

YEO6-02

Seeking Scarlet Glory

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 0.3

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The apprentice of your good friend, Wizard Kevis, has discovered a possible location of ancient treasures in an old manuscript dating back to the time of the Great Suel Migration. Do you have the skill and courage to seek the storehouse? A Yeomanry regional adventure for APLs 2-8, and a loose follow up to YEO5-05 Into the Scarlet Flames.

Note: This adventure will be of particular interest to members of the Academy of Lore.

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.

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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, 2007.

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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 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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

BACKGROUND

During the Suloise migration, the Arcane Masters of the Suloise Empire set up a network of study and learning. Shortly before the Rain of Colorless Fire, they established an Academy on the far side of the Crystalmist Mountains overlooking what is now the Sea of Dust. The purpose of the Academy was two-fold. The first purpose was to serve as a second location for concentrated magical research into methods to win the conflict with the Baklunish Empire. The second purpose focused on recruitment and training of wizards to serve the Suloise Empire in its struggle with the Baklunish problem.

The wizards researching and studying at the Academy concentrated more on defensive magic leaving the research for new methods of destruction to those closer to the conflict. Great strides were made into methods of protecting Suel outposts and citizens from the knowledge developed by the skilled Baklunish wizards and priests.

Days before the Rain of Colorless Fire, rumor of a great offensive by the Baklunish Empire was discovered. Most of the wizards and apprentices from the Academy transported themselves to the frontier between the two empires. Their mission was to blunt the effect of any new discoveries employed by the Baklunish spellcasters. The only persons remaining at the Academy were the few permanent caretakers and a few students too novice to be effective in the impending battle. The Baklunish casters slaughtered all of the Academy wizards that went to the front when they released the Rain of Colorless Fire. Most of those that knew of the secret Academy in the Crystalmist Mountains were slaughtered as well. Those that knew of the Academy had no idea of how to reach the Academy.

The kin of the Academy masters had clues to the location of the Academy in the event of

catastrophe. Unfortunately, many of those clues were lost during the Rain of Colorless Fire or those in possession of the clues were unaware that what they had was a clue to the location of the Academy.

An apprentice wizard named Halma Varnus recently escaped and aided in her master's escape from the Hold of the Sea Princes. She wears a necklace bearing a strange pattern that has been in her family for generations. The necklace has been examined by many scholars and none have been able to discern any meaning from the pattern. Her master, a crafter of wondrous items, has begun instructing at the University of Loftwick. As his apprentice, she has utilized the library doing research on the curious item. Through exhaustive research she has come into contact with a scholar with an old manuscript bearing some of the symbols on the necklace. They have determined that the manuscript is a form of a cipher and the necklace helps unlock some of the passages in the manuscript.

The translated portions speak of a center of arcane lore and learning in the far Crystalmist Mountains guarded by arcane forces. There are several geographical keys given for triangulation of the Academy, and through exhaustive research Halma Varnus and the Loremaster Strans Gilderthal have a possible location.

The regions of the Yeomanry explored in this scenario are the University of Loftwick (specifically the Academy of Lore) and the central reaches of the Crystalmist Mountains.

ADVENTURE SUMMARY

Introduction: The adventure begins with the PCs in Loftwick taking some well deserved rest. For those having played YEO 5-05 *Into the Scarlet Flames*, Halma Varnus will approach them and ask them for their help in a sensitive matter. If no PCs have encountered Varnus in the past, they will be approached by a beautiful red-haired Suel woman.

Encounter 1: At the Academy of Lore in Loftwick, the PCs meet with Halma Varnus and the Loremaster, Strans Gilderthal. They learn of the possible existence of an Academy of Arcane Learning in the central Crystalmist Mountains.

Encounter 2: The PCs have an encounter on the way to the suspected site of the Suel Arcane Academy. The combat is with the underlings of giants or with giants at higher APL.

Encounter 3: Two days after the encounter with the giants (or minions) the party arrives at the location on the map. The ground is perfectly flat. A search of the area yields a small amount of evidence that a structure existed. To one side is a section of eroded stone that looks as if it once was a stair.

Encounter 4: That night the party is met by a strange fellow. He appears to be a derro, but instead of combat, he offers a deal to the adventurers. There are men infiltrating the area that mean harm to the Yeomanry League and these same men are threatening his small village in the mountains.

Encounter 5: The derro guides the PCs to an ambush spot and tells them that a patrol of the evil men ought to be traveling through the area within the next day. He will meet them in a couple of days and show his gratitude.

Encounter 6: A group of obvious Suel humans move through the pass with a pair of dakon cohorts. The party may choose to negotiate with the Suel or attack. The party will have the advantage of surprise and terrain. The Suel would rather negotiate than enter into a disadvantaged combat. Negotiation will reveal that the derro is playing both sides against the other.

Encounter 7: If the PCs slaughter the Agents of the Scarlet Brotherhood, the derro come back and thank the PCs. They say that several other agents are back at their hold and if the PCs would help them they would be grateful.

Encounter 8: If the PCs ally with the Scarlet Brotherhood agents, the derro will return and initiate combat. The Brotherhood members will fight defensively and not contribute much to the fight. The brotherhood members will thank the PCs and ask them to accompany them to the derro's hold to rescue some of their members.

Encounter 9: The approach to the derro outpost is guarded by their enemies. The party must fight their way into the outpost, only to discover that their potential allies have been slaughtered.

Encounter 10: The PCs are asked by the group they aided to keep their presence secret. For their silence, they will be given favor. If the PCs express that they have no intention of remaining quiet, the group of former allies will attack the PCs.

Conclusion: The PCs return to the Academy of Lore in Loftwick. They may choose to tell Halma

Varnus and Loremaster Strans Gilderthal part or all of what occurred. Their disclosures may impact the final conclusion.

PREPARATION FOR PLAY

Before beginning play determine the following

- Determine if any PCs are members of the Scarlet Brotherhood from COR 4-04 *Redtide*
- Determine if any PCs bear a Mark of Justice of the Scarlet Brotherhood.
- Determine if any PCs participated in YEO 5-05 *Into the Scarlet Flames* and have **Branded** noted on their AR and have not had it removed on a subsequent AR.
- Determine if any of the PCs speak Dwarven or Undercommon.

Is This a Military Adventure?

As Yeoman officials do not consider the events of this adventure important to the defense of the Yeomanry, thus members of any branch of the Yeoman military may NOT 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 more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

INTRODUCTION

For those parties that have NOT played YEO 5-05

The chill of early spring is still in the air as you find yourself at the Drunken Scholar Inn in Loftwick. The food is good, the ale is strong, and the fire is keeping the chill at bay.

This is a good spot for in-character introductions if they are needed.

As you finish up the last of your meal, the barkeep approaches your table. "Yer tab's all

paid up. Some lady paid it in full a few minutes ago and asked me to give you this here note."

Give the players Player Handout #1.

For those parties that have played YEO 5-05 Into the Scarlet Flames

The chill of early spring is still in the air as you find yourself at the Drunken Scholar Inn in Loftwick. The food is good, the ale is strong, and the fire is keeping the chill at bay. Out of the corner of your eye you see a striking redheaded woman in blue robes making her way to your table. You recognize the woman as Halma Varnus, the apprentice of the Wizard Kevis.

"Greetings, my friends, I have a problem that could use your skills. It involves something that I am working on at the Academy of Lore. I can't really discuss it without one of the Masters present, as it is Academy business, but if you all could come to the Academy of Lore tomorrow, one of the Masters and I will go over the problem with you. Can I count on you to come by in the morning?"

The PC's can attempt to ask questions, but Halma will ask them to please understand that she can't speak of it now out of loyalty to the Masters of the Academy, but she knows that all will be revealed to them in the morning. Once the players agree to meet her in the morning, read the following.

"Thank you so much. When you get to the Academy, just have a page escort you to me. I'll see you in the morning." Halma turns, walks to the door and makes her way into the early spring night.

If the PCs wish to Gather Information they can find out the following:

DC = 5

- The young woman spends two evenings a week in the inn with some of her fellow students at the Academy of Lore.
- She is an apprentice to a newer member of the Academy that's rumored to be a wizard.

DC = 10

- The woman is a refugee from the Hold of the Sea Princes.

- Her master provides her with a small stipend for her expenses.

DC = 15

- The woman has been doing research with a scholar named Strans Gilderthal.

DC = 20

- The young woman has been working on some translations of an ancient text dating from the Suloise Migration.

ENCOUNTER 1: BACK TO SCHOOL

You get up the next morning well rested and after a breakfast of porridge, bacon, and honey-biscuits at the Drunken Scholar Inn, you make your way to the Academy of Lore. During your walk to the main building you notice the finely-cut, frost-covered grounds are spaced with grey, granite buildings with black slate roofs. Upon entering the main building of the Academy of Lore a young student in somber black robes sitting at a desk asks, "How may I help you?"

After hearing who the PCs are here to meet, continue.

The page rings a bell and another younger student comes out of a chamber to the right of the desk. The page says to the younger man, "These people have an appointment with Halma Varnus. I believe you will find her with Master Strans Gilderthal."

The young page bows to you and says, "If you would please follow me?" You are lead out of the main building and into a building to the right. As you enter you see a central hallway with four doors to either side. The last door on the left stands ajar. As the page knocks on it the door comes open to reveal an older man standing at a slate board sketching some runes. Halma Varnus is thumbing through a book giving a meaning to the runes being sketched. The young page clears his throat and says, "Master Gilderthal, these... adventurers have an appointment."

The older man looks up and says, "Very good. You may leave us." The page bows and leaves the room.

The older man bids you enter and sit down. He takes his chair beside the fireplace and says "My friend, Miss Varnus, and I have been working on a text dating from just before the Rain of Colorless Fire. It speaks of a school of magical learning. For years none of us at the Academy of Lore could decipher the exact meaning or location of the school, until Miss Varnus came to us. Her education in the East has proven very insightful and has enabled us to decipher some of the more cryptic tomes we have in regards to the ancient academy. What we would like for you to do is to go and see if our theory about the location is correct."

Halma rises and says, "I can't offer you payment for this, but if we are correct, there will be several useful items in the school that the Academy of Lore would be interested in. I have a map to the site we believe is the right location."

Information for the PCs:

- The PCs are provided with a crude map to the academy in Player Handout #2
- The only payment Halma can offer is the opportunity for the PCs to scribe spells from her spellbook immediately after the adventure. This is granted on the AR if the PC's ask her for compensation.
- If the PCs press for payment from Master Gilderthal he will offer to pay them 25 gp per APL (i.e. 50 gp at APL 2). They lose Influence with the Academy of Lore on the AR.
- PCs that volunteer for the survey mission without compensation will be awarded the Influence with the Academy of Lore favor on the AR.
- It should take them about 4 days to get to the site location.

ENCOUNTER 2: MISTY MOUNTAIN HOP

The journey to the Crystalmist Mountains is slow. The roads are wet and muddy. The

spring rains leave a chill to the air. The weather begins to clear as you get closer to the mountains, and on the morning you enter the mountains the rain clears as the west wind blows.

The first day into the mountains is arduous in places. Your second day in search of the site is more fruitful, and the path you make through the mountains is less difficult. Occasionally, you find yourselves on a path with paving stones. Grass and shrubs sprout from between some of the stones in the road bed.

