence 3/day
10 th	+10	+7	+3	+3	Brutal strike +4

Class Features

Brutal Strike: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill **fear** in others as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

LASHER AS PRESENTED IN *SWORD AND FIST*

The lasher prestige class uses the whip as an extension of herself. A whip in the hands of a lasher is like unto a live thing, obeying the character's every command. Lasher training goes far beyond simple exotic weapon proficiency, and not all who take up the discipline survive to its end. Lashers prefer to use a whip or a whip dagger (exotic weapons, both). Their ability with the whip makes them deadly warriors to be reckoned with.

Fighters, ex-paladins, rangers, ex-druids and barbarians are drawn to the art of the lash, which transforms an interesting tool into a deadly weapon. Rogues, monks, and bardic lashers find the understated profile of a whip a plus in many of their activities. Sorcerers, wizards, and clerics are least likely to be drawn to the art of the lash.

As NPCs, lashers are individuals who love to display the crack and snap of their whip skills. Though they consider the use of the whip an art form, they recognize it is a martial art used primarily for combat.

Hit Die: d10.

Requirements

To qualify to become a lasher, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Rope Use: 2 ranks.

Craft (leatherworking): 2 ranks.

Weapon Focus: Whip.

Exotic Weapon Proficiency: Whip.

Special: The lasher must own a whip or whip dagger (see Chapter 5). Usually, a lasher owns both types of whip (and, if wealthy enough, mighty versions of both types).

Class Skills

The lasher's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Whip sneak attack +1d6, close combat, wound, whip lash
2 nd	+2	+0	+3	+0	Improved trip, third hand
3 rd	+3	+1	+3	+1	Crack of fate
4 th	+4	+1	+4	+1	Lashing whip
5 th	+5	+1	+4	+1	Sneak attack +2d6
6 th	+6	+2	+5	+2	Improved Disarm
7 th	+7	+2	+5	+2	Stunning snap
8 th	+8	+2	+6	+2	Crack of doom
9 th	+9	+3	+6	+3	Sneak attack +3d6

10 th	+10	+3	+7	+3	Death spiral
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Class Features

Weapon and Armor Proficiency: A lasher's weapon training focuses on the whip. Lashers are proficient with no armor and no shields.

Whip Sneak Attack: If a lasher catches an opponent unable to defend himself effectively from her attack anywhere within range (up to 15 ft.), she can use a whip or whip dagger to strike a vital spot for extra damage (a lasher does not gain a sneak attack with other weapons). Any time the lasher's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the lasher's attack deals +1d6 points of damage. This extra damage increases by a +1d6 points every fourth level (+2d6 at 5th level, and +3d6 at 9th level). Should the lasher score a critical hit with a sneak attack, this extra damage is not multiplied. This ability stacks with any other sneak attack ability.

With a regular whip (but not a whip dagger), the lasher can make a sneak attack that deals subdual damage instead of normal damage (see Wound below).

A lasher can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the lasher must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The lasher cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a lasher gets a general sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Close Combat: At 1st level, the lasher can attack an opponent in a threatened square with a whip or whip dagger and not provoke an attack of opportunity.

Wound: At 1st level, a lasher can use a normal whip to deal regular damage to an opponent, instead of subdual damage, at her option. This allows the lasher to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. If using the whip to deal subdual damage, it deals no damage to creatures with a +1 or more armor bonus or +3 or more natural armor (as usual). Lashers using a whip dagger always deal regular damage to opponents.

Whip Lash: The lasher can make attacks of opportunity with his whip or whip dagger against foes within 5 feet as if it were a melee weapon.

Improved Trip: At 2nd level, the lasher gains the Improved Trip feat, if using a whip or whip dagger to perform the trip. She need not have taken the Expertise feat, normally a prerequisite, before this.

Third Hand: At 2nd level, a lasher's precision with the whip or whip dagger allows her to use it almost like a third hand—a third hand at the end of a flexible 15-foot-long arm—as a standard action. Depositing a lashed object into your hand is a move-equivalent action. Note: A lasher generally uses a normal whip to perform abilities granted by third hand, because a whip dagger deals its damage to the object or individual grasped, while a regular whip does not. Sometimes, this is not a problem, especially if the item grasped has hardness, but other times inflicting damage by using third hand is a bad idea. Thus, most lashers carry two whips. A lasher successfully performs a task if her attack roll equals or exceeds the DC for a given task:

