

YEO5-02

Shield of Fury, Shield of Faith

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.2

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A chance encounter while exploring the Little Hills leads the adventurers in search of a legendary Yeoman League artifact. Can this have anything to do with the lost bolthole of the magelord Asberdies you were originally looking for? A Yeomanry regional adventure for PCs of APLs 4-12.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

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

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

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

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

TROLLSFOOT (POP 380)

Centrally located in the southern reaches of the Little Hills, the town of Trollsfoot is perhaps the most racially mixed town in all of the Yeomanry. While the population of the town is relatively small, the town can claim humans, halflings, gnomes, dwarves, and elves among their populace in sizeable numbers, none with a majority. They have found a common cause in defending the town from occasional kobold and goblin raids. They even repelled a marauding band of ogres in 566 CY. Trollsfoot purposely has no Grosspokesman, as they do not want anyone of any one race to represent the entire town. One particular inn in Trollsfoot, the Hill Hole, is run by a cheerful half-orc named Frutt. The Hill Hole serves the best potato soup in the land.

BACKGROUND

The history of the region which would become The Yeomanry begins with the destruction of the Suel Imperium in the Rain of Colorless Fire in CY -421. After the Suel migrated into the Sheldomar Valley, many of their number chose a more peaceful existence, eschewing

the retreating Noble Houses and their ambitions to the north and east. Instead these peoples, primarily lowborn peasantry from the Old Imperium, did not venture far from where they emerged into the Flanaess. They settled the high valleys between the Jotens and the Tors and mixed with the local Flannae. These new lands, stretching all the way out to the Javan River, had been well explored by the Suel Imperium prior to the Twin Cataclysms. The explorers had established mining enclaves and listening outposts decades before the onset of the war, some of which produced notable settlements such as Melkot in the Tors and Alran on the Jeklean Coast. Certainly, dissident individuals had been escaping Imperial influence to the shores of Jeklea Bay over the dormant Hellfurnaces for centuries, but these lands were not of great importance until the destruction of the empire.

In the century following the migrations, the humble folk who settled these lands were conquered and subjugated by a powerful Suel mage who mercilessly swept through their realm from the east. Lord Asberdies, as the tyrannical wizard was known, had emerged from the Dreadwood after the terrible destruction of his noble house, the infamous Malhel, some years earlier. Asberdies ruled the land and its people with cold-blooded ruthlessness in a vain attempt to resurrect a vestige of the glory of the Old Imperium. The tyrant was eventually cast down after years of dominion, during which his outrages ultimately grew unbearable. The Yeoman farmers banded together into small cadres of around a dozen fighters to overcome the forces of the mage in piecemeal fashion through relentless guerrilla strikes upon his forces. Legend speaks of their leader, an Oeridian warrior renowned for wielding a magic sword of tremendous power, known to history as The Deliverer. The Deliverer was assisted by two fellow heroes, known to history as The Voice and The Guardian. The Voice wielded a magic spear of great power, while The Guardian carried a wondrous magic shield. With their leadership, Asberdies was soon harried from his throne by the insurgents, who were eventually able to besiege his stronghold and force him from the land entirely in CY -258. In the aftermath of securing their independence, these citizen-warriors realized that they had essentially formed the framework of a government. They elected their own spokesmen, who in turn chose leaders to direct the affairs of the realm. The Grossspokesmen, as these leaders would come to be called, established the officer of Freeholder, who was essentially an administrator elected to run the government, military, and conduct foreign policy.

The Deliverer was killed in the final assault against Asberdies and buried in a hidden tomb by his bereaved followers. Unknown to them, he had strayed from the true path of paladinhood and was cursed by his deity to become a huecuva (as detailed in YEO4-03 *Dust to Dust*).

One of the Deliverer's closest companions, one of a trio of heroes, was the Guardian, wielder of the magic

shield *Fury*. Following the final battle and interment of the Deliverer, the Guardian also disappeared. Unknown at the time was that the Guardian was in truth a woman, deeply in love with the Deliverer, and carrying his child. She traveled east, settling in the Little Hills, where she built an inn for herself and her descendants.

Within the last two years, Asberdies has secretly returned. He seeks to again dominate The Yeomanry and is responsible for many of the misfortunes which have befallen that land. In response, the powers of Good have taken steps to cause *Ghostrender*, the magic sword of The Deliverer, Twin Doods, the magic spear of The Voice, and The Guardian's shield, *Fury*, to be returned to the world of man.

ADVENTURE SUMMARY

Introduction:

The PCs begin the adventure out in the wilds, pursuing another of Asberdies' legendary boltholes, hoping to find the lost Tomb of the Lich Lord.

Encounter 1:

Sometime after sundown in the second week of their search, the PCs come upon a sheltered campsite. In the campsite are several tyrgs (krenshars) prowling around a large stone; the tyrgs attack the PCs on sight.

Encounter 2:

After taking care of the tyrgs, the party sees a lone halfling woman step from the depths of the large stone. She greets the party, heals their wounds if need be, and asks them to join her for the evening. The halfling is Provinda Dornish, girl friend for Nanny O of Midfell in the Little Hills. She is delivering a message from Nanny O to the party.

Encounter 3:

Following the directions in the message from Nanny O, the party travels into the Little Hills. Coming into a small valley, they find a giant beset by a several wyverns; he has stuck his leg in a mineshaft and cannot defend himself easily or adequately. The PCs have several options for dealing with the giant, but their main opponents are the wyverns.

Encounter 4:

The adventurers arrive in Trollsfoot. Asking around they can find the inn called Faith's Shield.

Encounter 5:

At Faith's Shield, the adventurers meet the owner, gather some information about her background, and hopefully, determine that they are here to find the shield.

Conclusion:

The shield *Fury* tells its tale.

PREPARATION FOR PLAY

In addition to the normal perusal of player records, note whether any PC possess *Ghostrender*, the sword from YEO4-03 *Dust to Dust*. If this sword is present, it will immediately be greeted by the shield *Fury*, and *Ghostrender* will likewise recognize *Fury*.

See *DM Aid: Maps* for maps of the general area of the adventure, as well as Encounters 1, 3, and 5.

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for further details.

Is this a Promotion Worthy Adventure?

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

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a

Yeoman, and one full year below that as an unranked soldier.

INTRODUCTION

It's been a waste of your time. Near on two weeks you've been out here in the unsettled ridges of the Little Hills. How you got wrapped up in this wild goose chase, you'll never figure out. Someone has a friend, who has a relative, who knows someone else that overheard some adventurers talking about raiding the Tower of Asberdies in Loftwick. Like someone could do that and there wouldn't be stories about it. Of course it's probably all a huge joke and those adventurers are still chuckling by a warm fire.

So, now you're out here looking for some sort of "bolthole" where the Asberdies' corpse is supposed to be. And you're not even sure you want to find it. What if it sits up and says something to you?

With night coming on, you've been looking for somewhere to camp for the night, and now, when it looks like you've found someplace, there's already someone camping there. You can see several figures moving around the campfire, throwing shadows against the face of a great outcropping of stone. In fact, they seem to be leaning against the rock.

ENCOUNTER 1: AGAINST A ROCK AND A HARD NOISE

As you move closer to the campfire, you realize that the figures are mostly on all fours. Unless they're leaning onto the stone... kind of like they're stretching... or... uh... hmm... sharpening their claws?

In fact, they're dogs, no, you see a small pack of cat-like dogs? Just then you hear an ear-splitting yowl.

The tyrgs (krenshars) are arranged in a semi-circle around the perimeter of the campsite. Note that they are aware that **something is in the huge stone**, but not how to get at it. They are waiting, as they would wait under a tree for their prey. They do keep some distance away from the fire.

APL 4 (EL 6)

🐾 **Tyrgs (Krenshars)** (4): hp 15 each; see *Monster Manual*, page 163.

🐾 **Advanced Tyrg (Krenshar)** (1): hp 72; see *Appendix 1*.

APL 6 (EL 8)

🐾 **Advanced Tyrgs (Krenshars)** (4): hp 72 each; see *Appendix 2*.

APL 8 (EL 10)

🔥 **Advanced Fiendish Tyrgs (Krenshars) (4):** hp 72 each; see Appendix 3.

APL 10 (EL 12)

🔥 **Advanced Fiendish Tyrgs (Krenshars) (8):** hp 72 each; see Appendix 4.

APL 12 (EL 14)

🔥 **Advanced Fiendish Half-Green Dragon Tyrgs (Krenshars) (8):** hp 90 each; see Appendix 5.

ENCOUNTER 2: DRATTED WOMAN

In the aftermath of the tyrg's attack, you're gathering up scattered belongings, pulling the dead carcasses into a pile off to one side.

At a sudden noise behind you, everyone scatters for weapons, and turns to face ...

... a halfling cleric stepping out of the face of the rock. Brushing dust from her clothing, she looks at you all; you can hear her muttering under her breath as she approaches.

"Dratted. Old. Woman! I was nearly killed, and you knew it all along! You sent me here without a single word of warning.

This is worse than the council chamber, I nearly died you old busybody! One word. Just one word of warning or 'Oh, the adventurers will be along early never fear...' but no! You had to have another of your silly, stupid jokes!"

She pauses, and looks around her, realizing that she has a rapt audience.

"Oh, well, hello. I am Provinda Dornish, and I thank you for your help vanquishing those rotten beasts."

She bows low, and looks at you expectantly.

If the PCs do not take this chance to introduce themselves, she will invite them to do so:

"May I know who my rescuers are? You do have names, do you not? Surely no mother would send a child into the world without a name?"

After the PCs have introduced themselves, Provinda settles down into being a hostess as if she were snug at home in her burrow in Midfell. She will direct the PCs to gather things from various boxes, bags and such, some of which are still on pack ponies, and prepares quite a nice little feast for the party. Note that whatever the PC feels is his favorite "picnic" meal, she has come prepared to feed him. Once dinner is over, Provinda will "clear the table."

Note that while Provinda reads the letter from Nanny O, her voice changes from the pleasing alto tones reminiscent of the slow, earthy speech of rural halflings in the Little Hills, to a higher pitch, with a more refined and clipped tone, even somewhat nasal sounding voice. Motherly and caring though Nanny O is, she sees the word from a lofty perch, while Provinda strives to remain close to her family, maintaining close ties to the folk she grew up with.