See DM Aid: Map #1. Have the party make spot and listen checks. The DC for this is based upon opposed Hide and Move Silent checks for the hunters for each of the APLs.

APL 2 (EL 4)

Bugbears (2): hp 16; see *Monster Manual*, page 29.

APL 4 (EL 7)

Ogre Rgr2: hp 47; see *Appendix 2*.

Ogre War2: hp 47; see *Appendix 2*.

APL 6 (EL 9)

Ogre Rgr2: hp 47; see *Appendix 3*.

Ogre Ftr2: hp 50; see *Appendix 3*.

Ogre Mage: hp 37; see *Monster Manual*, page 200.

APL 8 (EL 11)

Ogre Rgr4: hp 68; see *Appendix 4*.

Ogre Ftr4: hp 65; see *Appendix 4*.

Ogre Barb4: hp 72; see *Appendix 4*.

Ogre Mage: hp 37; see *Monster Manual*, page 200.

Tactics: At APL 2 and 4, the Bugbears and Ogres are out hunting and this is a location frequented by game. They feel that they are lucky in stumbling across adventurers, because this will not only provide them with some income, but also provide them with an ample supply of food for the next few days.

At APL 6 and 8, the Ogre Mage divined that there would be possible profit in sitting at this location on this morning and are waiting for fortune to find them.

ENCOUNTER 3: ALL ALONG THE WATCHTOWER

Two days later near the end of the day, you follow the road bed and come to a ridge in the mountains.

See DM Aid: Map #2.

Ahead of you is a perfectly flat black stone area that shimmers like glass. As you approach the stone you see that to the right there is a 200 foot sheer drop to the valley below. To your left is a ramp that slopes down toward the opposite valley. Across the valley to the right, you see a large carving etched into the mountain. As the sun sets, it reveals the carving more clearly, causing the eyes to blaze brightly. You can see that it is a carving of a human female, with a staff in her right hand topped by a skull. She is clad in red with flowing hair.

A Knowledge (Religion) DC 10 reveals that the figure in the mountain is The Ruby Sorceress (Wee-Jas).

If the PC's use some means to get across the valley to the opposite mountainside (this would take flying or similar) and do anything other than look at the carving, please mark on their AR **Disrespected Wee Jas**.

A DC 20 Knowledge (architecture and engineering), DC 20 Craft (stoneworking), or DC 20 Search by a Dwarf PC will note that the stone had been worked sometime in the past.

A DC 25 Search check of the face of the cliff beside the gently sloped stone that leads to the valley below shows traces of worked stone with flecks of gold and silver.

A DC 20 Knowledge (arcana) will yield that these flecks of gold and silver are parts of a large series of runes that seem to be command words, but do not yield a full explanation of what they may trigger.

Knowledge (History) DC 36 or Bardic Knowledge DC 41 will determine that Suel structures of this era were safeguarded in several ways and some of them could only be entered through ritual and a great deal of arcane preparation.

Any PC casting Detect Magic will see traces of Enchantment magic about the area. Focusing on the flat area will detect moderate Transmutation magic.

Any PC casting Divination spells about the area will get vague responses implying that this was the site of a place of arcane study in the past but the method of entry is complex and requires knowledge that is obscured from the caster. Those PCs with *True Seeing* will see a large magical structure of indiscernible shape. *Legend Lore* type spells will yield a result pointing to the fact that the knowledge and key to enter the structure can be found in many locations and the closest is to the North and East.

As the PC's are looking around the area and making these checks, make it clear that it is growing darker by the minute. Hopefully they will get the hint and camp until morning.

ENCOUNTER 4: BLINDED BY THE LIGHT

In the middle of the night, you hear a voice in the distance. "Greetings, brave adventurers! Do you mind if I approach? I have something that you may find interesting."

Allow for the PCs to wake all the members of the party, make any preparations they feel necessary, etc.

A small humanoid in dark non-descript robes stands before you. He has a staff in his right hand. "Good people, I am Ferrater. Some time ago some men came into this area doing a survey looking for some lost treasure. They befriended us with promises of wealth and glory. They have given neither. I know they are not friendly to your government, and they have become a danger to me and those that I hold dear. If you all would help me remove their leader, I believe that my people could do the rest. I know where their leader is headed in two days; I can show you a place to ambush him, if you will help me."

Ferrater tells the PCs no lies and could not be subject to *detect thoughts*, *detect evil*, or *discern lies* as he is wearing a *ring of mind shielding* and his goal is getting rid of the humans in the area. Ferrater is a derro. While the PCs may be suspicious, he tells them nothing that is not 100% true. On a DC 25 Sense Motive check, the PCs can tell that he is not telling them everything. If pressed, he will tell them that he cannot be implicated in the elimination of this cruel man as it would be his downfall. He will answer the following questions.

Who is the man he needs eliminated?

The leader of the group is named Uncle Faoran. He claims to be a Wizard, but he doesn't seem that powerful.

Why is the group dangerous to the Yeoman government?

They claim some type of "brotherhood" and have odd looking henchmen. They can not be natural; the strange men wait on these golden haired devils as if they are slaves. They act as if they live only to serve.

Tactics: Under no circumstances does Ferrater wish to fight the PCs and will use any and all of his means to get away from the location if the PCs offer combat. He has a readied action to use his spell-like ability to cause *darkness* on a stone between himself and the PCs in the event of them moving to attack him. He will then cast *invisibility* upon himself to keep the PCs from attacking him as he tries to leave. He wishes to use the PCs to unknowingly do his bidding, not get himself killed. Ferrater is listed in Appendix 7 if his stats are needed. If the PCs kill him, all they have left is fruitless searching. Proceed to the conclusion.

ENCOUNTER 5: ANTICIPATION

The path your guide takes is rocky and harsh. You move along the edge of rocky crags. Eventually you come to a worn path in the mountains. At the top of a ridge the derro says, "They ought to be here some time tomorrow. They are maniacs and fanatics, them and their slave men. They will try to tempt you to their cause and fog your minds. Do not trust them. They are evil and bent on the conquest of your lands." He moves down the slope of the hill on the other side of the pass and disappears from your sight.

Allow the PCs to arrange themselves in the pass to support the best means of ambush (See **DM Aid: Map #3 - Ambush Site**). Allow them time to set their tactics then continue to Encounter 6. Have the PCs keep watch, making Spot and Listen checks during every watch.

ENCOUNTER 6: GOOD MORNING STARSHINE

The sun rises at your back as you stare west into the pass. Near midmorning, you see several humanoids headed up the path that leads to the pass. All have an arm raised, shielding their eyes from the morning sun. A pair of obviously Suel humans is climbing toward you with a pair of ape-like humanoids. All have packs with sturdy grey rope attached to the sides and top of the pack. They all have tight fitting clothes with climbing harnesses.

Prompt the PCs for what they intend to do. The Encounter Level is scaled lower than the Challenge Ratings of their opponents. The PCs have overwhelming advantages. They have surprise on the mountaineers (with a -5 on the mountaineer's spot checks due to the sun in the eyes of the mountaineers), they have the advantage of terrain, they can choose the time of attack, and the mountaineers are carrying tools for excavation and exploration not battle.

Tactics: The mountaineers would prefer any form of negotiation as opposed to a fight. They will try to flee (back to the Derro hold, possibly adding to the final encounter) if more than half of their party goes down. The dakons defend the Suel and will attempt to drag their masters to safety if they are injured or incapacitated.

If the PCs choose negotiations with Uncle Faoran, he will tell the PCs that he has been set up because the derro think that he is searching for untold wealth, when he is actually searching for an ancient Suel settlement. He is more concerned about the history of his people's past than finding riches. Go on to Encounter 8 if they do not fight.

APL 2 (EL 4)

Uncle Faoran, Male Human (Suel) Wiz6: hp 18; see *Appendix 1*.

Chem, Male Dakon War1: hp 5; see *Appendix 1*.

Sister Roan, female Human (Suel) Rog1: hp 7; see *Appendix 1*.

Jem, Male Dakon War1: hp 5; see *Appendix 1*.

APL 4 (EL 6)

Uncle Faoran, Male Human (Suel) Wiz6: hp 18; see *Appendix 2*.

Chem, Male Dakon Clr1: hp 9; see *Appendix 2*.

Sister Roan, female Human (Suel) Rog2: hp 11; see *Appendix 2*.

Jem, Male Dakon Ftr1: hp 11; see *Appendix 2*.

APL 6 (EL 8)

Uncle Faoran, Male Human (Suel) Wiz6: hp 18; see *Appendix 3*.

Chem, Male Dakon Clr3: hp 20; see *Appendix 3*.

Sister Roan, female Human (Suel) Rog3: hp 16; see *Appendix 3*.

Jem, Male Dakon Ftr3: hp 25; see *Appendix 3*.

APL 8 (EL 10)

Uncle Faoran, Male Human (Suel) Wiz6: hp 18; see *Appendix 4*.

Chem, Male Dakon Clr6: hp 41; see *Appendix 4*.

Sister Roan, female Human (Suel) Rog6: hp 32; see *Appendix 4*.

Jem, Male Dakon Ftr6: hp 50; see *Appendix 4*.

Note: If the PCs kill the Agents of the Scarlet Brotherhood and anyone bearing the *Shar* tattoo from COR 4-04 actively participates in the fight, the Mark of Justice will take effect. Active participation would be offensive participation (attacking, aiding in the attack, casting of spells to help the party in their attack, i.e. *enlarge person*, *bull's strength*, *haste*, etc). The casting of healing spells to stabilize party members, performing heal checks to stabilize party members, and casting defensive spells on themselves is **not** active participation in the fight and does **not** activate the *mark of justice*.

If they fight and kill the SB, go on to Encounter 7.

ENCOUNTER 7: WAR PIGS

The aftermath of the battle is calm and quiet. You wait through the rest of the day for Ferrater to return. At twilight, you are greeted by a different derro than the one you spoke with two nights ago. He walks into the light holding a torch and says, "My master will not

be able to come to retrieve you as the white devils have attacked those inside the hold. Please come with me and help save my people. The travel will be tough but there is a place to rest a few hours away. e can attack at dawn."

If the party assents to go with the derro proceed to Encounter 10.

If the party does not go with the derro, they leave after a few minutes and the adventure is over. Proceed to the conclusion.

If the party attacks the derro go to Encounter 8, reading the following text (ignoring the box text in Encounter 8).

As you draw you weapons to attack the derro, several others step out of the shadows. Roll initiative...

Following the combat, a PC with the Track feat may not make a survival check to determine where the derro came from as they were under the influence of a *pass without trace* spell. They have fought both groups and have no way to find the camp or reason to look for it. The module is over. Proceed to the conclusion.

ENCOUNTER 8: TAKING CARE OF BUSINESS

The Suel man in robes swears when you tell him of the deal offered by the derro, Ferrater. "Thank you, for not following the advice of a traitorous derro. We have companions at their hold that are in danger. Would you be willing to free our companions? We are ill-equipped to assault their keep."

As twilight falls, a derro walks from a rock outcropping flanked by companions. He shouts, "BETRAYERS!" Roll initiative...