- Punch a button, snuff a candle flame, flick a coin lying along the ground, etc. as a move-equivalent action. Range 15 feet, DC 15.
- Retrieve an unattended object of up to 20 pounds, and deposit into your off hand as a move-equivalent action. Range 15 feet, DC 20.
- Firmly wrap the end of your whip around a pole, spike, or other likely projection up to 15 feet away as a move-equivalent action. The DC is 22. If used to wrap around a projection at the top of a wall, reduce the DC to climb the wall by 5. If the point of attachment is optimal on a ceiling fixture, you could swing over a chasm of up to 25 feet wide. You can also wrap items heavier than 20 pounds, but you cannot automatically flick them into your off hand (but you could drag them). You can unwrap the end of your whip from the entangled object as a free action.
- When the victim of a precipitous fall, you can give up your Reflex save in an attempt to use your whip to snag a likely projection, pillar, rafter, etc., within 15 feet of the edge of the pit, cliff, bridge, etc. Generally, an unattached item (such as a statue, table, etc.) must weight twice as much as you for you to arrest your fall, otherwise you merely pull it after you). You may attempt to snag a friend or foe standing near the edge of the precipice as you fall. You make a ranged touch attack against another creature's AC (the friend does not apply his Dexterity bonus while an unwilling friend or a foe applies their Dexterity modifier to AC). If you hit, you wrap your whip around the target, who must make a successful Strength check against DC 20 to arrest both you and himself. An unsuccessful Strength check sends both you and your target into the precipice. You can unwrap the end of your whip from the entangled object as a free action.

Crack of Fate: At 3rd level, a lasher can take one extra attack per round with a whip or whip dagger. The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a –2 penalty. The lasher must use the full attack action to use crack of fate.

Lashing Whip: At fourth level, the lasher adds a +2 damage bonus to her whip and/or whip dagger. If using a whip, she adds +2 subdual damage or +2 regular damage, at her option. If the lasher has already gained weapon specialization from another class (fighter, for example), the damage bonus stacks.

Improved Disarm: At 6th level, the lasher gains the Improved Disarm feat, if using a whip or whip dagger to perform the disarm action. She need not have taken the Expertise feat, normally a prerequisite, before this. If the lasher successfully disarms a foe, she can attempt use her third hand ability to deposit the weapon of up to 20 pounds in her off hand if she makes the appropriate check, as a move-equivalent action. Treat the lasher's whip as a Medium-size weapon for purposes of disarming an opponent.

Stunning Snap: A lasher can use a whip or whip dagger to stun a creature instead of inflicting subdual or normal damage. The lasher can use this ability once per round, but no more than once per level per day. The lasher must declare she is using a stun attack before making an attack roll. (A missed attack roll ruins the attempt.) A foe struck by a whip or whip dagger must make a Fortitude saving throw (DC 10 + the lasher's level + Strength modifier), in addition to receiving normal damage (subdual or standard). If the saving throw fails, the opponent is stunned for one round. A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the lasher's stunning attack.

Crack of Doom: At 8th level, a lasher can take two extra attacks per round with a whip or whip dagger. This ability supersedes crack of fate (the abilities do not stack). The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a –4 penalty. The lasher must use the full attack action to use crack of doom.

Death Spiral: At 10th level, the lasher gains transcendental understanding of her whip or whip dagger. Once per day, she can spin the whip over her head with supernatural speed. All foes within a 15-foot radius of the lasher must make a Reflex save against a DC equal to the lasher's attack roll. Opponents who fail are stunned for 1d4+1 rounds. Stunned opponents must make a successful Fortitude save (DC 18) or become helpless for 1d4–1 rounds (minimum 1 round). Allies (as selected by the lasher) in range are spared the effects of the death spiral. The death spiral is a supernatural ability.

WHIP DAGGER [EXOTIC RANGED WEAPON] AS PRESENTED IN *SWORD AND FIST*

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat for the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to strike by a proficient user). Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because the whip dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.

You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Whip dagger	25 gp	1d6	19-20/x2	15 ft.	3 lb.	Slashing
Whip dagger, mighty						
+1 Str bonus	225 gp	1d6	19-20/x2	15 ft.	4 lb.	Slashing
+2 Str bonus	325 gp	1d6	19-20/x2	15 ft.	5 lb.	Slashing
+3 Str bonus	425 gp	1d6	19-20/x2	15 ft.	6 lb.	Slashing
+4 Str bonus	525 gp	1d6	19-20/x2	15 ft.	7 lb.	Slashing

ENERGY SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses one type of energy to use another type of energy.