Provinda quickly cleans up the remains of your meal, and stands. "Well, fine adventurers, now comes the bill." Reaching into an inside pocket of her vest, she pulls out an intricately folded parchment letter with a large bright pink wax seal.

"I was sent to find you by Oggda Oakbessel, Cleric of Yondalla in Midfell. Nanny O, as we call her, has become too ill to travel much, so I serve as her legs, and sometimes as her eyes. She sent me with a message for you.

And, as you can see this letter has remained untouched and unopened. If you would inspect the date here, please?" Provinda holds the parchment so you can clearly see the date written across the folds is some two weeks ago, shortly before you began your search. Before any of you had gathered together at all even.

With a soft snap, Provinda opens the letter and begins to read:

'My Dear Children...

Please forgive Provinda's rantings. Although she was perfectly safe within the rock, she remains somewhat excitable.'

"Drat the old woman! She's talking as if I'm not here again."

'I fear that your search for the lost tomb of Asberdies is doomed to failure, dear children, and I fear you would feel true regret if you were to find it, as all the signs tell me he yet exists.'

"What!?! And I'm out here in the wilds while he's still around?"

'Hush, Provinda—"Oh, drat the woman!"

'Because of this, with great haste, you must make your way to Trollfoot. If Provinda hasn't strayed too far a field looking for her pet dwarf, or rather if she has looked far and wide for him as I believe, you should be within two days of the town.'

"Dratted woman! Will you please stop calling him 'my dwarf?' I don't even like him, by Yondalla's dimples!"

'There you must brave evil's demesne. Faith stands alone against the darkness. The Shield of Faith can be a home no longer, for if it remains only

thus, we are twelve by twelve by twelve again cursed. If it should come to pass that Faith's Fury is quelled, the way between worlds would truly be lost.

'But beware the minions of the enemies' hand...'

"Well, that's a fine one, thank you very much. I don't need any warnings, but warn the mighty adventurers? Phaugh!"

'and watch for pitfalls along your path. In the Little Hills, that is no small thing. All is not as it seems, but not all that seems straightforward is simple.

The Path of Fury is dire, and not without blessings, but it no pursuit for the weak or weary. Indeed, you will find your way leads to the stone heart of the Yeomanry itself.'

If one of the PCs wields Ghostrender, include the following paragraph in Nanny O's letter:

'You in particular my [son/daughter] must take care. As the bearer of Ghostrender, [PC's name], you must not succumb. While they cannot endure the sword's touch, they can and will keep it from defending the Yeomanry once again.

Blessings of Yondalla on you, my children.

- Nanny O'

"I'd take her up on her second offer if I were you—the one where she's letting you off the hook; you don't look too weak, but you're rather weary looking. Well, no matter, I've delivered the message... as usual."

She looks around her campsite. "You're welcome to stay the night, in fact, I'd very much appreciate it if you do. I've got business with milady of Midfell when I get back."

With that, Provinda turns and straightens her bedroll, climbs in and turns over to sleep.

ENCOUNTER 3: BIRDS OF LEATHER FLOCK TOGETHER

Note: This encounter features a giant capable of challenging a party at **all** APLs. This is intentional; sometimes it is better to find a different way to persevere than straight-forward fighting. The description of the giant, however, should amply warn players at lower APLs that they face a difficult opponent, if not impossible, to defeat. The description below should be modified for the number of wyverns appearing (which varies based on the APL).

The giant should be placed at the "G" on the map (DM Aid: Maps).

Your travels throughout the Little Hills have become rather routine over the last few days: following the folds and rolls of the hills, traveling in the hollows when possible, or darting up and over the shoulder of a hill after checking the area for threats. If the danger wasn't so real, you'd be plodding by now.

As you come up around the shoulder of a smaller knoll, you see a small wash leading up into the remains of a mining operation. Two holes, dark and forbidding and too regular to be natural cut back into the hills. Your attention, however, is drawn to the spectacle of a giant, flailing madly at several wyverns harassing him. Huge muscles ripple on his chest, back and legs, and his arms bulge with effort. Heads hang from his belt, human or otherwise, and his long oily and stringy hair is braided with various bones and sticks. He wears several bearskins stitched together, covered by a hard piece of black reptilian hide, front and back.

The giant kneels on one knee, trying to pull his other leg out of a hole, probably another mine shaft. Each time it seems as if he might be able to brace himself and get his leg out, huge muscles straining, his back arched and the cords on his neck stark, a wyvern floats in to snap at him, or sting him.

With a mighty roar, the giant connects—you can feel the dull thud of his fist against a wyvern's head in your chest. The creature wobbles in the air, nearly cartwheeling into the ground before recovering and flapping out of the giant's reach again.

The wyvern's path takes it overhead, but you're relieved to see that the scaly creature doesn't even notice you in its stunned condition. Not so for the giant. Turning your gaze back to the fight, you realize that he has seen you. He begins to gesture at you and the wyverns, making strange noises; hooting and piping, in what must pass for speech among his kind.

The terrible grimace on the giant's face and his frantic, angry gestures are belied by the soft tones of his voice... no matter that he's still loud enough that you want to clap your hands over your ears.

He repeats the sounds and his gestures toward you and the wyverns again, once or twice and you begin to understand...

Have the PCs make an Int check (DC 5) if the PCs have not figured out by now that the giant (Felk) is asking for their help. If they speak Giant, they automatically can understand his request. Felk also speaks and understands Draconic if the PCs try to speak with him in that language. If the PCs wait long enough, they may hear Felk swear at the wyverns in Draconic. He does not understand or speak Common.

Refer to one of the sections below based on the PCs' actions.

PCS WATCH THE FIGHT

APL 4 and 6

After several minutes of struggle, the giant has beaten down his attackers; the wyverns lay in bloody heaps at his feet, and the giant, tired near to exhaustion, is covered in bleeding wounds. Enormous bruises purple his skin in several places.

The giant looks at you once again, his face a terrible sight to behold, with a mighty roar he surges up and out of the shaft trapping his leg... almost. He shakes his fists at the sky and once again points at you. His breathing is ragged, and his leg is a bloody, mangled mess, but you have no doubt he will dash you to pieces when he catches you.

Give the players an opportunity to again discuss what they want to do; if they run, the giant is too hurt and tired to follow them. If they continue to watch, the giant **will** escape from the hole, and begin to attack the PCs. Observant PCs will notice the giant reaching into his bag and swigging a potion on a successful Spot check (DC 5 + APL).

APL 8

The fight between the wyverns and the giant is a bloody affair, long and drawn out. You watch with fascination as the fortunes of both sides wax and wane in turn. Several times the giant reaches into his bag, and quaffs a potion to regain his strength, and once or twice more wyverns appear to carry the fight back to the giant.

You crouch around the side of the knoll, hiding from both sides of the fierce battle, or so you'd hoped. Finally, the struggle is over, and the [giant/wyverns] turn in your direction.

Determine the outcome of the giant-wyvern battle in whatever way you sees fit; perhaps whichever opponent the PCs fear most is the winner. If the giant wins, read the boxed text above for APL 4 and 6. Should the PCs attempt to help the giant after the fight (healing, etc.), they will need to make very good Diplomacy check (DC 35). If the PCs are able to help heal the giant, they earn the **Favor of Felk the Hill Giant** on the AR. If the wyverns win, see the boxed text below for APL 10 and 12. If the PCs do not help they do not earn the **Favor of Felk the Hill Giant** and instead receive the **Enmity of Felk the Hill Giant** effect on the AR.

APL 10 and 12

The battle lasts only a few minutes more. The giant turns from you and fights against the wyverns, but it is a futile effort. Several times the giant plumbs the depths of his bag for help, potions,

rocks, even throwing a giant tanglefoot bag, sending a wyvern crashing to the ground in a pile of sticky goo.

But eventually the gargantuan wyverns overwhelm the giant, and they turn their dark wyrm-like gaze in your direction.

PCs must now face the wyverns.

PCS ATTEMPT TO HELP THE GIANT

As you surge forward in the defense of the giant, the wyverns, sensing the new threat, turn and wheel in your direction!

Once the PCs have defeated the wyverns, they must still deal with the giant.

With a mighty roar which swiftly turns into a giantish screech, the hill giant pulls himself out of the mine shaft.

His leg is a bloody mess, and you can see broken bones sticking out of his calf. He sits down, breathing heavily, and begins to rummage around in his bag.

If the PCs approach to offer healing or other help, the giant gratefully accepts. If not, he will proceed to quaff several potions; screaming in pain as his bones are re-knit and the wounds close.

He reaches again into the bag, looking at you, and tosses each of you a bundle; skins wrapped around a flask somewhat larger than a wine bottle.

The giant will rest and recuperate, and the PCs are free to leave or stay; the giant will not make any aggressive moves toward the adventurers. The PCs will earn the **Favor of Felk the Hill Giant** on the AR.

Creatures:

APL 4 (EL 6)

☛ **Felk:** Male Hill Giant Ftr5; hp 148; see Appendix 1.

☛ **Wyvern (1):** hp 74; see *Monster Manual*, page 259.

APL 6 (EL 8)

☛ **Felk:** Male Hill Giant Ftr5; hp 148; see Appendix 2.

☛ **Wyverns (2):** hp 74 each; see *Monster Manual*, page 259.

APL 8 (EL 10)

☛ **Felk:** Male Hill Giant Ftr5; hp 148; see Appendix 3.

☛ **Wyverns (4):** hp 74 each; see *Monster Manual*, page 259.

APL 10 (EL 12)

☛ **Felk:** Male Hill Giant Ftr5; hp 148; see Appendix 4.

➤ **Advanced Wyverns** (2): hp 149 each; see Appendix 4.

APL 12 (EL 14)

➤ **Felk**: Male Hill Giant Ftr5; hp 148; see Appendix 5.

➤ **Advanced Wyverns** (4): hp 149 each; see Appendix 5.

Treasure: If the PCs are given bottles by Felk in thanks, they are his *Giant's potions of cure moderate wounds* (see the Treasure Summary), one per PC. Felk's potions are destroyed in combat if he is slain by the PCs or the wyverns, but the PCs can recover his armor and club in that case.