Tactics: The members of the Scarlet Brotherhood are not prepared for combat. They go full defense immediately and their dakon companions ready actions versus approach should any derro or their allies attempt to attack their masters.

APL 2 (EL 4)

Derro: hp 16; see *Monster Manual*, page 49.

Goblin (2): hp 5; see *Monster Manual*, page 133.

APL 4 (EL 6)

Derro (3): hp 16; see *Monster Manual*, page 49.

APL 6 (EL 8)

Derro Sor4: hp 41; see *Appendix 3*.

Derro (2): hp 16; see *Monster Manual*, page 49.

APL 8 (EL 10)

Derro Rog3 (3): hp 36; see *Appendix 4*.

Derro Sor4: hp 40; see *Appendix 4*.

Note: If the PCs fought both the Agents of the Scarlet Brotherhood and the derro, the adventure ends here. They have no means of locating the path to the Derro Hold. Go on to the Conclusion.

After the battle Uncle Faoran is most insistent that the PCs proceed with haste to the Derro Hold to rescue his people. If the PCs choose to rest a day before the assault on the hold increase the amount of derro and allies by 3 times their number for each day of rest. At APL 4, 6 and 8, the increase is just for non-casting derro. Examples: At APL 2 after 1 day of rest between Encounter 8 and Encounter 9, there would be 3 derro and 6 Goblins. At APL 6 after 1 day of rest between Encounter 8 and Encounter 9, there would be 1 derro Sor3 and 8 derro. At APL 8, the number of derro increased is only derro from the *Monster Manual*. There are no derro with class levels added to the encounter.

ENCOUNTER 9: BALLROOM BLITZ

As the PCs approach the derro's hold, Uncle Faoran will cast any of his available spells on any of the PCs that they wish.

The possible spells available (remove any that he was forced to cast for his own defense earlier in the module) to the PCs are:

1st— *detect secret doors* (2), *mage armor*, *expeditious retreat*;

2nd—*knock* (2), *resist energy*, *invisibility*;

At APL 4-8:

3rd—*dispel magic* (2), *fly*.

The path to the derro's hold is long and treacherous. Boulders and loose stones litter the path indicating unstable cliffs and rock

formations. As you get closer you see a cave with several small humanoids at the mouth.

If any of the party is wearing some disguise to resemble a derro, allow them to approach.

A derro rises and calls out to you in Dwarven.

For those PCs that speak Dwarven, the derro said:

"Greetings! What news of your effort?"

If the PC disguised as the derro answers in Dwarven that the Scarlet Brotherhood party has been destroyed, the derro will allow the party to approach within 30 feet of the cave mouth. If there is no derro with the party, the response is incorrect or the party gets within 30 feet of the cave mouth without displaying their spoils say:

The humanoids eye you with weapons drawn before shouting a battle cry. Roll Initiative...

APL 2 (EL 4)

Derro: hp 16; see *Monster Manual*, page 49.

Goblin (2): hp 5; see *Monster Manual*, page 133.

APL 4 (EL 5)

Derro (2): hp 16; see *Monster Manual*, page 49.

APL 6 (EL 7)

Derro Sor3: hp 32; see *Appendix 3*.

Derro (2): hp 16; see *Monster Manual*, page 49.

APL 8 (EL 9)

Derro Rog3 (2): hp 36; see *Appendix 4*.

Derro Sor4: hp 41; see *Appendix 4*.

As the last sounds of battle fade and you tend to your wounded, you see that the battle you just fought was just one event on top of more bloodshed. The floor is littered with the blood of those that would have been allies. Against the wall you see the bodies of those you came to help free, apparently murdered while asleep.

The PCs may search the bodies of all of their derro adversaries; during the search, they will find the **Map of the Derro**. If they show the map to Uncle Faoran, he looks glassy-eyed at it and shrugs unknowingly.

Uncle Faoran gazes at the floor in disbelief over his loss. He then brings his head up and looks you in the eye. "You have shown that you can be useful to me and my brothers. You may take one of the badges you see on my kinsmen there. It will indicate to other members that you are a friend to us. May you have more luck than those that owned them before you."

The PC's are granted the Badge of the Scarlet Brotherhood on the AR.

Note: Any PCs bearing the **Branded** mark from YEO 5-05 *Into the Scarlet Flames* or the mark of justice for slaying members of the Scarlet Brotherhood are not offered the **Badge of the Scarlet Brotherhood** on the AR.

ENCOUNTER 10: THE BOYS ARE BACK IN TOWN

The derro quickly leads you to the hold of his kin. You hear shouts and laughter in Ancient Suloise from within the hold. The derro at your side pulls his beard in frustration. The glint of rage fills his eyes and colors his face with a deep red. The derro howls in anger and you hear the stirring of soldiers drawing weapons. Roll Initiative!

APL 2 (EL 4)

Male Human (Suel) War1 (4): hp 9; see Appendix 1.

Female Human (Suel) Ade2: hp 9; see Appendix 1.

APL 4 (EL 5)

Male Human (Suel) Ftr2 (2): hp 18; see Appendix 2.

Female Human (Suel) Clr2: hp 12; see Appendix 2.

APL 6 (EL 7)

Male Human (Suel) Ftr4 (2): hp 36; see Appendix 3.

Female Human (Suel) Clr4: hp 24; see Appendix 3.

APL 8 (EL 9)

Male Human (Suel) Mnk6: hp 36; see Appendix 4.

Male Human (Suel) Ftr6: hp 54; see Appendix 4.

Female Human (Suel) Clr6: hp 36; see Appendix 4.

Also present will be any Suel who fled from Encounter 6. They will have had a day to rest, heal, and refresh spells.

Tactics: At all APLs the Divine Spellcaster will cast to aid their companions in the fight and will only enter combat when their spells are exhausted or they are forced into combat because they are threatened.

At APL 8, the fighter will first attack the armor of his opponent to sunder it. After sundering, he will power attack for full in an attempt to kill the opponent as quickly as possible. The monk will flank with the fighter if possible. If not, the monk will target arcane spell casters first then move to anyone with a bow.

As the last sounds of battle fade and you tend to your wounded, you see that the battle you just fought was just one event on top of more bloodshed. The floor is littered with the blood of those that would have been allies. Against the wall you see the bodies of those you came to help free.

The PCs may search the bodies of all of the Brotherhood adversaries; during the search, they will find the **Map of the Derro**. If they show the map to their derro companion he looks glassy-eyed at it and shrugs unknowingly.

Your derro companion looks at the ground in silence, a cold glint in his eye. Then he speaks, "Thanks be given to you. Our enemies you have punished and my kin you have avenged. You have shown your usefulness to us. My master Ferrater the Trader will grant you one boon. And take any gear from the dead you need, they aren't using it anymore."

The PC's have earned the Trade with the Derro on their AR.

CONCLUSION

The unusual rivalry dealt with, you search the area where the Academy should be for several fruitless days. You find nothing more interesting than the piece of cleared land with the odd magical auras. Finally, you give up and decide to report your meager findings.

The journey back to Loftwick through the Crystalmist Mountains is uneventful. As you make your way onto the plains, you see farmers beginning to plant their crops.

Travel-worn, you make your way to the halls of the University of Loftwick, where Halma and Master Gilderthal wait anxiously for your findings. After you are seated, Halma asks, "What did you discover?"

Allow the PCs to detail their story. If they mention anything regarding the group they aided in the mountains, mark off the favor of the organization and if appropriate grant them enmity of the organization. The PCs gain the Enmity of the Scarlet Brotherhood if they tell of encountering and defeating them.

If the PCs took either side of the conflict.

Your mission into the Crystalmists has won you a powerful ally, but you cannot help but think that with that ally comes an enemy lurking in the shadows to seek payment for your deeds.

If the PCs decided to kill everyone or no one

Your mission into the Crystalmists has left you more questions than answers. What once existed on the strange plateau in the mountains? Why were there agents of the Scarlet Brotherhood in the mountains? What is their alliance with the derro? Time will tell ...but you know that dark deeds are afoot in the southern Sheldomar Valley.

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.

Note: It is intended that PC's will not face all of the combats. Be sure to add only those they do fight to get their experience total.

Encounter 2

Defeat the giant-kin in the Crystalmist Mountains.

APL 2: 120 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.

Encounter 6

Eliminate the Members of the Scarlet Brotherhood

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.

Encounter 8

Eliminate the derro.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.

Encounter 9 or 10

Defeat the Enemy in the Derro Hold.

APL 2: 120 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.

Story Award

Return to the University of Loftwick and report the conditions of the Academy site.

APL 2: 45 xp.
APL 4: 70 xp.
APL 6: 90 xp.
APL 8: 125 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.
APL 4: 60 xp.

APL 6: 90 xp.
APL 8: 100 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 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.

Note: It is intended that PC's will not face all of the enemies. Be sure to add only those they do defeat to get their gold total.

Encounter 1:

APL 2: L: 0 gp, C: 50 gp, M: (0 gp).
APL 4: L: 0 gp, C: 100 gp, M: (0 gp).
APL 6: L: 0 gp, C: 150 gp, M: (0 gp).
APL 8: L: 0 gp, C: 200 gp, M: (0 gp).

Encounter 2:

APL 2: L: 4 gp, C: 10 gp, M: (0 gp).
APL 4: L: 108 gp, C: 51 gp, M: (0 gp).
APL 6: L: 113 gp, C: 80 gp, M: *large hide armor* +1 (98 gp).
APL 8: L: 99 gp, C: 26 gp, M: *large hide armor* +1 x2 (196 gp), *Large Greatclub* +1 x3 (578 gp).

Encounter 6:

APL 2: L: 87 gp, C: 44 gp, M: *ring of protection* +1 (166 gp), *everburning torch* (8 gp), *badge of resistance* +1 (83 gp), *wand of magic missiles* (62 gp).
APL 4: L: 134 gp, C: 39 gp, M: *ring of protection* +1 (166 gp), *ring of feather fall* (183 gp), *badge of resistance* +1 (83 gp), *wand of magic missiles* (62 gp).
APL 6: L: 99 gp, C: 35 gp, M: *ring of protection* +1 (166 gp), *everburning torch* x3 (24 gp), *badge of resistance* +1 (83 gp), *wand of magic missiles* (62 gp), *chain shirt* +1 (104 gp), *studded leather* +1 (98 gp), *breastplate* +1 (113 gp).
APL 8: L: 64 gp, C: 20 gp, M: *ring of protection* +1 (166 gp), *everburning torch* x3 (24 gp), *badge of resistance* +1 (83 gp), *wand of magic missiles* (62 gp), *chain shirt* +1 (104 gp), *ring of climbing* (208 gp), *studded leather* +1 (98 gp), *darkwood shield* +1 x2 (234 gp), *scroll of make whole (div)* (13 gp), *scroll of detect good (div)* (2 gp), *breastplate* +1 (113 gp), *greataxe* +1 (193 gp), *gloves of dexterity* +2 (333 gp).

Encounter 8:

APL 2: L: 29 gp, C: 20 gp, M: (0 gp).

APL 4: L: 75 gp, C: 30 gp, M: (0 gp).

APL 6: L: 189 gp, C: 58 gp, M: *wand of magic missiles* (62 gp), *scroll of true strike* (2 gp), *scroll of protection from arrows* (13 gp).