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

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

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

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

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus

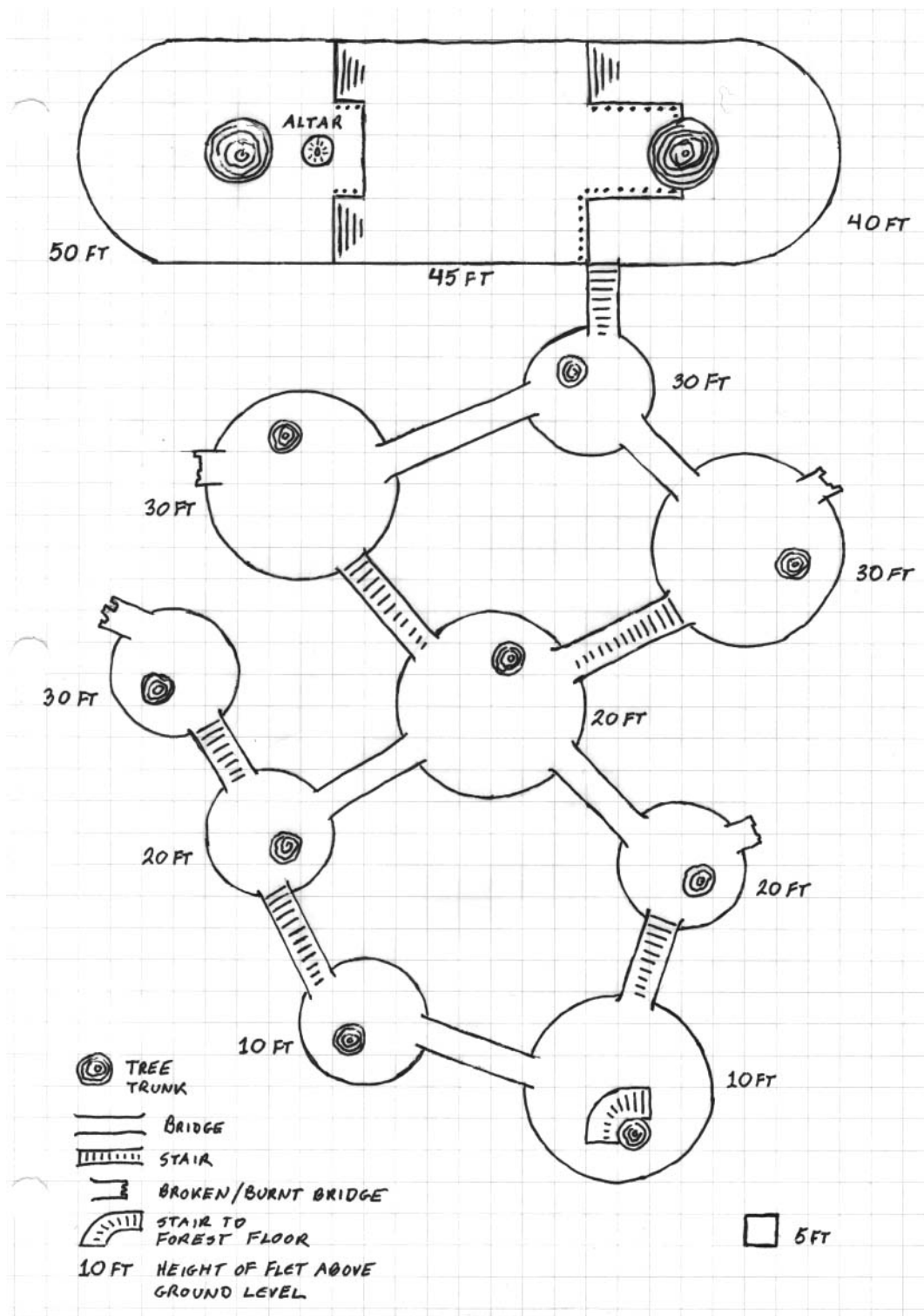
Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

RING OF COOLNESS

This ring is copper and set with a single pale-blue stone. It continuously keeps the wearer comfortably cool, allowing him to withstand hot weather and fire damage as if he had *endure elements (fire)* cast upon him. *Caster Level:* 1st; *Prerequisites:* Forge Ring, *endure elements*; *Market Price:* 2000gp

DM AID 1: MAP OF TAURĚMIRUVOR



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.