ENCOUNTER 4: THE SIGN OF THE FAITHFUL

Toward the end of the second day, you reach the end of your journey in Trollfoot. The wide path of the road gives way at the edge of town to wide pavers cut from the nearby hills. Only the center of the road remains unpaved, a shallow gutter for drainage. Trollfoot sits nestled into the surrounding hills, spread out in fact from the base of Hook Mount an old hill riddled with mines and at least one quarry.

You pass several homes and a few businesses on your way into town, and notice that people on the street tend to hurry indoors. Shopkeepers eye you suspiciously until you pass past their door.

Reaching the town square, you find a broad, grassy area, bordered by trees and hedges, peering beyond, you can see an old fountain, made from the same stone as the pavers of the road.

On this side of the square you can see the Hill Hole, a renowned inn settled at and into the base of Hook Mount, and well-known for its potato soup. Across the square, nearly obscured by the trees of the green stands another inn, under a sign in the shape of a shield, painted with a tankard emblazoned with the sign of Pelor.

Again, if the PCs are unable to discern that this is a sign of the faith, give the PCs an Int check (DC 5 + APL) to realize that this is their ultimate goal.

If the PCs wish to ask around about finding anything in the clues given by Nanny O, give them standard Gather Information checks (DC 10 + APL). Because of the recent events in Trollfoot, most of its inhabitants are suspicious of strangers; PCs must make a Diplomacy check (DC 5 + APL) in order to get people to stop and listen to their attempts to gather information. For the most part, asking about faith and such, will result in the following exchange, or something similar:

"Oh, I know Faith of course. Eyup, right over there," he says, pointing to the inn with the Pelorian

tankard on the sign. He takes a sniff, "Mmm, smells like Faith's baking her bread again. That'll mean stew for yeh t'night. Right good cook she is."

Similar statements made by townspeople should clue the adventurers in that Faith is both a person and the Inn.

ENCOUNTER 5: THE FAITH AND THE FURY

This encounter in the taproom of Faith's can be quite open-ended. If one of the PCs wields *Ghostrender* from YEO4-03 *Dust to Dust*, then the Fury will recognize and acknowledge the sword immediately. Otherwise, the PCs have several options, depending on if they vocalize (and someone overhears) that they've been looking for faith (or actually Faith, although it's doubtful they know at this point they're looking for an actual person).

The group of adventurers gathered near the fire have been sent to waylay anyone who attempts to get the shield; based on the information they were given, they will react to "Fury" or "Faith," by attacking (but see below) anyone who is asking about them; and will attack Faith if she is identified (they will not initiate combat upon learning Faith's identity, if they have some idea they can capture her).

Note that the adventurers do not know exactly what they are looking for; they've been told to take care of anyone asking about Fury or Faith, to find and take Faith, or kill her if necessary.

Place tables and chairs and such as you see fit (see DM Aid: Maps); they will be dragged out of the way to provide a cleared fighting space (the kobolds will not venture outdoors to fight, unless they have no choice).

Stepping into the inn, you're greeted by a warm fire, and the enticing smells of baked bread and hearty stew. Common tables in the main room have at most one or two people each, except for a knot of six or seven men gathered at a trestle table half in shadow, to one side of a stove against the wall to your right.

"Welcome to Faith's!" you're warmly greeted by a buxom young woman wiping her hands on an apron stained in places with beer and stew. "Have a seat anywhere. What's your drink?"

If anyone wields *Ghostrender*, proceed to the marked section below as the PCs move toward a table. Otherwise, the serving maid proceeds to lead the party to a table, taking their drink order, and generally they have a normal tavern experience.

As you take a seat at one of the larger tables in the room, your eyes are drawn to the huge fireplace across the taproom. The hearth must be ten feet across, the fireplace itself carried up through the

roof by enormous fieldstones, with mortar blackened by the soot of many, many years.

Above the mantle of the fireplace, a great shield is mounted on the chimney. It seems to be a large steel shield, perhaps white in color once, though it's now a dull gray. Faint markings are difficult to see, but look like a pair of spears flanking a sword in the center.

If the party asks around for information on Faith, Fury, or anything related to the information Nanny O gave to the party, make a Listen check for the "adventurers" gathered near the fire. Since Tarek, the leader, has Listen +14 at APL 4, it's unlikely that they will miss someone asking about this information.

This band of adventurers, actually a rakshasa and several kobolds warriors, have been tasked with finding and capturing or killing Faith, great-granddaughter many times removed of the Guardian, the first wielder of the shield, Fury. They do not know who they are working for, who Faith is, or her family history. Tarek has changed his shape and used a *arcane scroll of seeming* (CL 9th) on his kobold helpers. They will appear as normal human mercenaries, if a bit short, (being kobolds). Observant PCs may notice (Spot check, DC 20 + APL) before any fighting breaks out that each of the humans looks just like the others; they are hiding beneath hoods, but can't completely keep from being seen.

Any declarations by newly arrived PCs of the "evilness" of the humanoids will be greeted by hoots of derision from the other patrons; after all they have been by the fire all day, and caused no trouble, while the PCs have just arrived and have immediately thrown out accusations.

Once the PCs have asked about faith (Faith), and have tried to gather some information about what they were told by Nanny O, she will approach them and introduce herself as the owner of the inn.

Faith is a strong, competent woman of middle years. Although she married years ago, she has no children. Her husband is a farrier and runs a livery one door down from the inn.

It's easy to tell that Faith was once a great beauty in her youth. Unlike many, she did not use this to her advantage over others, and continues to be a "good soul" as most people would call her.

If Faith is asked about herself, or the PCs wonder why they were supposed to find her, she will give them the standard history of the inn and her ancestors:

- The inn has been in her family for years.
- The shield has always hung over the fireplace (as far as she knows).

- All the generations of her family have lived here, back to the many-times removed grandmother who was in a great battle according to family legend.
- Every generation since has had one daughter (and however many sons) who has inherited the inn; the women have owned the inn back to the first who came from the west.
- The inn is called Faith's Shield because it has sheltered her people for years, traced back through the maternal line; all of whom were called Faith.

Tarek is aware, by now of who Faith is, and now plans on taking her captive later that night. He has not made any untoward moves while gathering information on the situation.

IF A PC WIELDS GHOSTRENDER

A booming voice comes from across the inn from the fireplace, "Well, well, well. Look what the cat dragged in."

At the sound of the voice, filling the main room of the inn, all talk ceases, and the stark clatter of one or two utensils is quite loud. Everyone looks toward the fireplace, and the group sitting nearby stands and looks around in puzzlement.

Above the mantle of the fireplace, a great shield is mounted on the chimney. It seems to be a large steel shield, perhaps white in color once, though it's now a dull gray. Faint markings are difficult to see, but look like a pair of spears flanking a sword in the center.

"I swear, Ghosty, you're a sight for sore eyes... or whatever the hell it is I see with." The voice is hearty, loud and gravelly, and you think of a dwarf sitting on a pile of gold coins drinking ale when you hear it. "What's it been, eight, nine hundred years or more?"

Another voice answers, spooking the patrons of the inn even further, as Ghostrender acknowledges the voice, "Well, Fury, small chance to find ye in a tavern, eh?" In contrast, Ghostrender's voice is smooth and modulated, and the sword retains much of the accented speech from many years ago.

AFTER THE CHAT: PCS & FAITH OR GHOSTRENDER & FURY

As you sit, trying to figure out your next move, one of the adventurers sitting to one side of the fire rises, and begins to walk to your table.

Unlike his companions, this fellow wears well tailored clothes, and light chain gleams over his dark red tunic. Where his men hunker down, and seem to move in darts and fits, he exudes confidence and moves with the grace of a fencer.

As he nears, you catch a whiff of spices and leather. "Good eve," he says, "I am Tarek ibn Fahraqh." His voice is heavy and deep and he speaks with an accent you can't quite place.

"I could not help but overhear your conversation..."

Give the PCs a Spot check (DC 20 + APL) to notice that the rakshasa keeps his hands out of sight. Note that the rakshasa is extremely subtle about this. This is not a cheap way for the PCs to learn what he is; but there is a chance for very adept observers to notice something strange about his hands. Do not give this out as a throwaway. Read the below only if the PCs make the Spot check:

As the adventurer comes closer to your table, you notice that something is different about his hands. He seems to keep his hands under his tunic. When he gestures, his movements are strangely fluid and graceful, and although he moves too quickly for you to examine his hands, his movements don't seem hurried.

At this point, Tarek can proceed in a number of ways based on the PCs understanding of the situation. He'll use his abilities to determine what the PCs know and then act accordingly:

PCS KNOW WHAT THEY SEEK

"I see that you now know what it is we both seek. Please, please. Keep your seats. I am no threat to you. I do not wish to risk dangerous confrontation here; what of the innocent patrons of Faith's Shield, eh? What of them in a dangerous melee?" Tarek speaks softly, standing by your table.

I propose this. Let us have a contest of arms. I have seen your carnivals at the height of mid-winter. Perhaps you would prefer to 'bear wrassel' I believe is the term? No? A strict assessment of arms then? My companions versus you, then?"

If the PCs inquire about the rakshasa joining the fight, he will decline at lower APLs (4 to 8):

"Me? Oh, my no, I am no mere fighter. Indeed you have my word that I will not interfere in the fight, and the losers shall depart forthwith. If that is satisfactory, shall we clear adequate space?" Tarek steps to the side and waits for you to join him near the bar.

Note that although the rakshasa has every intention of honoring his word, he knows that not everyone is trustworthy and will not give the PCs a chance to spirit away the shield. At higher APLs (10 & 12), he will join the fight:

"Me? Well, ordinarily I would not join such an endeavor, but perhaps this one time, if you insist?"

with that, Tarek grins widely, and walks to the center of the taproom with his companions.

PCS DON'T KNOW WHAT THEY SEEK

The rakshasa will attempt to bluff the party into accepting his help, so that he can strike them down later outside of town, with no witnesses.

"I believe that we have been sent here for the same thing. I too have only rambling words and vague hints to work with. Perhaps we would be well-served to join forces?"

If the PCs react negatively, the rakshasa will accept that graciously, and return to his seat waiting for his chance to snatch Faith later that evening.

PC WIELDS GHOSTRENDER

This situation is handled in the boxed text above; once the conversation between Fury and Ghostrender takes place, the rakshasa (or just his followers at lower APLs) will attack.