APL 8: L: 227 gp, C: 61 gp, M: *wand of magic missiles* (62 gp), *scroll of true strike* (2 gp), *scroll of protection from arrows* (13 gp), *studded leather +1 x3* (294 gp).

Encounter 9:

APL 2: L: 29 gp, C: 20 gp, M: (0 gp).

APL 4: L: 50 gp, C: 20 gp, M: (0 gp).

APL 6: L: 189 gp, C: 53 gp, M: *wand of magic missiles* (62 gp).

APL 8: L: 316 gp, C: 58 gp, M: *wand of magic missiles* (62 gp), *bracers of armor +1* (83 gp), *studded leather +1 x2* (196 gp).

Encounter 10:

APL 2: L: 185 gp, C: 28 gp, M: *Badge of Resistance +1* (83 gp).

APL 4: L: 311 gp, C: 52 gp, M: (0 gp).

APL 6: L: 210 gp, C: 52 gp, M: *heavy steel shield +1* (98 gp), *breastplate +1* (113 gp), *full plate +1 x2* (358 gp).

APL 8: L: 104 gp, C: 79 gp, M: *heavy steel shield +1* (98 gp), *breastplate +1* (113 gp), *full plate +1* (179 gp), *ring of protection +1* (166 gp), *scroll of dispel magic* (31 gp), *dwarven waraxe +1* (194 gp), *necklace of fireballs 2* (225 gp), *light crossbow +1* (195 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 334 gp, C: 172 gp, M: 402 gp – Total: 908 gp (450 gp).

APL 4: L: 640 gp, C: 292 gp, M: 494 gp – Total: 1426 gp (650 gp).

APL 6: L: 800 gp, C: 428 gp, M: 1456 gp – Total: 2684 gp (900 gp).

APL 8: L: 810 gp, C: 444 gp, M: 4320 gp – Total: 5574 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Influence with the Academy of Lore: For undertaking a survey mission without any promise of monetary compensation, you have gained influence with the Academy of Lore.

Spells of Halma: This PC gains access (after this adventure ONLY) to copy any of the following spells from Halma's spellbook, at normal costs for scribing them: 1st – *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *shield*, *Tensor's floating disk*, *unseen servant*; 2nd – *blur*, *cat's grace*, *invisibility*, *scorching ray*, *spider climb*, *web*; 3rd – *gaseous form*, *nondetection*.

Badge of the Scarlet Brotherhood: For your service to the Scarlet Brotherhood you have been offered a *badge of resistance +1* (Freq: Adv).

Badge of Resistance +1: This ivory badge (fist sized) confers a resistance bonus to all saves for the wearer. Additionally, it identifies the wearer as sympathetic to the goals of the Scarlet Brotherhood to other members of the order, who recognize its significance on sight.

Faint abjuration; CL: 5; *Prerequisites:* Craft Wondrous Item, *resistance*, item must be created in the secret city of Hesuel Ilshar, located somewhere on the Tilvanot Peninsula; *Market Price:* 1000gp; Weight: ½ lb.

Enmity of the Scarlet Brotherhood: The PCs accepted the gifts of the Scarlet Brotherhood and then reported their activities. For doing this the PC is no longer eligible to play missions sponsored by the Scarlet Brotherhood.

Betrayer of the Scarlet Brotherhood: This PC has slain members of the Scarlet Brotherhood after becoming a member of the organization in COR4-04 *Redtide*. For doing this the PC is no longer eligible to play missions sponsored by the Scarlet Brotherhood. The Mark of the Scarlet Brotherhood now acts as a *mark of justice*.

Trade with the Derro: For helping the derro, the PCs can choose one item of Ferrater's to get access Freq: Regional (must circle one immediately). The items to choose from are: *ring of feather fall*, *ring of mind shielding*, or *wand of magic missiles* (1st level). If the derro are revealed to anyone at a later date by this PC, cross out this favor.

Map of the Derro: You have found a map of cavern complexes. You are unsure where it leads; only time will tell.

Disrespected Wee Jas: Oops?

Item Access

APL 2:

- *Wand of Magic Missiles – 1st level caster* (Adventure; *Dungeon Master's Guide*)
- *Everburning Torch* (Adventure; *Dungeon Master's Guide*)
- *Ring of Feather Falling* (Adventure; *Dungeon Master's Guide*)
- *Ring of Mind Shielding* (Adventure; *Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):

- *Large Javelin* (Adventure; *Player's Handbook*)
- *Large Masterwork composite longbow (+4 Str bonus)* (Adventure; *Player's Handbook*)
- *Darkwood Heavy Shield* (Adventure; *Dungeon Master's Guide*)
- *Large Masterwork Hide Armor* (Adventure; *Player's Handbook*)
- *Large Masterwork Leather Armor* (Adventure; *Player's Handbook*)
- *Large Masterwork Greatclub* (Adventure; *Player's Handbook*)

APL 6 (all of APLs 2, 4 plus the following):

- *Large Long Bow* (Adventure; *Player's Handbook*)
- *Large Greatsword* (Adventure; *Player's Handbook*)
- *Large Hide Armor +1* (Adventure; *Player's Handbook*)
- *Large Chain Shirt* (Adventure; *Player's Handbook*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Large Greatclub +1* (Adventure; *Player's Handbook*)

- *Ring of Climbing* (Adventure; *Dungeon Master's Guide*)
- *Darkwood Heavy Shield +1* (Adventure; *Dungeon Master's Guide*)
- *Necklace of Fireballs 2* (Adventure; *Dungeon Master's Guide*)

APPENDIX 1 – APL 2

ENCOUNTER 6

Uncle Faoran, Male Human (Suel) Wiz6: Medium Humanoid; CR 6; HD 6d4; hp 18; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+2 dex, +1 deflection); Base Atk/Grp: +3/+3; Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); Full Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); SA --; SQ --; AL LE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 10.

Skills & Feats: Concentration +9, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Planes) +12, Spellcraft +14; Alertness, Eschew Materials, Extend Spell, Great Fortitude, Pure-Blooded Suel^{D319}, Scribe Scroll.

^{D319}*Dragon #319.*

Languages: Common, Ancient Suel.

Wiz Spells Prepared (4/4/4/3, save DC = 13 + spell level): 0 – *Detect Magic* (2), *Prestidigitation*, *Read Magic*; 1st – *Detect Secret Doors* (2), *Expeditious Retreat*, *Mage Armor*; 2nd – *Invisibility*, *Knock* (2), *Resist Energy*; 3rd – *Dispel Magic* (2), *Fly*.

Spellbook: 0 – *Acid Splash*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Open/Close*, *Prestidigitation*, *Ray of Frost*, *Read Magic*, *Resistance*, *Touch of Fatigue*; 1st – *Comprehend Languages*, *Detect Secret Doors*, *Detect Undead*, *Expeditious Retreat*, *Mage Armor*, *Magic Missile*, *Shield*, *Unseen Servant*; 2nd – *Invisibility*, *Knock*, *Resist Energy*, *Web*; 3rd – *Dispel Magic*, *Fly*, *Haste*, *Slow*.

Possessions: Ring of Protection +1, Badge of Resistance +1, Everburning Torch, Spellbook, Wand of Magic Missile (1st), Dagger x2.

Description: Standing just less than six feet, Faoran has blond hair and blue eyes. His skin is taut from years of adventuring and bronze from the sun. He wears shiny black boots, brown trousers, a white shirt with a red vest and a grey cape.

Sister Roan, Female Human (Suel) Rog1: Medium Humanoid; CR 1; HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 dex, +4 armor); Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2, Short Sword) or +4 ranged (1d6+2, MW Composite Shortbow +2 Str); Full Atk +2 melee (1d6+2, Short Sword) or +4 ranged (1d6+2, MW Composite Shortbow +2 Str); SA Sneak

Attack +1d6; SQ Trapfinding; AL LE; SV Fort +1, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills & Feats: Balance +6, Climb +5, Disable Device +6, Listen +5, Open Lock +9, Search +4, Spot +5, Tumble +6, Use Rope +7; Improved Initiative, Nimble Fingers.

Languages: Common.

Possessions: MW Chain Shirt, Backpack, Bedroll, Arrows (20), Silk Rope (100 ft.), Waterskin, Short Sword, MW Composite Shortbow (+2 Str Bonus).

Description: Sister Roan is a thin woman with bright, close-cropped red hair and blue-gray eyes. She wears a chain shirt and brown leather pants with reinforced knees. She has a bow and quiver over her right shoulder and a short sword in a scabbard over her left shoulder.

Chem, Male Dakon War1: Medium Humanoid; CR ½; HD 1d8+1; hp 5; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 dex, +2 natural); Base Atk/Grp: +1/+5; Atk +5 melee (1d3+4, slam) or +3 ranged (1d4, sling); Full Atk +5/+5 melee (1d3+4, slams) or +3 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +3, Ref +2, Will +3; Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal #5.*

Skills & Feats: Balance +6, Climb +14, Hide +4, Listen +3, Sense Motive +5; Iron Will.

Languages: Common.

Possessions: Backpack, Climbing Kit, Silk Rope (100 ft.), Sling, Sling Bullets (20), Everburning Torch.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

Jem, Female Dakon War1: Medium Humanoid; CR ½; HD 1d8+1; hp 5; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 dex, +2 natural); Base Atk/Grp: +1/+5; Atk +5 melee (1d3+4, slam) or +3 ranged (1d4, sling); Full Atk +5/+5 melee (1d3+4, slams) or +3 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +3, Ref +2, Will +3; Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal #5.*

Skills & Feats: Balance +6, Climb +14, Hide +4, Listen +3, Sense Motive +5; Iron Will.

Languages: Common.

Possessions: Backpack, Climbing Kit, Silk Rope (100 ft.), Sling, Sling Bullets (20), Everburning Torch.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

ENCOUNTER 8

Suel Adept, Female Human (Suel) Ade2: Medium Humanoid; CR 1; HD 2d6; hp 9; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 dex); Base Atk/Grp: +1/+0; Atk +0 melee (1d6-1, Club) or +2 ranged (1d8, Light Crossbow); Full Atk +0 melee (1d6-1, Club) or +2 ranged (1d8, Light Crossbow); SA --; SQ --; AL LN; SV Fort +1, Ref +2, Will +5; Str 8, Dex 12, Con 11, Int 10, Wis 13, Cha 9.

Skills & Feats: Concentration +5, Survival +6, Knowledge (Nature) +7; Combat Casting, Improved Initiative.

Languages: Common.

Ade Spells Known/Prepared (3/2, save DC = 11 + spell level): 0 – *Cure Minor Wounds, Light*; 1st – *Burning Hands, Command, Cure Light Wounds*.

Possessions: Backpack, Club, Light Crossbow, Bolts (20), Holy Symbol of Norebo, Silk Rope (50 ft.), Cloak of Resistance +1.

Description: This obvious Suel human is clad in simple robes wearing the Holy Symbol of Norebo about her neck. She has a club attached to her wrist a quiver of bolts at her side and a crossbow slung across her back.