"So, you are the one spoken of? The Deliverer returned they say. Well, I say have at you!"

COMBAT

Fury, mounted on the wall for some 600 years or more (he was stored up in the inn's attic for years, until the existence of the shield faded from common knowledge), will begin yelling for someone to get him off the wall, so he can join the fight. See the Conclusion for more information on who qualifies to wield Fury and the Treasure Summary for what powers Fury possesses.

Tactics: Much of the tactics used by the rakshasa and kobolds depends on what the PCs know and when they know it. If at all possible, the rakshasa will attempt to capture Faith in order to find the item they've been sent for (they have limited knowledge just as the PCs do). When the PCs figure out they need to get the shield from Faith, the rakshasa's force will attack. If the rakshasa knows about getting the shield first, before the PCs have figured this out, he will attempt to bluff the PCs into leaving the inn, or otherwise getting the PCs out of the way non-violently (if possible).

Note: At lower APLs (4 to 8), the rakshasa will allow his companions to carry the battle. Only at APL 10 and 12 does he enter combat, unless directly attacked. If the rakshasa reaches a "duel" agreement with the PCs, he will keep his word. Because the rakshasa and the kobolds are an overwhelming force together, especially at lower APLs, make sure the rakshasa gets the chance to make his offer; do not let the PCs jump into combat unless they insist (forcing the rakshasa to join the fight raises the EL to 11 or 12 at APLs 4 to 8). The rakshasa wears a ring of counterspells with magic missile cast into it at APLs 4, 6 & 8 and dispel magic at APLs 10 & 12.

APL 4 (EL 6)

✦ **Tarek ibn Fahraqh:** Male Rakshasa; hp 58; see Appendix 1.

✦ **Kobold War4 (6):** hp 24 each; see Appendix 1.

APL 6 (EL 8)

✦ **Tarek ibn Fahraqh:** Male Rakshasa; hp 58; see Appendix 2.

✦ **Kobold War6 (6):** hp 36 each; see Appendix 2.

APL 8 (EL 10)

✦ **Tarek ibn Fahraqh:** Male Rakshasa; hp 58; see Appendix 3.

✦ **Kobold War8 (6):** hp 48 each; see Appendix 3.

APL 10 (EL 12)

✦ **Tarek ibn Fahraqh:** Male Rakshasa; hp 58; see Appendix 4.

✦ **Kobold War8 (6):** hp 48 each; see Appendix 4.

APL 12 (EL 14)

✦ **Tarek ibn Fahraqh:** Male Rakshasa Sor2; hp 69; see Appendix 5.

✦ **Kobold War10 (6):** hp 60 each; see Appendix 5.

Treasure: The possessions of Tarek and his warriors are the only treasure here (but see Conclusion below).

CONCLUSION

In the aftermath of the fight, the gravelly voice of Fury booms out again across the taproom. "Well done! It's been nigh on two hundred years since I saw anything more than a simple fist-fight."

The shield seems to jump a bit, "If one of you valorous heroes would be so kind as to detach me from this wall, perhaps we could get something more accomplished. What about you, [chosen PC's name]?"

Note: Fury is an intelligent, aligned unique shield and can only be used by a Good PC of the shield's choosing. Fury will choose its new owner using the following list in descending order.

1. Paladin of Heironeous
2. Paladin of another deity
3. Cleric of Heironeous
4. Fighter or Ranger who worships Heironeous
5. Good-aligned Fighter or Ranger
6. Good-aligned cleric
7. Highest level Good-aligned PC present

If there is more than one PC in the same category, the shield will choose the PC with the highest BAB. If the PCs are still tied, the spear will choose the one with

the highest Cha score. Whichever PC is chosen should receive (and is the only who should do so) the Fury reward on the AR.

"I suppose ye'd all like to hear my tale? Even ye must be... especially you must be curious, Ghostrender. Before ye were laid to rest with the Deliverer, we both knew that day would end in disaster."

Surprisingly, the Yeoman carried the day. Ye doubt me? A horde of rag-tag farmers, running to and fro at the behest of a, a... ah, never mind all that. Yer ancestors won the day, and that was enough."

"Ah, gently there, lad!" Fury says to the boy cleaning the shield's surface. "Rub off the dirt, eh, not the enamel. Ye like me heraldry? This, this is what yon militia should have on it's tabard. We were the symbols that helped carry the day, sword, spears and shield."

Getting back the story, as I'm sure old Ghosty has told you, we had problems even before the last battle. Problems that no one else knew... and never would know, except now it's so long ago that it really has no bearing."

When the Deliverer was laid to rest, and Ghostrender decided to stay by his side, hoping that one day he would be redeemed, the Guardian and I headed east, to the frontier, where we could disappear."

The Voice followed along for a time, and turned to a different path, and I lost contact with Dooms. Finally, the Guardian and I came to a small hamlet in the hills west of the Dreadwood—the Little Hills. Trollsfoot as it later came to be known, was a small halfling village, open and welcoming to other non-evil humanoids. Over the years, I've seen a balance maintained here among the halflings, elves, humans and dwarves."

So, we'd found the place to settle and the Guardian settled. After all by then, she was six month's pregnant."

At the shocked out-bursts all around you, you could swear that the shield was grinning and laughing so much it shook."

Ah, sorry, my friends, I've been waiting nigh on 900 years to tell this tale!"

The Guardian and the Deliverer were more than heroic companions fighting evil. Not at first, but they were great friends immediately, and when he chanced to glimpse Faith bathing one day, he knew at once that she was his chosen forever."

Of course after the battle, when the Deliverer lay bleeding on the field, she blamed herself. But we

never... ah never mind that either; it's done and gone.

Ah, Faith, I am sorry to have stood by all these years, without so much as a word. But ye see I was still incognito. At least until old Ghosty came in. Never fear, young 'un, we'll have time to catch up; I have lots of family gossip I can pass along to ye.

Now then, fair heroic adventurers, where do we take the fight to?"

Treasure: PCs receive the **Favor of Nanny Oggda Oakbessel** reward on the AR if they saved Faith and Fury from the rakshasa and his kobolds. Fury also has another bit of important information to provide the PCs. The Guardian has left a stash of some of her equipment hidden in the inn for those she knew would one day come to take up her shield and her fight. Before the PCs depart the inn, he will make certain to point out the location of the items and the fact that they are free to take them with them. The items available in the secret stash vary based on the APL:

APL 4: scarf of warmth (Complete Adventurer), focusing candle (Complete Adventurer).

APL 6: scarf of warmth (Complete Adventurer), focusing candle (Complete Adventurer), masterwork military saddle (Complete Adventurer), magic sleeping bag (Miniature's Handbook).

APL 8: scarf of warmth (Complete Adventurer), focusing candle (Complete Adventurer), masterwork military saddle (Complete Adventurer), magic sleeping bag (Miniatures Handbook), vest of resistance +1 (Complete Arcane), badge of valor (Complete Adventurer).

APL 10: scarf of warmth (Complete Adventurer), focusing candle (Complete Adventurer), masterwork military saddle (Complete Adventurer), magic sleeping bag (Miniatures Handbook), vest of resistance +1 (Complete Arcane), badge of valor (Complete Adventurer), medal of gallantry (Complete Adventurer), gloves of fortunate strike (Miniatures Handbook).

APL 12: scarf of warmth (Complete Adventurer), focusing candle (Complete Adventurer), masterwork military saddle (Complete Adventurer), magic sleeping bag (Miniatures Handbook), vest of resistance +1 (Complete Arcane), badge of valor (Complete Adventurer), medal of gallantry (Complete Adventurer), gloves of fortunate strike (Miniatures Handbook), vest of resistance +2 (Complete Arcane), field provisions box (Miniatures Handbook).

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the tyrgs (krenshars)

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 3

Defeat the wyverns

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 5

Defeat the rakshasa's force

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Story Award

PCs' actions towards Felk the hill giant (All APLs):

Neither help nor harm: 0 xp.
Slay the giant: 15 xp.
Help the giant: 30 xp.

Figuring out what is going on at the inn (All APLs):

Tarek figures it out first: 0 xp.
Both sides figure it out at same time: 15 xp.
PCs figure it out first: 30 xp.

Recovering the shield (All APLs):

Tarek recovers Fury: 0 xp.
PCs recover Fury: 30 xp.

Discretionary Roleplaying Award

APL 4: 45 xp.
APL 6: 90 xp.
APL 8: 135 xp.
APL 10: 180 xp.
APL 12: 225 xp.

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 3:

All APLs: L: 1 gp, C: 0 gp, M: large black dragoncraft hide armor (514 gp).

Encounter 5:

APL 4: L: 0 gp, C: 0 gp, M: ring of counterspells (333 gp), bracers of armor +2 (333 gp), 2 potions of cure moderate wounds (25 gp each), 6 +1 small leather armors (97 gp each), 6 +1 small spears (192 gp each).

APL 6: L: 0 gp, C: 0 gp, M: ring of counterspells (333 gp), bracers of armor +2 (333 gp), 2 potions of cure moderate wounds (25 gp each), 6 +2 small leather armors (347 gp each), 6 +1 small spears (192 gp each).

APL 8: L: 0 gp, C: 0 gp, M: ring of counterspells (333 gp), bracers of armor +2 (333 gp), 2 potions of cure moderate wounds (25 gp each), 6 +2 small leather armors (347 gp each), 6 +1 small spears (192 gp each), 6 amulets of natural armor +1 (167 gp each).

APL 10: L: 0 gp, C: 0 gp, M: ring of counterspells (333 gp), bracers of armor +2 (333 gp), 2 potions of cure serious wounds (63 gp each), 6 +2 small chain shirts (354 gp each), 6 +1 small spears (192 gp each), 6 amulets of natural armor +1 (167 gp each).

APL 12: L: 0 gp, C: 0 gp, M: ring of counterspells (333 gp), bracers of armor +4 (1,333 gp), 2 potions of cure serious wounds (63 gp each), 6 +2 small chain shirts (354 gp each), 6 +2 small spears (692 gp each), 6 amulets of natural armor +1 (167 gp each), 6 +1 small slings (192 gp each), 6 brooches of shielding (125 gp each).

Conclusion:

APL 4: L: 0 gp, C: 0 gp, M: scarf of warmth (21 gp), focusing candle (8 gp).

APL 6: L: 0 gp, C: 0 gp, M: scarf of warmth (21 gp), focusing candle (8 gp), masterwork military saddle (18 gp), magic sleeping bag (83 gp).

APL 8: L: 0 gp, C: 0 gp, M: scarf of warmth (21 gp), focusing candle (8 gp), masterwork military saddle (18 gp), magic sleeping bag (83 gp), vest of resistance +1 (83 gp), badge of valor (83 gp).

APL 10: L: 0 gp, C: 0 gp, M: scarf of warmth (21 gp), focusing candle (8 gp), masterwork military saddle (18 gp), magic sleeping bag (83 gp), vest of resistance +1 (83 gp), badge of valor (83 gp), medal of gallantry (92 gp), gloves of fortunate strike (167 gp).

APL 12: L: 0 gp, C: 0 gp, M: scarf of warmth (21 gp), focusing candle (8 gp), masterwork military saddle (18 gp), magic sleeping bag (83 gp), vest of resistance +1 (83 gp), badge of valor (83 gp), medal of gallantry (92 gp), gloves of fortunate strike (167 gp), vest of resistance +2 (333 gp), field provisions box (167 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 1 gp, C: 0 gp, M: 2,993 gp – Total: 2,994 gp (650 gp).

APL 6: L: 1 gp, C: 0 gp, M: 4,594 gp – Total: 4,595 gp (900 gp).

APL 8: L: 1 gp, C: 0 gp, M: 5,762 gp – Total: 5,763 gp (1,300 gp).

APL 10: L: 1 gp, C: 0 gp, M: 6,139 gp – Total: 6,140 gp (2,300 gp).

APL 12: L: 1 gp, C: 0 gp, M: 12,541 gp – Total: 12,542 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of Nanny Oggda Oakbessel:** For heeding the oracular musings of the beloved halfling cleric of Midfell, you have earned her favor.

☛ **Favor of Felk the Hill Giant:** Your actions have proven you a friend of Felk the hill giant. For helping to free and/or heal the hill giant, he has rewarded you with a small bone (whose origin you are leery of asking about). The bone is inscribed with Felk's personal rune.

☛ **Enmity of Felk the Hill Giant:** Your actions have proven you a foe of Felk the hill giant. By denying him assistance or by trying to harm or slay him, you have been named a giantfoe. This PC receives a -2 to all Cha-based checks with giants, starts all interactions with giants in the worst possible situation (i.e. hostile initial attitude towards the PC), and will be a primary target of any giant involved in combat with this PC and his party. The enmity remains until the PC finds some way to atone for his actions against Felk (contact the Yeomanry triad for details).

☛ **Giant's Potion of Cure Moderate Wounds.** This potion is gratefully given to this PC by the hill giant Felk. The potion bottle is larger than a wine bottle. If consumed in four individual swigs, each swig acts a *potion of cure moderate wounds*. If all four swigs are guzzled at once (full round action), the guzzle acts as if the PC had swallowed 4 *potions of cure moderate wounds* consecutively.

Mark the swigs taken here: ☆ ☆ ☆ ☆. Faint Conjunction; CL 3rd; can't be crafted, Price: 1,200 gp, Weight: 0 lbs.

☛ **Fury:** Fury is an intelligent (see the *Dungeon Master's Guide*) +1 mithral heavy shield. Fury is Neutral Good, with Int 14, Wis 10, and Cha 14. It can speak Common, Ancient Suloise, and Old Oeridian, as well as communicate telepathically with its wielder. Fury has 120 ft. vision and hearing. It starts with an initial Ego of

6 and initial cost of 6,020 gp. Fury bonds with one and only one Good-aligned PC; so long as that person is alive, it will not willingly let anyone else wield it, initiating an ego conflict with any who try. Fury's primary motivation is to protect and heal the opponents of the evil wizard Asberdies and any of his minions.

This PC must pay the shield's initial cost of 6,020 gp to complete the bonding process and wield the shield. If this PC had insufficient funds to do so, he must temporarily surrender the shield to the Academy of Lore "for study and safe-keeping." The character can then "purchase" Fury following any future Yeomanry regional or Sheldomar Valley metaregional adventure.

This shield can not be upgraded normally. However, at the end of any Yeomanry adventure in which the PC and the shield have not had a personality conflict, the PC may purchase any of the following "upgrades" to the shield (cost to further "bind" the shield to the user):

- Fury can *bless* its allies 3/day (cost: 1,000 gp, +1 Ego).
- Fury can use *cure moderate wounds* (2d8+3) on wielder 3/day (cost: 6,500 gp, +1 Ego).
- Fury's enhancement bonus increases to +2 (cost: 3,000 gp, +1 Ego).
- Fury gains the *animated shield* special ability (cost: 12,000 gp, +2 Ego, must purchase enhancement bonus increase first).

At no time may two PCs at the same table both wield Fury in the same adventure. If both PCs own this shield, the DM must determine randomly which PC has the actual shield for the adventure and which one has an equivalent non-intelligent shield for the adventure.

Fury accompanies this PC for as long as it serves its mission against Asberdies. At some future time (as specifically noted in a Yeomanry adventure), the shield may choose to leave this PC to continue its mission with another individual.

Item Access

APL 4 (all of the following):

- Bracers of Armor +2 (*Adventure*; *Dungeon Master's Guide*)
- Focusing Candle (*Adventure*; *Complete Adventurer*)
- Fury (*Regional and Metaregional*; See Above; Limit One)
- Giant's Potion of Cure Moderate Wounds (*Regional*; See Above; Limit One)
- Large Black Dragoncraft Hide Armor (*Adventure*; *Draconomicon*)
- Large Greatclub (*Adventure*; *Player's Handbook*)
- Ring of Counterspells (*Adventure*; *Dungeon Master's Guide*)

- *Scarf of Warmth* (Adventure; Complete Adventurer)

APL 6 (all of APL 4 plus the following):

- +2 *Leather Armor* (Adventure; Dungeon Master's Guide)
- *Magic Sleeping Bag* (Adventure; Miniatures Handbook)
- *Masterwork Military Saddle* (Adventure; Complete Adventurer)

APL 8 (all of APL 4, 6 plus the following):

- *Amulet of Natural Armor +1* (Adventure; Dungeon Master's Guide)
- *Badge of Valor* (Adventure; Complete Adventurer)
- *Vest of Resistance +1* (Adventure; Complete Arcane)

APL 10 (all of APLs 4, 6, 8 plus the following):

- +2 *Chain Shirt* (Adventure; Dungeon Master's Guide)
- *Gloves of Fortunate Strike* (Adventure; Miniatures Handbook)
- *Medal of Gallantry* (Adventure; Complete Adventurer)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- +2 *Spear* (Adventure; Dungeon Master's Guide)
- *Bracers of Armor +4* (Adventure; Dungeon Master's Guide)
- *Brooch of Shielding* (Adventure; Dungeon Master's Guide)
- *Field Provisions Box* (Adventure; Miniatures Handbook)
- *Vest of Resistance +2* (Adventure; Complete Arcane)

APPENDIX 1 – APL 4

ENCOUNTER 1

Tyrg (Krenshar): Medium Magical Beast; hp 15; see *Monster Manual*, page 163.

Tyrg (Krenshar), Advanced: CR 4; Large Magical Beast; HD 8d10+16; hp 72; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +8/+16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite) and +9 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA scare; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +13, Listen +4, Move Silently +5; Ability Focus (scare), Multiattack, Power Attack, Track^B.

Skills: A tyrg has a +4 racial bonus on Jump and Move Silently checks.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd level caster (Will DC 15 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Cha-based.

ENCOUNTER 3

Felk: Male Hill Giant Ftr5; CR 12; Large Giant; HD 12d8+5d10+51; hp 148; Init +0; Spd 40 ft.; AC 21, touch 9, flat-footed 20 (-1 size, +9 natural, +3 armor); BA/Grp +14/+27; Atk +23 melee (2d8+15, large greatclub) or +22 melee (1d4+9, slam) or +14 ranged (2d6+9, rock); Full Atk +23/+18/+13 melee (2d8+15, large greatclub) or +22 melee (1d4+9, 2 slams) or +14 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing (120 ft range increment); SQ low-light vision, rock catching; AL CN; SV Fort +15, Ref +5, Will +5; Str 28, Dex 10, Con 16, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +14, Craft (armorsmithing) +10, Jump +14, Listen +9, Spot +9; Awesome Blow, Cleave, Great Cleave^B, Improved Bull Rush, Improved Overrun^B, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)^B.

Languages: Draconic, Giant.

Possessions: 7 Giant's potions of cure moderate wounds (see *Treasure Summary*), large black dragoncraft* hide armor (counts as masterwork, treated as one category lighter, armor check penalties are reduced by 2, acid resistance 5(Ex)), large greatclub. **Draconomicon*, page 117.

Wyvern: Large Dragon; hp 74; see *Monster Manual*, page 259.

ENCOUNTER 5

Tarek ibn Fahraqh: Male Rakshasa; CR 11; Medium Outsider (Native); HD 7d8+21; hp 58; Init +3; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +9 natural, +2 armor); BA/Grp +7/+7; Atk +7 melee (1d4, claw); Full Atk +7 melee (1d4, 2 claws) and +2 melee (1d6, bite); SA detect thoughts, spells; SQ change shape, DR 15/good and piercing, darkvision 60 ft., SR 27 (27 + class levels); AL LE; SV Fort +8, Ref +8, Will +7; Str 10, Dex 16, Con 16, Int 16, Wis 15, Cha 21.

Skills and Feats: Bluff +19*, Concentration +13, Diplomacy +15, Disguise +19 (+21 acting)*, Intimidate +11, Listen +14, Move Silently +14, Perform (oratory) +15, Sense Motive +12, Spellcraft +12, Spot +12; Alertness, Combat Casting, Dodge.

Languages: Common, Draconic, Infernal, Sylvan, Undercommon.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using shape change, a rakshasa gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Cha-based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Spells: A rakshasa casts spells as a 7th level sorcerer.

Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level): 0 – detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st – charm person, magic missile, shield, silent image, unseen servant; 2nd – bear's endurance, invisibility, Melf's acid arrow; 3rd – haste, suggestion.