Suel Warrior, Male Human (Suel) War1: Medium Humanoid; CR 1; HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield); Base Atk/Grp: +1/+2; Atk +4 melee (1d8+1, MW heavy mace) or +1 ranged (1d8, Light Crossbow); Full Atk +4 melee (1d8+1, MW heavy mace) or +1 ranged (1d8, Light Crossbow); SA --; SQ --; AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills & Feats: Climb +3, Jump +3; Power Attack, Weapon Focus.

Languages: Common.

Possessions: Backpack, Bolts (20), MW Heavy Mace, Light Crossbow, Heavy Wooden Shield, Silk Rope (50 ft.), MW Studded Leather.

Description: These obvious Suel men are wearing studded leather armor with heavy maces tucked into their belts. Each has a quiver of bolts on his right, a shield slung on his back and a crossbow in his hands.

APPENDIX 2 – APL 4

ENCOUNTER 2

Ogre Warrior, Male Ogre War2: Large Giant; CR 4; HD 6d8+12; hp 47; Init -1; Spd 20 ft.; AC 16, touch 8, flat-footed 16 (+3 armor, +5 natural); Base Atk/Grp: +5/+14; Atk +10 melee (2d8+7, MW Greatclub) or +3 ranged (1d8+10, Javelin); Full Atk +10 melee (2d8+7, MW Greatclub) or +3 ranged (1d8+10, Javelin); SA --; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +5, Listen +2, Spot +2; Endurance, Toughness, Weapon Focus (Greatclub).

Languages: Giant.

Possessions: MW Hide Armor, Javelins (4), MW Greatclub.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogre Ranger, Male Ogre Rgr2: Large Giant; CR 5; HD 6d8+12; hp 47; Init -1; Spd 30 ft.; AC 15, touch 8, flat-footed 15 (+2 armor, +5 natural); Base Atk/Grp: +5/+14; Atk +10 melee (2d8+7, MW Greatclub) or +5 ranged (1d8+5, MW Composite Longbow +4 Str); Full Atk +10 melee (2d8+7, MW Greatclub) or +5 ranged (1d8+5, MW Composite Longbow +4 Str); SA --; SQ Darkvision 60 ft., low-light vision, Wild Empathy, Favored Enemy (Dwarf); AL CE; SV Fort +9, Ref +3, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +8, Listen +3, Spot +4, Survival +3; Point Blank Shot, Rapid Shot, Toughness, Track, Weapon Focus (Greatclub).

Languages: Giant.

Possessions: MW Leather Armor, MW Composite Longbow (+4 Str Bonus), MW Greatclub.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

ENCOUNTER 6

Uncle Faoran, Male Human (Suel) Wiz6: Medium Humanoid; CR 6; HD 6d4; hp 18; Init +2;

Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+2 dex, +1 deflection); Base Atk/Grp: +3/+3; Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); Full Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); SA --; SQ --; AL LE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 10.

Skills & Feats: Concentration +9, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Planes) +12, Spellcraft +14; Alertness, Eschew Materials, Extend Spell, Great Fortitude, Pure-Blooded Suel^{D319}, Scribe Scroll.

^{D319}Dragon #319.

Languages: Common, Ancient Suel.

Wiz Spells Prepared (4/4/4/3, save DC = 13 + spell level): 0 – Detect Magic (2), Prestidigitation, Read Magic; 1st – Detect Secret Doors (2), Expeditious Retreat, Mage Armor; 2nd – Invisibility, Knock (2), Resist Energy; 3rd – Dispel Magic (2), Fly.

Spellbook: 0 – Acid Splash, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1st – Comprehend Languages, Detect Secret Doors, Detect Undead, Expeditious Retreat, Mage Armor, Magic Missile, Shield, Unseen Servant; 2nd – Invisibility, Knock, Resist Energy, Web; 3rd – Dispel Magic, Fly, Haste, Slow.

Possessions: Ring of Protection +1, Badge of Resistance +1, Everburning Torch, Spellbook, Wand of Magic Missile (1st), Dagger x2.

Description: Standing just less than six feet, Faoran has blond hair and blue eyes. His skin is taut from years of adventuring and bronze from the sun. He wears shiny black boots, brown trousers, a white shirt with a red vest and a grey cape.

Sister Roan, Female Human (Suel) Rog2: Medium Humanoid; CR 2; HD 2d6+2; hp 11; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 dex, +5 armor); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2, Short Sword) or +5 ranged (1d6+2, MW Composite Shortbow +2 Str); Full Atk +3 melee (1d6+2, Short Sword) or +5 ranged (1d6+2, MW Composite Shortbow +2 Str); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL LE; SV Fort +1, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills & Feats: Balance +7, Climb +6, Disable Device +7, Listen +5, Open Lock +10, Search +5, Spot +6, Tumble +6, Use Rope +8; Improved Initiative, Nimble Fingers.

Languages: Common.

Possessions: Chain Shirt +1, Backpack, Bedroll, Arrows (20), Silk Rope (100 ft.), Waterskin, Short Sword, MW Composite Shortbow (+2 Str Bonus).

Description: Sister Roan is a thin woman with bright, close-cropped red hair and blue-gray eyes. She wears a chain shirt and brown leather pants with reinforced knees. She has a bow and quiver over her right shoulder and a short sword in a scabbard over her left shoulder.

Chem, Male Dakon Clr1: Medium Humanoid; CR 1; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 dex, +2 natural, +3 armor); Base Atk/Grp: +1/+5; Atk +5 melee (1d3+4, slam) or +3 ranged (1d4, sling); Full Atk +5/+5 melee (1d3+4, slams) or +3 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +5, Ref +2, Will +5; Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal #5.*

Skills & Feats: Balance +6, Climb +14, Concentration +8, Heal +5, Hide +4, Listen +3, Sense Motive +5; Iron Will, Skill Focus (Concentration).

Languages: Common.

Clr Spells Prepared (3/3, save DC = 11 + spell level): 0 – *Detect Magic, Light, Read Magic*; 1st – *Bless, Comprehend Languages, Entropic Shield**.

*Domain spell. *Domains:* Luck (You may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Possessions: Backpack, Bedroll, Climbing Kit, Everburning Torch, Silk Rope (100 ft.), Sling, Sling Bullets (20), MW Studded Leather.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

Jem, Female Dakon Ftr1: Medium Humanoid; CR 1; HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+2 dex, +2 natural, +5 armor); Base Atk/Grp: +2/+6; Atk +7 melee (1d12+4, MW Greataxe) or +6 melee (1d3+4, slam) or +4 ranged (1d4, sling); Full Atk +7 melee (1d12+4, MW Greataxe) or +6/+6 melee (1d3+4, slams) or +4 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +5, Ref +2, Will +3; Str 18, Dex

15, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal #5.*

Skills & Feats: Balance +3, Climb +11, Hide +1, Jump +5, Listen +3, Sense Motive +5, Swim +5; Dodge, Iron Will, Mobility.

Languages: Common.

Possessions: Backpack, Bedroll, Climbing Kit, Everburning Torch, Silk Rope (100 ft.), Sling, Sling Bullets (20), MW Breastplate, MW Greataxe.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

ENCOUNTER 10

Suel Cleric, Female Human (Suel) Clr2: Medium Humanoid; CR 2; HD 2d8; hp 12; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 dex, +5 armor, +2 shield); Base Atk/Grp: +1/+1; Atk +2 melee (1d4, MW Dagger) or +3 ranged (1d8, MW Light Crossbow); Full Atk +2 melee (1d4, MW Dagger) or +3 ranged (1d8, MW Light Crossbow); SA --; SQ --; AL LN; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 10, Int 10, Wis 15, Cha 12.

Skills & Feats: Concentration +5, Knowledge (Religion) +5, Spellcraft +5; Combat Casting, Improved Initiative.

Languages: Common.

Clr Spells Prepared (4/4, save DC = 12 + spell level): 0 – *Create Water, Detect Magic, Light, Read Magic*; 1st – *Bless, Entropic Shield*, Obscuring Mist, Shield of Faith*.

*Domain spell. *Domains:* Luck (You may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Possessions: Backpack, MW Light Crossbow, Bolts (20), Holy Symbol of Norebo, MW Breastplate, MW Heavy Steel Shield, MW Dagger.

Description: Standing only 5'5" this small woman is of obvious Suel descent. She has long blond hair held out of her eyes by a thin silver circlet. Her green eyes are like two emeralds against her white skin. She wears her holy symbol around her neck. Her armor and shield show the signs of use but are in good repair.

Suel Fighter, Male Human (Suel) Ftr1: Medium Humanoid; CR 2; HD 2d10+4; hp 18; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 armor, +2 shield, +1 dex); Base Atk/Grp: +2/+4; Atk +6 melee (1d10+2, MW Dwarven Waraxe) or +4

ranged (1d8, MW Light Crossbow); Full Atk +6
melee (1d10+2, MW Dwarven Waraxe) or +4
ranged (1d8, MW Light Crossbow); SA --; SQ --;
AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex
12, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Craft (Weaponsmith) +5,
Intimidate +4, Jump +4; Exotic Weapon
Proficiency (Dwarven Waraxe), Improved
Initiative, Power Attack, Weapon Focus (Dwarven
Waraxe).

Languages: Common.

Possessions: Backpack, Bolts (20), MW
Breastplate, MW Light Crossbow, Darkwood
Shield, Silk Rope (50 ft.), MW Dwarven Waraxe.

Description: This Suel man is tall with bright
grey eyes and close cropped light blond hair. His
breastplate is polished to a dull sheen and
unadorned shield shows signs of great care. The
dwarven war axe he bears is dark steel with the
cutting edge glowing bright silver.

APPENDIX 3 – APL 6

ENCOUNTER 2

Ogre Fighter, Male Ogre Ftr2: Large Giant; CR 5; HD 4d8+2d10+12; hp 50; Init -1; Spd 20 ft.; AC 17, touch 8, flat-footed 17 (+4 armor, +5 natural); Base Atk/Grp: +5/+14; Atk +10 melee (2d8+7, MW Greatclub) or +3 ranged (1d8+10, Javelin); Full Atk +10 melee (2d8+7, MW Greatclub) or +3 ranged (1d8+10, Javelin); SA --; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +5, Listen +2, Spot +2; Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (Greatclub).

Languages: Giant.

Possessions: Hide Armor +1, Javelins (4), MW Greatclub.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogre Ranger, Male Ogre Rgr2: Large Giant; CR 5; HD 6d8+12; hp 47; Init -1; Spd 30 ft.; AC 15, touch 8, flat-footed 15 (+2 armor, +5 natural); Base Atk/Grp: +5/+14; Atk +10 melee (2d8+9, Greatclub) or +5 ranged (1d8+5, MW Composite Longbow +4 Str); Full Atk +10 melee (2d8+9, Greatclub) or +5 ranged (1d8+5, MW Composite Longbow +4 Str); SA --; SQ Darkvision 60 ft., low-light vision, Wild Empathy, Favored Enemy (Dwarf); AL CE; SV Fort +9, Ref +3, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +7, Listen +3, Spot +4, Survival +3; Point Blank Shot, Rapid Shot, Toughness, Track, Weapon Focus (Greatclub).

Languages: Giant.

Possessions: Leather Armor, MW Composite Longbow (+4 Str Bonus), Greatclub.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

ENCOUNTER 6

Uncle Faoran, Male Human (Suel) Wiz6: Medium Humanoid; CR 6; HD 6d4; hp 18; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+2 dex,

+1 deflection); Base Atk/Grp: +3/+3; Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); Full Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); SA --; SQ --; AL LE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 10.