Possessions: ~~arcane scroll of seeming~~ (CL 9th), ring of counterspells (magic missile), bracers of armor +2, 2 potions of cure moderate wounds.

Kobold War4: CR 1; Small Humanoid (Reptilian); HD 4d8; hp 24; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+1 size, +2 Dex, +1 natural, +3 armor); BA/Grp +4/-1; Atk +6 melee (1d6/x3, +1 small spear) or +7 ranged (1d3, small sling); Full Atk +6 melee (1d6/x3, +1 small spear) or +7 ranged (1d3, small sling); SA –; SQ darkvision 60 ft.,

light sensitivity; AL LE; SV Fort +4, Ref +3, Will +0; Str 9, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +1, Hide +7, Jump +1, Listen +2, Move Silently +3, Profession (miner) +2, Ride +4, Search +2, Spot +2; Alertness, Weapon Focus (spear).

Languages: Draconic.

Skills: A kobold has a +2 racial bonus to Craft (trapmaking), Profession (miner), and Search checks.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 *small leather armor*, +1 *small spear*, small sling with 10 sling bullets.

APPENDIX 2 – APL 6

ENCOUNTER 1

Tyrg (Krenshar), Advanced: CR 4; Large Magical Beast; HD 8d10+16; hp 72; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +8/+16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite) and +9 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA scare; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +13, Listen +4, Move Silently +5; Ability Focus (scare), Multiattack, Power Attack, Track^B.

Skills: A tyrg has a +4 racial bonus on Jump and Move Silently checks.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd level caster (Will DC 15 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Cha-based.

ENCOUNTER 3

Felk: Male Hill Giant Ftr5; CR 12; Large Giant; HD 12d8+5d10+51; hp 148; Init +0; Spd 40 ft.; AC 21, touch 9, flat-footed 20 (-1 size, +9 natural, +3 armor); BA/Grp +14/+27; Atk +23 melee (2d8+15, large greatclub) or +22 melee (1d4+9, slam) or +14 ranged (2d6+9, rock); Full Atk +23/+18/+13 melee (2d8+15, large greatclub) or +22 melee (1d4+9, 2 slams) or +14 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing (120 ft range increment); SQ low-light vision, rock catching; AL CN; SV Fort +15, Ref +5, Will +5; Str 28, Dex 10, Con 16, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +14, Craft (armorsmithing) +10, Jump +14, Listen +9, Spot +9; Awesome Blow, Cleave, Great Cleave^B, Improved Bull Rush, Improved Overrun^B, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)^B.

Languages: Draconic, Giant.

Possessions: 7 Giant's potions of cure moderate wounds (see Treasure Summary), large black dragoncraft* hide armor (counts as masterwork, treated as one category lighter, armor check penalties are reduced by 2, acid resistance 5(Ex)), large greatclub. *Draconomicon, page 117.

Wyvern: Large Dragon; hp 74; see *Monster Manual*, page 259.

ENCOUNTER 5

Tarek ibn Fahraqh: Male Rakshasa; CR 11; Medium Outsider (Native); HD 7d8+21; hp 58; Init +3; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +9 natural, +2 armor); BA/Grp +7/+7; Atk +7 melee (1d4, claw); Full Atk +7 melee (1d4, 2 claws) and +2 melee (1d6, bite); SA detect thoughts, spells; SQ change shape, DR 15/good and piercing, darkvision 60 ft., SR 27 (27 + class levels); AL LE; SV Fort +8, Ref +8, Will +7; Str 10, Dex 16, Con 16, Int 16, Wis 15, Cha 21.

Skills and Feats: Bluff +19*, Concentration +13, Diplomacy +15, Disguise +19 (+21 acting)*, Intimidate +11, Listen +14, Move Silently +14, Perform (oratory) +15, Sense Motive +12, Spellcraft +12, Spot +12; Alertness, Combat Casting, Dodge.

Languages: Common, Draconic, Infernal, Sylvan, Undercommon.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using shape change, a rakshasa gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Cha-based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Spells: A rakshasa casts spells as a 7th level sorcerer.

Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level): 0 – detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st – charm person, magic missile, shield, silent image, unseen servant; 2nd – bear's endurance, invisibility, Melf's acid arrow; 3rd – haste, suggestion.

Possessions: ~~arcane scroll of seeming (CL 9th)~~, ring of counterspells (magic missile), bracers of armor +2, 2 potions of cure moderate wounds.

Kobold War6: CR 3; Small Humanoid (Reptilian); HD 6d8; hp 36; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+1 size, +2 Dex, +1 natural, +4 armor); BA/Grp +6/+1; Atk +8 melee (1d6/x3, +1 small spear) or +9 ranged (1d3, small sling); Full Atk +8/+3 melee (1d6/x3, +1 small spear) or +9 ranged (1d3, small sling); SA –; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +1; Str 9, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +3, Hide +7, Jump +3, Listen +2, Move Silently +3, Profession (miner) +2, Ride +4, Search +2, Spot +2; Alertness, Dodge, Weapon Focus (spear).

Languages: Draconic.

Skills: A kobold has a +2 racial bonus to Craft (trapmaking), Profession (miner), and Search checks.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +2 *small leather armor*, +1 *small spear*, small sling with 10 sling bullets.

APPENDIX 3 – APL 8

ENCOUNTER 1

Tyrg (Krenshar), Advanced Fiendish: CR 6; Large Magical Beast (Extraplanar); HD 8d10+16; hp 72; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +8/+16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite) and +9 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA scare, smite good; SQ darkvision 60 ft., low-light vision, scent, DR 5/magic, cold and fire resistance 10, SR 13 (HD +5, max 25); AL NE; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +13, Listen +4, Move Silently +5; Ability Focus (scare), Multiattack, Power Attack, Track^B.

Skills: A tyrg has a +4 racial bonus on Jump and Move Silently checks.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd level caster (Will DC 15 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Cha-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

ENCOUNTER 3

Felk: Male Hill Giant Ftr5; CR 12; Large Giant; HD 12d8+5d10+51; hp 148; Init +0; Spd 40 ft.; AC 21, touch 9, flat-footed 20 (-1 size, +9 natural, +3 armor); BA/Grp +14/+27; Atk +23 melee (2d8+15, large greatclub) or +22 melee (1d4+9, slam) or +14 ranged (2d6+9, rock); Full Atk +23/+18/+13 melee (2d8+15, large greatclub) or +22 melee (1d4+9, 2 slams) or +14 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing (120 ft range increment); SQ low-light vision, rock catching; AL CN; SV Fort +15, Ref +5, Will +5; Str 28, Dex 10, Con 16, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +14, Craft (armorsmithing) +10, Jump +14, Listen +9, Spot +9; Awesome Blow, Cleave, Great Cleave^B, Improved Bull Rush, Improved Overrun^B, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)^B.

Languages: Draconic, Giant.

Possessions: 7 Giant's potions of cure moderate wounds (see Treasure Summary), large black dragoncraft* hide armor (counts as masterwork, treated as one category lighter,

armor check penalties are reduced by 2, acid resistance 5(Ex)), large greatclub. *Draconomicon, page 117.

Wyvern: Large Dragon; hp 74; see *Monster Manual*, page 259.

ENCOUNTER 5

Tarek ibn Fahraqh: Male Rakshasa; CR 11; Medium Outsider (Native); HD 7d8+21; hp 58; Init +3; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +9 natural, +2 armor); BA/Grp +7/+7; Atk +7 melee (1d4, claw); Full Atk +7 melee (1d4, 2 claws) and +2 melee (1d6, bite); SA detect thoughts, spells; SQ change shape, DR 15/good and piercing, darkvision 60 ft., SR 27 (27 + class levels); AL LE; SV Fort +8, Ref +8, Will +7; Str 10, Dex 16, Con 16, Int 16, Wis 15, Cha 21.

Skills and Feats: Bluff +19*, Concentration +13, Diplomacy +15, Disguise +19 (+21 acting)*, Intimidate +11, Listen +14, Move Silently +14, Perform (oratory) +15, Sense Motive +12, Spellcraft +12, Spot +12; Alertness, Combat Casting, Dodge.

Languages: Common, Draconic, Infernal, Sylvan, Undercommon.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using shape change, a rakshasa gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Cha-based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Spells: A rakshasa casts spells as a 7th level sorcerer.

Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level): 0 – detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st – charm person, magic missile, shield, silent image, unseen servant; 2nd – bear's endurance, invisibility, Melf's acid arrow; 3rd – haste, suggestion.

Possessions: ~~arcane scroll of seeming (CL 9th)~~, ring of counterspells (magic missile), bracers of armor +2, 2 potions of cure moderate wounds.

Kobold War8: CR 5; Small Humanoid (Reptilian); HD 8d8; hp 48; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +2 natural, +4 armor); BA/Grp +8/+4; Atk +11 melee (1d6+1/x3, +1 small spear) or +11 ranged

(1d3, small sling); Full Atk +11/+6 melee (1d6+1/x3, +1 *small spear*) or +11 ranged (1d3, small sling); SA –; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +4, Will +1; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +3, Hide +7, Jump +4, Listen +2, Move Silently +3, Profession (miner) +2, Ride +4, Search +2, Spot +2, Swim +4; Alertness, Dodge, Weapon Focus (spear).

Languages: Draconic.

Skills: A kobold has a +2 racial bonus to Craft (trapmaking), Profession (miner), and Search checks.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +2 *small leather armor*, +1 *small spear*, small sling with 10 sling bullets, *amulet of natural armor* +1.

APPENDIX 4 – APL 10

ENCOUNTER 1

Tyrg (Krenshar), Advanced Fiendish: CR 6; Large Magical Beast (Extraplanar); HD 8d10+16; hp 72; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BA/Grp +8/+16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite) and +9 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA scare, smite good; SQ darkvision 60 ft., low-light vision, scent, DR 5/magic, cold and fire resistance 10, SR 13 (HD +5, max 25); AL NE; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +13, Listen +4, Move Silently +5; Ability Focus (scare), Multiattack, Power Attack, Track^B.