Skills & Feats: Concentration +9, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Planes) +12, Spellcraft +14; Alertness, Eschew Materials, Extend Spell, Great Fortitude, Pure-Blooded Suel^{D319}, Scribe Scroll.
^{D319}Dragon #319.

Languages: Common, Ancient Suel.

Wiz Spells Prepared (4/4/4/3, save DC = 13 + spell level): 0 – Detect Magic (2), Prestidigitation, Read Magic; 1st – Detect Secret Doors (2), Expeditious Retreat, Mage Armor; 2nd – Invisibility, Knock (2), Resist Energy; 3rd – Dispel Magic (2), Fly.

Spellbook: 0 – Acid Splash, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1st – Comprehend Languages, Detect Secret Doors, Detect Undead, Expeditious Retreat, Mage Armor, Magic Missile, Shield, Unseen Servant; 2nd – Invisibility, Knock, Resist Energy, Web; 3rd – Dispel Magic, Fly, Haste, Slow.

Possessions: Ring of Protection +1, Badge of Resistance +1, Everburning Torch, Spellbook, Wand of Magic Missile (1st), Dagger x2.

Description: Standing just less than six feet, Faoran has blond hair and blue eyes. His skin is taut from years of adventuring and bronze from the sun. He wears shiny black boots, brown trousers, a white shirt with a red vest and a grey cape.

Sister Roan, Female Human (Suel) Rog3: Medium Humanoid; CR 3; HD 3d6+3; hp 16; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 dex, +5 armor); Base Atk/Grp: +2/+4; Atk +4 melee (1d6+2, Short Sword) or +6 ranged (1d6+2, MW Composite Shortbow +2 Str); Full Atk +4 melee (1d6+2, Short Sword) or +6 ranged (1d6+2, MW Composite Shortbow +2 Str); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trap Sense +1; AL LE; SV Fort +2, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills & Feats: Balance +9, Climb +7, Disable Device +10, Listen +5, Open Lock +13, Search

+6, Spot +7, Tumble +8, Use Rope +9; Improved Initiative, Nimble Fingers, Tactile Trapsmith^{CV}.
^{CV}Complete Adventurer.

Languages: Common.

Possessions: Chain Shirt +1, MW Thieves Tools, Backpack, Bedroll, Arrows (20), Silk Rope (100 ft.), Waterskin, Short Sword, MW Composite Shortbow (+2 Str Bonus).

Description: Sister Roan is a thin woman with bright, close-cropped red hair and blue-gray eyes. She wears a chain shirt and brown leather pants with reinforced knees. She has a bow and quiver over her right shoulder and a short sword in a scabbard over her left shoulder.

Chem, Male Dakon Clr3: Medium Humanoid; CR 3; HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 dex, +2 natural, +4 armor, +2 shield); Base Atk/Grp: +3/+7; Atk +7 melee (1d3+4, slam) or +5 ranged (1d4, sling); Full Atk +7/+7 melee (1d3+4, slams) or +5 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +6, Ref +5, Will +6; Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal #5*.

Skills & Feats: Balance +7, Climb +15, Concentration +10, Heal +7, Hide +5, Listen +3, Sense Motive +5; Iron Will, Lightning Reflexes, Skill Focus (Concentration).

Languages: Common.

Clr Spells Prepared (4/4/2, save DC = 11 + spell level): 0 – Detect Magic, Light (2), Read Magic; 1st – Bless, Comprehend Languages, Detect Undead, Entropic Shield*; 2nd – Aid*, Lesser Restoration.

*Domain spell. *Domains:* Luck (You may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Possessions: Backpack, Bedroll, Climbing Kit, Everburning Torch, Silk Rope (100 ft.), Sling, Sling Bullets (20), Studded Leather +1, MW Darkwood Shield.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

Jem, Female Dakon Ftr3: Medium Humanoid; CR 3; HD 3d10+3; hp 25; Init +6; Spd 20 ft.; AC 22, touch 12, flat-footed 20 (+2 dex, +2 natural, +6 armor, +2 shield); Base Atk/Grp: +4/+8; Atk +9 melee (1d12+4, MW Greataxe) or +8 melee (1d3+4, slam) or +6 ranged (1d4, sling); Full Atk +9 melee (1d12+4, MW Greataxe) or +8/+8 melee

(1d3+4, slams) or +6 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +6, Ref +3, Will +4; Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal #5*.

Skills & Feats: Balance +4, Climb +12, Hide +2, Jump +8, Listen +3, Sense Motive +5, Swim +8; Dodge, Improved Initiative, Iron Will, Mobility, Power Attack.

Languages: Common.

Possessions: Backpack, Bedroll, Climbing Kit, Everburning Torch, Silk Rope (100 ft.), Sling, Sling Bullets (20), Breastplate +1, MW Greataxe, MW Darkwood Shield.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

ENCOUNTER 8

Derro Sorcerer, Male Derro Sor4: Small Monstrous Humanoid; CR 7; HD 3d8+4d4+14; hp 41; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 dex, +2 natural, +1 size); Base Atk/Grp: +5/+1; Atk +7 melee (1d6, MW Short Sword) or +10 ranged (1d8+1, MW Repeating Light Crossbow); Full Atk +7 melee (1d6, MW Short Sword) or +10 ranged (1d8+1, MW Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +4, Ref +6, Will +10; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Bluff +6, Concentration +6, Hide +10, Listen +1, Move Silently +8, Spellcraft +3; Blind-Fight, Improved Initiative, Point Blank Shot.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6

points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Languages: Dwarven, Undercommon.

Sor Spells Known (6/7/4, save DC = 13 + spell level): 0 – *Arcane Mark*, *Detect Magic*, *Detect Poison*, *Ray of Frost*, *Read Magic*, *Resistance*; 1st – *Charm Person*, *Magic Missile*, *True Strike*; 2nd – *Web*.

Possessions: MW Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), MW Short Sword, Spell Component Pouch, Wand of Magic Missile (1st), Scroll of True Strike (arc), Scroll of Protection from Arrows (arc).

Description: This small stocky dwarflike humanoid is clad in black robes with coarse white hair, bulbous white eyes, and long mustaches.

ENCOUNTER 9

Derro Sorcerer, Male Derro Sor3: Small Monstrous Humanoid; CR 6; HD 3d8+3d4+12; hp 32; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 dex, +2 natural, +1 size); Base Atk/Grp: +4/+0; Atk +6 melee (1d6, MW Short Sword) or +8 ranged (1d8, MW Repeating Light Crossbow); Full Atk +6 melee (1d6, MW Short Sword) or +8 ranged (1d8, MW Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +4, Ref +6, Will +9; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Bluff +5, Concentration +5, Hide +10, Listen +1, Move Silently +8, Spellcraft +3; Blind-Fight, Draconic Heritage^{CA}, Improved Initiative.^{CA}*Complete Arcane*.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity

gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Languages: Dwarven, Undercommon.

Sor Spells Known (6/5, save DC = 13 + spell level): 0 – *Detect Magic*, *Detect Poison*, *Ray of Frost*, *Read Magic*, *Resistance*; 1st – *Charm Person*, *Lesser Orb of Acid*^{SC}, *True Strike*.^{SC}*Spell Compendium*.

Possessions: MW Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), MW Short Sword, Spell Component Pouch, Wand of Magic Missile (1st).

Description: This small stocky dwarflike humanoid is clad in black robes with coarse white hair, bulbous white eyes, and long mustaches.

ENCOUNTER 10

Suel Cleric, Female Human (Suel) Clr4: Medium Humanoid; CR 4; HD 4d8; hp 24; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 dex, +6 armor, +3 shield); Base Atk/Grp: +3/+3; Atk +4 melee (1d4, MW Dagger) or +5 ranged (1d8, MW Light Crossbow); Full Atk +4 melee (1d4, MW Dagger) or +5 ranged (1d8, MW Light Crossbow); SA –; SQ –; AL LN; SV Fort +4, Ref +2, Will +7; Str 10, Dex 12, Con 10, Int 10, Wis 16, Cha 12.

Skills & Feats: Concentration +7, Knowledge (Religion) +7, Spellcraft +7; Combat Casting, Improved Initiative, Shielded Casting^{RS}.^{RS}*Races of Stone*.

Languages: Common.

Clr Spells Prepared (5/5/4, save DC = 13 + spell level): 0 – *Create Water* (2), *Detect Magic*,

Light, Read Magic; 1st – Bless, Entropic Shield, Obscuring Mist, Shield of Faith (2); 2nd – Aid*, Bull's Strength, Delay Poison, Lesser Restoration.*

**Domain spell. Domains: Luck (You may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).*

Possessions: Backpack, MW Light Crossbow, Bolts (20), Holy Symbol of Norebo, Breastplate +1, Heavy Steel Shield +1, MW Dagger.

Description: Standing only 5'5" this small woman is of obvious Suel descent. She has long blond hair held out of her eyes by a thin silver circlet. Her green eyes are like two emeralds against her white skin. She wears her holy symbol around her neck. Her armor and shield show the signs of use but are in good repair.

Suel Fighter, Male Human (Suel) Ftr4: Medium Humanoid; CR 4; HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 dex); Base Atk/Grp: +4/+6; Atk +8 melee (1d10+4, MW Dwarven Waraxe) or +6 ranged (1d8, MW Light Crossbow); Full Atk +8 melee (1d10+4, MW Dwarven Waraxe) or +6 ranged (1d8, MW Light Crossbow); SA --; SQ --; AL LE; SV Fort +6, Ref +4, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Craft (Weaponsmith) +7, Intimidate +6, Jump +4; Exotic Weapon Proficiency (Dwarven Waraxe), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe).

Languages: Common.

Possessions: Backpack, Bolts (20), MW Light Crossbow, Darkwood Shield, Silk Rope (50 ft.), MW Dwarven Waraxe, Full Plate +1.

Description: This Suel man is tall with bright grey eyes and close cropped light blond hair. His breastplate is polished to a dull sheen and unadorned shield shows signs of great care. The dwarven war axe he bears is dark steel with the cutting edge glowing bright silver.

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ENCOUNTER 2

Ogre Fighter, Male Ogre Ftr4: Large Giant; CR 7; HD 4d8+4d10+16; hp 65; Init -1; Spd 20 ft.; AC 17, touch 8, flat-footed 17 (+4 armor, +5 natural); Base Atk/Grp: +7/+17; Atk +13 melee (2d8+12, Greatclub +1) or +5 ranged (1d8+11, Javelin); Full Atk +13/+8 melee (2d8+12, Greatclub +1) or +5/+0 ranged (1d8+11, Javelin); SA --; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +7, Jump +5, Listen +2, Spot +2; Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (Greatclub), Weapon Specialization (Greatclub).

Languages: Giant.