Skills: A tyrg has a +4 racial bonus on Jump and Move Silently checks.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd level caster (Will DC 15 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Cha-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

ENCOUNTER 3

Felk: Male Hill Giant Ftr5; CR 12; Large Giant; HD 12d8+5d10+51; hp 148; Init +0; Spd 40 ft.; AC 21, touch 9, flat-footed 20 (-1 size, +9 natural, +3 armor); BA/Grp +14/+27; Atk +23 melee (2d8+15, large greatclub) or +22 melee (1d4+9, slam) or +14 ranged (2d6+9, rock); Full Atk +23/+18/+13 melee (2d8+15, large greatclub) or +22 melee (1d4+9, 2 slams) or +14 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing (120 ft range increment); SQ low-light vision, rock catching; AL CN; SV Fort +15, Ref +5, Will +5; Str 28, Dex 10, Con 16, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +14, Craft (armorsmithing) +10, Jump +14, Listen +9, Spot +9; Awesome Blow, Cleave, Great Cleave^B, Improved Bull Rush, Improved Overrun^B, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)^B.

Languages: Draconic, Giant.

Possessions: 7 Giant's potions of cure moderate wounds (see Treasure Summary), large black dragoncraft* hide armor (counts as masterwork, treated as one category lighter,

armor check penalties are reduced by 2, acid resistance 5(Ex)), large greatclub. *Draconomicon, page 117.

Wyvern, Advanced: CR 10; Gargantuan Dragon; HD 11d12+66; hp 149; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 21, touch 6, flat-footed 21 (-4 size, +15 natural); BA/Grp +11/+35; Atk +19 melee (3d6+12 plus poison, sting) or +19 melee (4d6+12, talon) or +19 melee (4d8+12, bite); Full Atk +19 melee (3d6+12 plus poison, sting) and +17 melee (4d6+12, 2 talons) and +17 melee (4d8+12, bite) and +17 melee (3d6+6, 2 wings); Space/Reach 10 ft./5 ft.; SA poison, improved grab; SQ darkvision 60 ft., immunity to sleep and paralysis effects, low-light vision, scent; AL N; SV Fort +13, Ref +7, Will +8; Str 35, Dex 10, Con 23, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +2, Listen +17, Move Silently +14, Spot +20; Ability Focus (poison), Alertness, Flyby Attack, Improved Natural Attack (sting), Multiattack^B.

Languages: Draconic.

Skills: A wyvern has a +3 racial bonus on Spot checks.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check; it establishes a hold and stings.

Poison (Ex): Injury, Fort DC 23, 2d6 Con/2d6 Con. Save DC is Con-based.

ENCOUNTER 5

Tarek ibn Fahraqh: Male Rakshasa; CR 11; Medium Outsider (Native); HD 7d8+21; hp 58; Init +3; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +9 natural, +2 armor); BA/Grp +7/+7; Atk +7 melee (1d4, claw); Full Atk +7 melee (1d4, 2 claws) and +2 melee (1d6, bite); SA detect thoughts, spells; SQ change shape, DR 15/good and piercing, darkvision 60 ft., SR 27 (27 + class levels); AL LE; SV Fort +8, Ref +8, Will +7; Str 10, Dex 16, Con 16, Int 16, Wis 15, Cha 21.

Skills and Feats: Bluff +19*, Concentration +13, Diplomacy +15, Disguise +19 (+21 acting)*, Intimidate +11, Listen +14, Move Silently +14, Perform (oratory) +15, Sense Motive +12, Spellcraft +12, Spot +12; Alertness, Combat Casting, Dodge.

Languages: Common, Draconic, Infernal, Sylvan, Undercommon.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using shape change, a rakshasa gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC

17 negates). It can suppress or resume this ability as a free action. The save DC is Cha-based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Spells: A rakshasa casts spells as a 7th level sorcerer.

Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level): 0 – *detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*; 1st – *charm person*, *magic missile*, *shield*, *silent image*, *unseen servant*; 2nd – *bear's endurance*, *invisibility*, *Melf's acid arrow*; 3rd – *haste*, *suggestion*.

Possessions: ~~arcane scroll of seeming (CL 9th)~~, ring of counterspells (*dispel magic*), bracers of armor +2, 2 potions of cure serious wounds.

Kobold War8: CR 5; Small Humanoid (Reptilian); HD 8d8; hp 48; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +2 natural, +6 armor); BA/Grp +8/+4; Atk +11 melee (1d6+1/x3, +1 *small spear*) or +11 ranged (1d3, *small sling*); Full Atk +11/+6 melee (1d6+1/x3, +1 *small spear*) or +11 ranged (1d3, *small sling*); SA –; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +4, Will +1; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +3, Hide +6, Jump +3, Listen +2, Move Silently +2, Profession (miner) +2, Ride +4, Search +2, Spot +2, Swim +3; Alertness, Dodge, Weapon Focus (spear).

Languages: Draconic.

Skills: A kobold has a +2 racial bonus to Craft (trapmaking), Profession (miner), and Search checks.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +2 *small chain shirt*, +1 *small spear*, *small sling* with 10 sling bullets, *amulet of natural armor* +1.

APPENDIX 5 – APL 12

ENCOUNTER 1

Tyrg (Krenshar), Advanced Fiendish Half-Green Dragon: CR 8; Large Dragon (Extraplanar); HD 8d12+24; hp 90; Init +1; Spd 40 ft., fly 80 ft. (average); AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural); BA/Grp +8/+20; Atk +15 melee (1d8+8, bite); Full Atk +15 melee (1d8+8, bite) and +13 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA scare, smite good, breath weapon; SQ darkvision 60 ft., low-light vision, scent, DR 5/magic, cold and fire resistance 10, immune to acid, immune to sleep and paralysis effects, SR 13 (HD +5, max 25); AL NE; SV Fort +9, Ref +7, Will +3; Str 27, Dex 12, Con 17, Int 8, Wis 12, Cha 15.

Skills and Feats: Bluff +13, Hide +8, Jump +23, Listen +12, Move Silently +16; Ability Focus (scare), Multiattack, Power Attack, Track^B.

Skills: A tyrg has a +4 racial bonus on Jump and Move Silently checks.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus). Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd level caster (Will DC 16 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Cha-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Breath Weapon (Su): Using a breath weapon is a standard action. This tyrg can breathe a 30 ft. cone of corrosive (acid) gas, once per day, for 6d8 acid damage, Reflex save DC 17 (10 + 1/2 racial HD + Con modifier) for half damage.

ENCOUNTER 3

Felk: Male Hill Giant Ftr5; CR 12; Large Giant; HD 12d8+5d10+51; hp 148; Init +0; Spd 40 ft.; AC 21, touch 9, flat-footed 20 (-1 size, +9 natural, +3 armor); BA/Grp +14/+27; Atk +23 melee (2d8+15, large greatclub) or +22 melee (1d4+9, slam) or +14 ranged (2d6+9, rock); Full Atk +23/+18/+13 melee (2d8+15, large greatclub) or +22 melee (1d4+9, 2 slams) or +14 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing (120 ft range increment); SQ low-light vision, rock catching; AL CN; SV Fort +15, Ref +5, Will +5; Str 28, Dex 10, Con 16, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +14, Craft (armorsmithing) +10, Jump +14, Listen +9, Spot +9; Awesome Blow,

Cleave, Great Cleave^B, Improved Bull Rush, Improved Overrun^B, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)^B.

Languages: Draconic, Giant.

Possessions: 7 Giant's potions of cure moderate wounds (see Treasure Summary), large black dragoncraft* hide armor (counts as masterwork, treated as one category lighter, armor check penalties are reduced by 2, acid resistance 5(Ex)), large greatclub. *Draconomicon, page 117.

Wyvern, Advanced: CR 10; Gargantuan Dragon; HD 11d12+66; hp 149; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 21, touch 6, flat-footed 21 (-4 size, +15 natural); BA/Grp +11/+35; Atk +19 melee (3d6+12 plus poison, sting) or +19 melee (4d6+12, talon) or +19 melee (4d8+12, bite); Full Atk +19 melee (3d6+12 plus poison, sting) and +17 melee (4d6+12, 2 talons) and +17 melee (4d8+12, bite) and +17 melee (3d6+6, 2 wings); Space/Reach 10 ft./5 ft.; SA poison, improved grab; SQ darkvision 60 ft., immunity to sleep and paralysis effects, low-light vision, scent; AL N; SV Fort +13, Ref +7, Will +8; Str 35, Dex 10, Con 23, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +2, Listen +17, Move Silently +14, Spot +20; Ability Focus (poison), Alertness, Flyby Attack, Improved Natural Attack (sting), Multiattack^B.

Languages: Draconic.

Skills: A wyvern has a +3 racial bonus on Spot checks.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check; it establishes a hold and stings.

Poison (Ex): Injury, Fort DC 23, 2d6 Con/2d6 Con. Save DC is Con-based.

ENCOUNTER 5

Tarek ibn Fahraqh: Male Rakshasa Sor2; CR 12; Medium Outsider (Native); HD 7d8+2d4+27; hp 69; Init +3; Spd 40 ft.; AC 26, touch 13, flat-footed 23 (+3 Dex, +9 natural, +4 armor); BA/Grp +8/+8; Atk +8 melee (1d4, claw); Full Atk +8 melee (1d4, 2 claws) and +3 melee (1d6, bite); SA detect thoughts, spells; SQ summon familiar, change shape, DR 15/good and piercing, darkvision 60 ft., SR 29 (27 + class levels); AL LE; SV Fort +8, Ref +8, Will +10; Str 10, Dex 16, Con 16, Int 16, Wis 15, Cha 22.

Skills and Feats: Bluff +21*, Concentration +14, Diplomacy +17, Disguise +21 (+23 acting)*, Intimidate +13, Listen +15, Move Silently +15, Perform (oratory) +18, Sense Motive +13, Spellcraft +13, Spot +13; Alertness, Combat Casting, Dodge, Mobility.

Languages: Common, Draconic, Infernal, Sylvan, Undercommon.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using shape change, a rakshasa

gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 18 negates). It can suppress or resume this ability as a free action. The save DC is Cha-based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Spells: A rakshasa Sor2 casts spells as a 9th level sorcerer.

Sorcerer Spells Known (6/8/8/7/5; save DC 16 + spell level): 0 – *detect magic*, *ghost sound*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*; 1st – *charm person*, *magic missile*, *shield*, *silent image*, *unseen servant*; 2nd – *bear's endurance*, *invisibility*, *Melf's acid arrow*, *mirror image*; 3rd – *dispel magic*, *haste*, *suggestion*; 4th – *charm monster*, *stoneskin*.