Possessions: Hide Armor +1, Javelins (4), Greatclub +1.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogre Ranger, Male Ogre Rgr4: Large Giant; CR 7; HD 8d8+24; hp 68; Init -1; Spd 30 ft.; AC 15, touch 8, flat-footed 15 (+2 armor, +5 natural); Base Atk/Grp: +7/+16; Atk +12 melee (2d8+8, Greatclub +1) or +7 ranged (1d8+5, MW Composite Longbow +4 Str); Full Atk +12/+7 melee (2d8+8, Greatclub +1) or +7/+2 ranged (1d8+5, MW Composite Longbow +4 Str); SA --; SQ Darkvision 60 ft., low-light vision, Wild Empathy, Favored Enemy (Dwarf); AL CE; SV Fort +11, Ref +4, Will +2; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +12, Listen +5, Spot +5, Survival +4; Endurance, Point Blank Shot, Rapid Shot, Toughness, Track, Weapon Focus (Greatclub).

Languages: Giant.

Possessions: MW Leather Armor, MW Composite Longbow (+4 Str Bonus), Greatclub +1.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogre Barbarian, Male Ogre Bbn4: Large Giant; CR 7; HD 4d8+4d12+16; hp 72; Init -1; Spd 30 ft.; AC 17, touch 8, flat-footed 17 (+4 armor, +5 natural); Base Atk/Grp: +7/+17; Atk +13 melee (2d8+10, Greatclub +1) or +5 ranged (1d8+11, Javelin); Full Atk +13/+8 melee (2d8+10, Greatclub +1) or +5/+0 ranged (1d8+11, Javelin); SA --; SQ Darkvision 60 ft., low-light vision, Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills & Feats: Climb +7, Jump +9, Listen +2, Spot +2; Power Attack, Toughness, Weapon Focus (Greatclub).

Languages: Giant.

Possessions: Hide Armor +1, Javelins (4), Greatclub +1.

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

ENCOUNTER 6

Uncle Faoran, Male Human (Suel) Wiz6: Medium Humanoid; CR 6; HD 6d4; hp 18; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+2 dex, +1 deflection); Base Atk/Grp: +3/+3; Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); Full Atk +3 melee (1d4, Dagger) or +5 ranged (1d4, Dagger); SA --; SQ --; AL LE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 10.

Skills & Feats: Concentration +9, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Planes) +12, Spellcraft +14; Alertness, Eschew Materials, Extend Spell, Great Fortitude, Pure-Blooded Suel^{D319}, Scribe Scroll.

^{D319}*Dragon #319.*

Languages: Common, Ancient Suel.

Wiz Spells Prepared (4/4/4/3, save DC = 13 + spell level): 0 – *Detect Magic* (2), *Prestidigitation*, *Read Magic*; 1st – *Detect Secret Doors* (2), *Expeditious Retreat*, *Mage Armor*; 2nd – *Invisibility*, *Knock* (2), *Resist Energy*; 3rd – *Dispel Magic* (2), *Fly*.

Spellbook: 0 – *Acid Splash*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Open/Close*, *Prestidigitation*,

Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1st – *Comprehend Languages, Detect Secret Doors, Detect Undead, Expeditious Retreat, Mage Armor, Magic Missile, Shield, Unseen Servant*; 2nd – *Invisibility, Knock, Resist Energy, Web*; 3rd – *Dispel Magic, Fly, Haste, Slow*.

Possessions: Ring of Protection +1, Badge of Resistance +1, Everburning Torch, Spellbook, Wand of Magic Missile (1st), Dagger x2.

Description: Standing just less than six feet, Faoran has blond hair and blue eyes. His skin is tanned from years of adventuring and bronzed from the sun. He wears shiny black boots, brown trousers, a white shirt with a red vest and a grey cape.

Sister Roan, Female Human (Suel) Rog6:

Medium Humanoid; CR 6; HD 6d6+6; hp 32; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 15 (+4 dex, +5 armor); Base Atk/Grp: +4/+6; Atk +8 melee (1d6+2, Short Sword) or +9 ranged (1d6+2, MW Composite Shortbow +2 Str); Full Atk +8 melee (1d6+2, Short Sword) or +9 ranged (1d6+2, MW Composite Shortbow +2 Str); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL LE; SV Fort +3, Ref +9, Will +3; Str 14, Dex 19, Con 12, Int 10, Wis 12, Cha 10.

Skills & Feats: Balance +11, Climb +10, Disable Device +11, Jump +9, Listen +7, Open Lock +15, Search +9, Spot +10, Tumble +14, Use Rope +13; Improved Initiative, Nimble Fingers, Tactile Trapsmith^{CV}, Weapon Finesse.
^{CV}*Complete Adventurer*.

Languages: Common.

Possessions: Gloves of Dexterity +2, Chain Shirt +1, Backpack, Bedroll, Arrows (20), Silk Rope (100 ft.), Waterskin, Short Sword, MW Composite Shortbow (+2 Str Bonus).

Description: Sister Roan is a thin woman with bright, close-cropped red hair and blue-gray eyes. She wears a chain shirt and brown leather pants with reinforced knees. She has a bow and quiver over her right shoulder and a short sword in a scabbard over her left shoulder.

Chem, Male Dakon Clr6: Medium Humanoid; CR 6; HD 6d8+6; hp 41; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19 (+2 dex, +2 natural, +4 armor, +3 shield); Base Atk/Grp: +5/+9; Atk +9 melee (1d3+4, slam) or +7 ranged (1d4, sling); Full Atk +9/+9 melee (1d3+4, slams) or +7 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +10, Ref +6, Will +8; Str 18, Dex 15, Con 12, Int 11, Wis 13, Cha 11. *Living Greyhawk Journal* #5.

Skills & Feats: Balance +7, Climb +20, Concentration +13, Heal +10, Hide +5, Listen +3,

Sense Motive +5; Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Concentration).

Languages: Common.

Clr Spells Prepared (5/5/4/3, save DC = 11 + spell level): 0 – *Detect Magic, Light* (3), *Read Magic*; 1st – *Bless, Comprehend Languages, Detect Undead* (2), *Entropic Shield**; 2nd – *Aid**, *Consecrate, Eagle's Splendor, Lesser Restoration*; 3rd – *Dispel Magic, Protection from Energy, Searing Light*.

*Domain spell. **Domains:** Luck (You may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.), Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Possessions: Backpack, Bedroll, Climbing Kit, Everburning Torch, Silk Rope (100 ft.), Sling, Sling Bullets (20), Ring of Climbing, Studded Leather +1, Darkwood Shield +1, Scroll of Make Whole (div), Scroll of Detect Good (div).

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

Jem, Female Dakon Ftr6: Medium Humanoid; CR 6; HD 6d10+6; hp 50; Init +7; Spd 20 ft.; AC 24, touch 13, flat-footed 21 (+3 dex, +2 natural, +6 armor, +3 shield); Base Atk/Grp: +7/+11; Atk +13 melee (1d12+9, Greataxe +1) or +11 melee (1d3+4, slam) or +10 ranged (1d4, sling); Full Atk +13/+8 melee (1d12+4, Greataxe +1) or +11/+11 melee (1d3+4, slams) or +10 ranged (1d4, sling); SA --; SQ scent; AL LN; SV Fort +8, Ref +5, Will +5; Str 18, Dex 16, Con 12, Int 11, Wis 12, Cha 11. *Living Greyhawk Journal* #5.

Skills & Feats: Balance +5, Climb +13, Hide +3, Jump +11, Listen +3, Sense Motive +5, Swim +10; Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Languages: Common.

Possessions: Backpack, Bedroll, Climbing Kit, Everburning Torch, Silk Rope (100 ft.), Sling, Sling Bullets (20), Breastplate +1, Greataxe +1, Darkwood Shield +1.

Description: Both Chem and Jem are humanoids of nearly 6 feet. They are covered with dark hair and have the facial features of a large gorilla.

ENCOUNTER 8

Derro Sorcerer, Male Derro Sor4: Small Monstrous Humanoid; CR 7; HD 3d8+4d4+14; hp 41; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 dex, +2 natural, +1 size); Base Atk/Grp: +5/+1; Atk +7 melee (1d6, MW Short Sword) or +10 ranged (1d8+1, MW Repeating Light Crossbow); Full Atk +7 melee (1d6, MW Short Sword) or +10 ranged (1d8+1, MW Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +4, Ref +6, Will +10; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Bluff +6, Concentration +6, Hide +10, Listen +1, Move Silently +8, Spellcraft +3; Blind-Fight, Improved Initiative, Point Blank Shot.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Languages: Dwarven, Undercommon.

Sor Spells Known (6/7/4, save DC = 13 + spell level): 0 – *Arcane Mark*, *Detect Magic*, *Detect Poison*, *Ray of Frost*, *Read Magic*,

Resistance; 1st – *Charm Person*, *Magic Missile*, *True Strike*; 2nd – *Web*.

Possessions: MW Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), MW Short Sword, Spell Component Pouch, Wand of Magic Missile (1st), Scroll of True Strike (arc), Scroll of Protection from Arrows (arc).

Description: This small stocky dwarflike humanoid is clad in black robes with coarse white hair, bulbous white eyes, and long mustaches.

Derro Rogue, Male Derro Rog3: Small Monstrous Humanoid; CR 6; HD 3d8+3d6+12; hp 36; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17 (+2 dex, +2 natural, +1 size, +4 armor); Base Atk/Grp: +5/+1; Atk +6 melee (1d4, Short Sword) or +8 ranged (1d6 plus poison, Repeating Light Crossbow); Full Atk +6 melee (1d4, Short Sword) or +8 ranged (1d6 plus poison, Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +2d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +4, Ref +8, Will +7; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Balance +9, Bluff +5, Escape Artist +8, Hide +10, Jump +10, Listen +1, Move Silently +8, Tumble +9; Acrobatic, Blind-Fight, Improved Initiative.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is

exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Languages: Dwarven, Undercommon.

Possessions: Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), Short Sword, Studded Leather +1.

Description: This small stocky dwarflike humanoid is clad in black robes with coarse white hair, bulbous white eyes, and long mustaches

ENCOUNTER 9

Derro Sorcerer, Male Derro Sor4: Small Monstrous Humanoid; CR 7; HD 3d8+4d4+14; hp 41; Init +6; Spd 20 ft.; AC 16, touch 13, flat-footed 14 (+2 dex, +2 natural, +1 size, +1 armor); Base Atk/Grp: +5/+1; Atk +7 melee (1d6, MW Short Sword) or +9 ranged (1d8, MW Repeating Light Crossbow); Full Atk +7 melee (1d6, MW Short Sword) or +9 ranged (1d8, MW Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +4, Ref +6, Will +10; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Bluff +6, Concentration +5, Hide +10, Listen +1, Move Silently +8, Spellcraft +4; Blind-Fight, Draconic Heritage^{CA}, Improved Initiative. ^{CA}Complete Arcane.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC

15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Languages: Dwarven, Undercommon.

Sor Spells Known (6/7/4, save DC = 13 + spell level): 0 – *Arcane Mark*, *Detect Magic*, *Detect Poison*, *Ray of Frost*, *Read Magic*, *Resistance*; 1st – *Charm Person*, *Lesser Orb of Acid*^{SC}, *True Strike*; 2nd – *Glitterdust*. ^{SC}Spell Compendium.

Possessions: MW Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), MW Short Sword, Spell Component Pouch, Bracers of Armor +1, Wand of Magic Missile (1st).

Description: This small stocky dwarflike humanoid is clad in black robes with coarse white hair, bulbous white eyes, and long mustaches.