Possessions: ~~arcane scroll of seeming (CL 9th)~~, ring of counterspells (*dispel magic*), bracers of armor +4, 2 potions of cure serious wounds.

Kobold Warrior: CR 7; Small Humanoid (Reptilian); HD 10d8; hp 60; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +2 natural, +6 armor); BA/Grp +10/+6; Atk +14 melee (1d6+2/x3, +2 *small spear*) or +14 ranged (1d3+1, +1 *small sling*); Full Atk +14/+9 melee (1d6+2/x3, +2 *small spear*) or +14 ranged (1d3+1, +1 *small sling*); SA –; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +5, Will +2; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +4, Hide +6, Jump +4, Listen +2, Move Silently +2, Profession (miner) +2, Ride +5, Search +2, Spot +2, Swim +4; Alertness, Dodge, Weapon Focus (spear, sling).

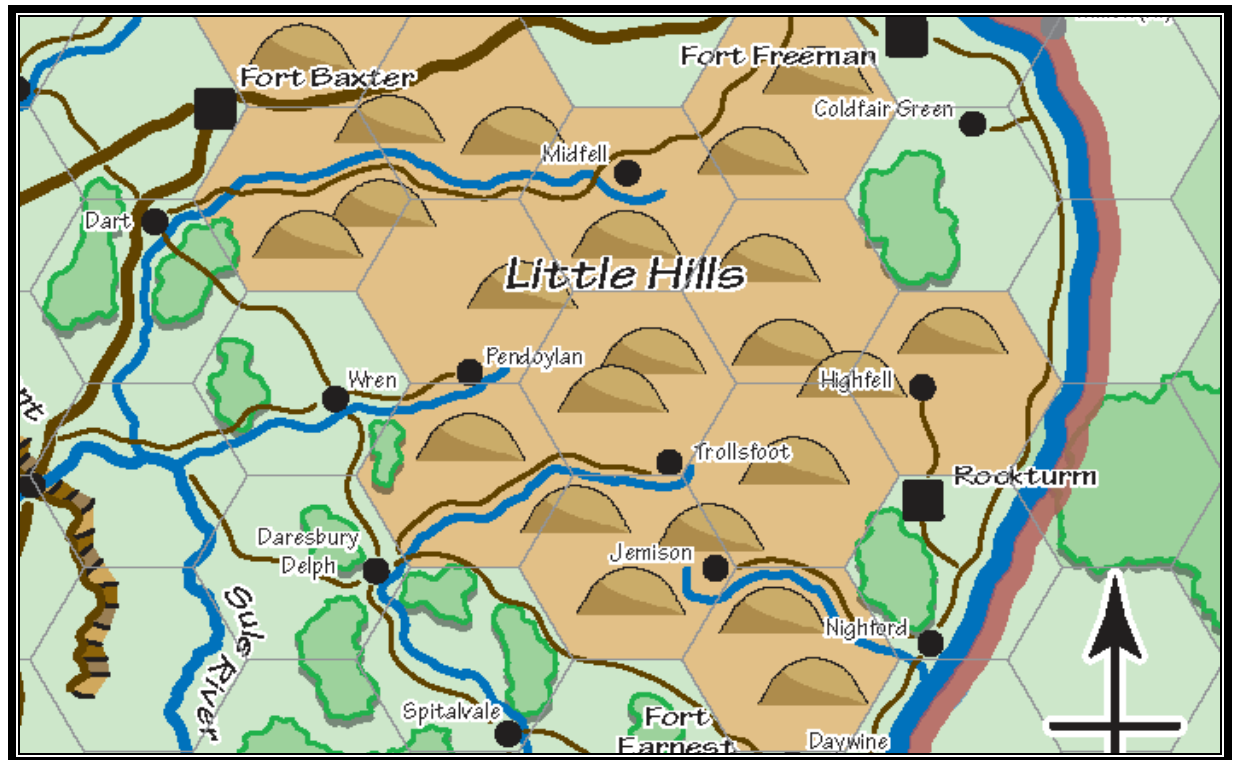
Languages: Draconic.

Skills: A kobold has a +2 racial bonus to Craft (trapmaking), Profession (miner), and Search checks.

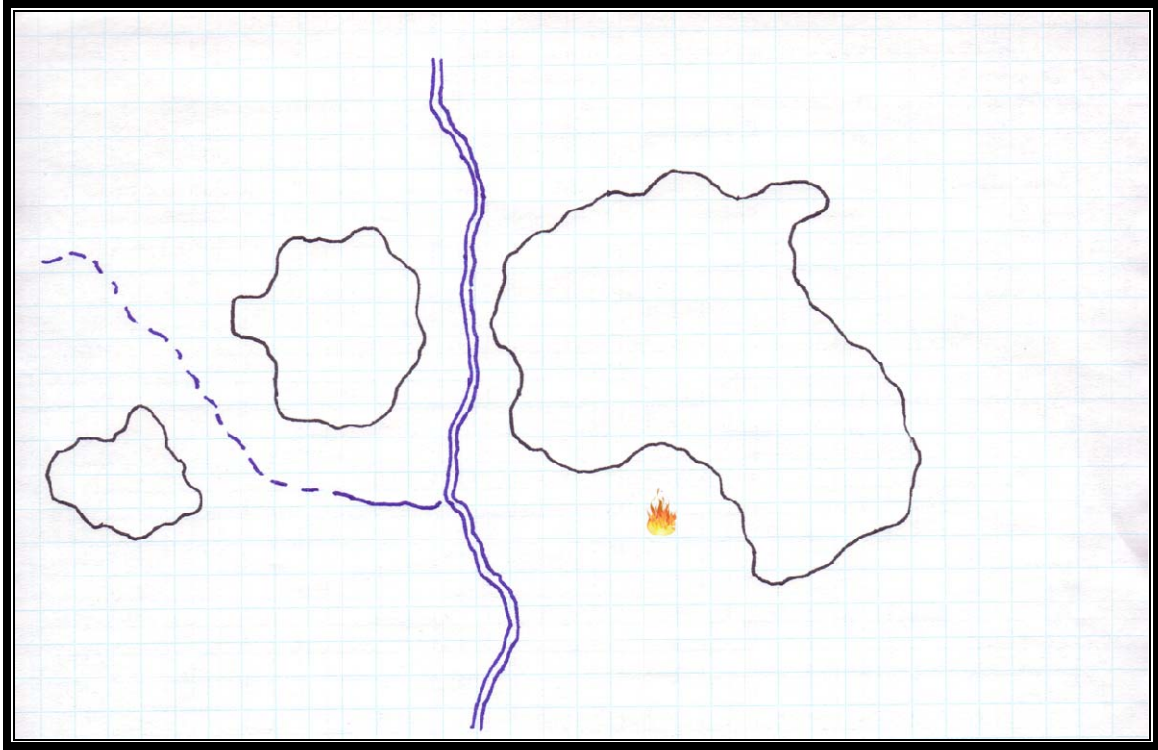
Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +2 *small chain shirt*, +2 *small spear*, +1 *small sling* with 10 sling bullets, *amulet of natural armor* +1, *brooch of shielding*.

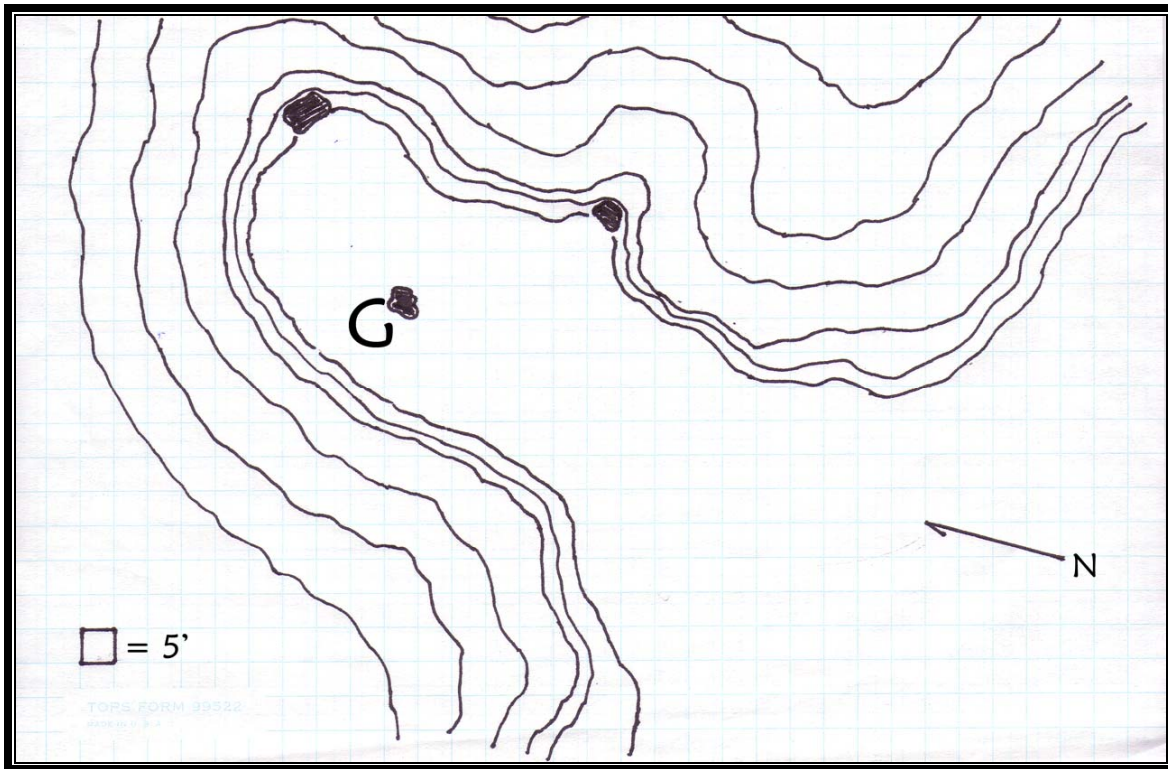
LITTLE HILLS AREA



ENCOUNTER 1



ENCOUNTER 3



ENCOUNTER 5