Derro Rogue, Male Derro Rog3: Small Monstrous Humanoid; CR 6; HD 3d8+3d6+12; hp 36; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17 (+2 dex, +2 natural, +1 size, +4 armor); Base Atk/Grp: +5/+1; Atk +6 melee (1d4, Short Sword) or +8 ranged (1d6 plus poison, Repeating Light Crossbow); Full Atk +6 melee (1d4, Short Sword) or +8 ranged (1d6 plus poison, Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +2d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +4, Ref +8, Will +7; Str 11, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Balance +9, Bluff +5, Escape Artist +8, Hide +10, Jump +10, Listen +1, Move Silently +8, Tumble +9; Acrobatic, Blind-Fight, Improved Initiative.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts.

Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Languages: Dwarven, Undercommon.

Possessions: Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), Short Sword, Studded Leather +1.

Description: This small stocky dwarflike humanoid is clad in black robes with coarse white hair, bulbous white eyes, and long mustaches

ENCOUNTER 10

Suel Cleric, Female Human (Suel) Clr6: Medium Humanoid; CR 6; HD 6d8; hp 36; Init +5; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+1 dex, +6 armor, +3 shield, +1 deflection); Base Atk/Grp: +4/+4; Atk +5 melee (1d4, MW Dagger) or +6 ranged (1d8, MW Light Crossbow); Full Atk +5 melee (1d4, MW Dagger) or +6 ranged (1d8, MW Light Crossbow); SA --; SQ --; AL LN; SV Fort +5, Ref +3, Will +8; Str 10, Dex 12, Con 10, Int 10, Wis 16, Cha 12.

Skills & Feats: Concentration +8, Knowledge (Religion) +9, Spellcraft +9; Combat Casting, Improved Initiative, Improved Turning, Shielded Casting^{RS}. ^{RS}Races of Stone.

Languages: Common.

Clr Spells Prepared (5/5/5/4, save DC = 13 + spell level): 0 – *Create Water* (2), *Detect Magic*, *Light*, *Read Magic*; 1st – *Bless*, *Entropic Shield*^{*}, *Obscuring Mist*, *Shield of Faith* (2); 2nd – *Aid*^{*}, *Bull's Strength*, *Deific Vengeance*^{CD}, *Delay Poison*, *Lesser Restoration*; 3rd – *Dispel Magic*, *Prayer*, *Protection from Energy*^{*}, *Searing Light*. ^{CD}Complete Divine.

^{*}Domain spell. **Domains:** Luck (You may reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even

if it's worse than the original roll.), Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Possessions: Backpack, MW Light Crossbow, Bolts (20), Holy Symbol of Norebo, Breastplate +1, Heavy Steel Shield +1, MW Dagger, Ring of Protection +1, Scroll of Dispel Magic (div).

Description: Standing only 5'5" this small woman is of obvious Suel descent. She has long blond hair held out of her eyes by a thin silver circlet. Her green eyes are like two emeralds against her white skin. She wears her holy symbol around her neck. Her armor and shield show the signs of use but are in good repair.

Suel Fighter, Male Human (Suel) Ftr6: Medium Humanoid; CR 6; HD 6d10+12; hp 54; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 dex); Base Atk/Grp: +6/+8; Atk +10 melee (1d10+5, Dwarven Waraxe +1) or +8 ranged (1d8, MW Light Crossbow); Full Atk +10/+5 melee (1d10+5, Dwarven Waraxe +1) or +8 ranged (1d8, MW Light Crossbow); SA --; SQ --; AL LE; SV Fort +7, Ref +5, Will +5; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Craft (Weaponsmith) +9, Intimidate +8, Jump +6; Exotic Weapon Proficiency (Dwarven Waraxe), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe).

Languages: Common.

Possessions: Backpack, Bolts (20), MW Light Crossbow, Darkwood Shield, Silk Rope (50 ft.), Dwarven Waraxe +1, Full Plate +1.

Description: This Suel man is tall with bright grey eyes and close cropped light blond hair. His breastplate is polished to a dull sheen and unadorned shield shows signs of great care. The dwarven war axe he bears is dark steel with the cutting edge glowing bright silver.

Suel Monk, Male Human (Suel) Mnk6: Medium Humanoid; CR 6; HD 6d8; hp 36; Init +2; Spd 50 ft.; AC 16, touch 16, flat-footed 14 (+2 dex, +4 monk); Base Atk/Grp: +4/+10; Atk +6 melee (1d8+2, Unarmed) or +7 ranged (1d8+1, Light Crossbow +1); Full Atk +6 melee (1d8+2, Unarmed) or +5/+5 melee (1d8+2 Unarmed Flurry) or +7 ranged (1d8+1, Light Crossbow +1); SA --; SQ --; AL LE; SV Fort +5, Ref +7, Will +8; Str 14, Dex 14, Con 10, Int 12, Wis 17, Cha 8.

Skills & Feats: Balance +13, Climb +5, Jump +13, Listen +12, Sense Motive +12, Spot +12, Tumble +10; Deflect Arrows, Dodge, Extra Stunning, Improved Disarm, Improved Grapple,

Improved Unarmed Strike, Pure-Blooded Suel, Stunning Fist.

Languages: Common, Ancient Suel.

Possessions: Bolts (20), Light Crossbow +1, Necklace of Fireballs 2.

Description: Clad in simple, tight, fitted, dark brown robes, the monks stand 5'8" with close cropped blond hair and blue eyes.

APPENDIX 7 – ALL APLS

ENCOUNTER 4

Ferrater, Male Derro Sor7: Small Monstrous Humanoid; CR 10; HD 3d8+7d4+20; hp 53; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 dex, +2 natural, +1 size); Base Atk/Grp: +6/+3; Atk +9 melee (1d6+2, Short Sword +1) or +10 ranged (1d8, MW Repeating Light Crossbow); Full Atk +9/+4 melee (1d6, Short Sword +1) or +10/+5 ranged (1d8, MW Repeating Light Crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +5, Ref +7, Will +11; Str 12, Dex 14, Con 14, Int 10, Wis 5, Cha 16.

Skills & Feats: Bluff +12, Concentration +7, Hide +10, Listen +1, Move Silently +8, Spellcraft +4; Blind-Fight, Combat Casting, Improved Initiative, Persuasive.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour

period spent underground or otherwise sheltered from the sun.

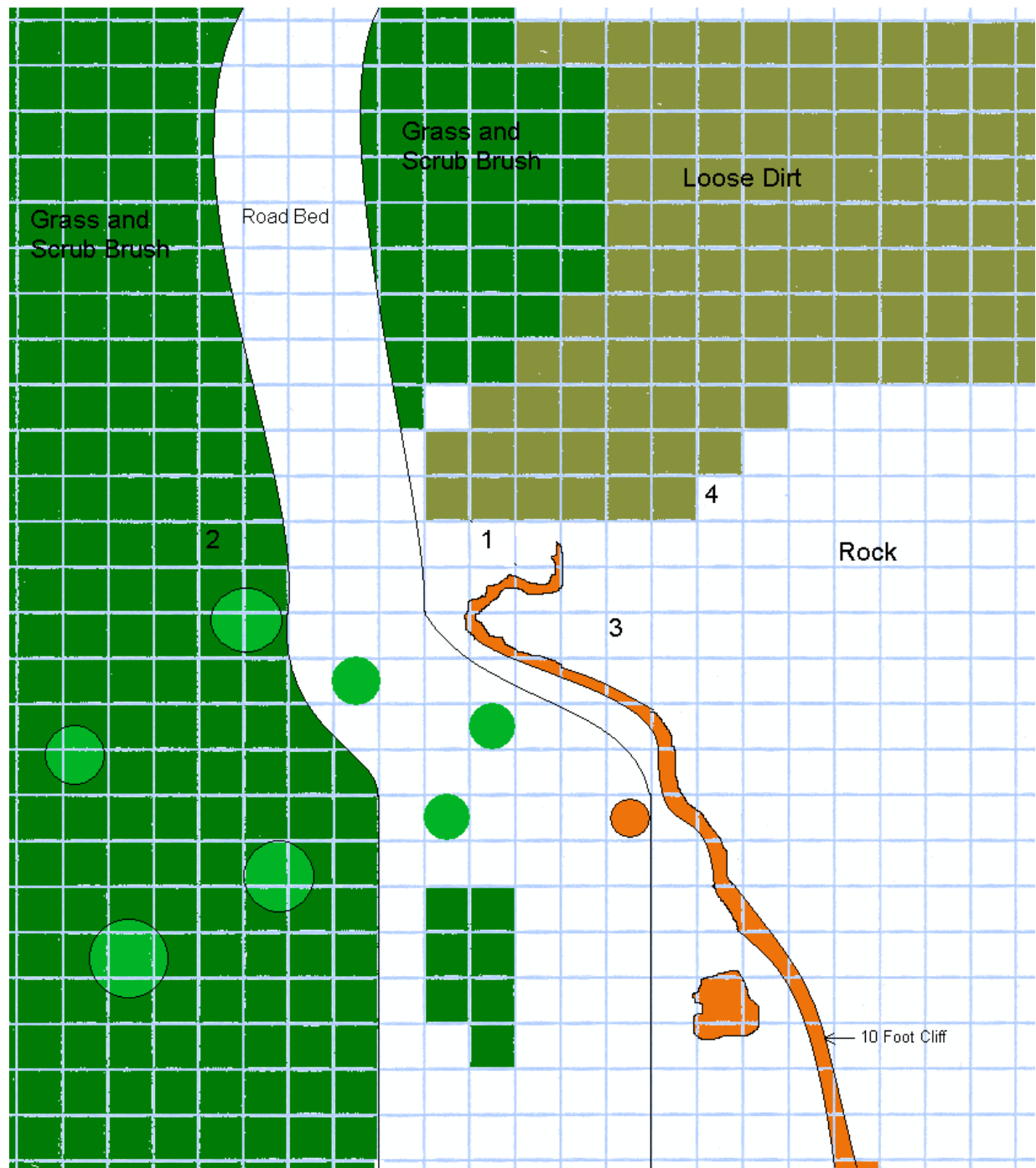
Languages: Dwarven, Undercommon.

Sor Spells Known (6/7/7/5, save DC = 13 + spell level): 0 – *Arcane Mark*, *Daze*, *Detect Magic*, *Detect Poison*, *Prestidigitation*, *Read Magic*, *Resistance*; 1st – *Charm Person*, *Expeditious Retreat*, *Hypnotism*, *Magic Missile*, *True Strike*; 2nd – *Invisibility*, *Mirror Image*, *Touch of Idiocy*; 3rd – *Nondetection*, *Suggestion*.

Possessions: MW Repeating Light Crossbow, Bolts (20), Greenblood oil poison (8), Short Sword +1, Spell Component Pouch, Ring of Feather Falling, Ring of Mind Shielding, Potion of Shield of Faith +4, Scroll of Eagle's Splendor (arc), Scroll of Suggestion (arc).

Description: Standing at just 2'9", Ferrater is a typical looking Derro. He has large dark brown eyes and short, mouse grey hair. He wears black breeches, a grey shirt with a brown vest and a well made dark amber cloak with a deep golden brown lining.

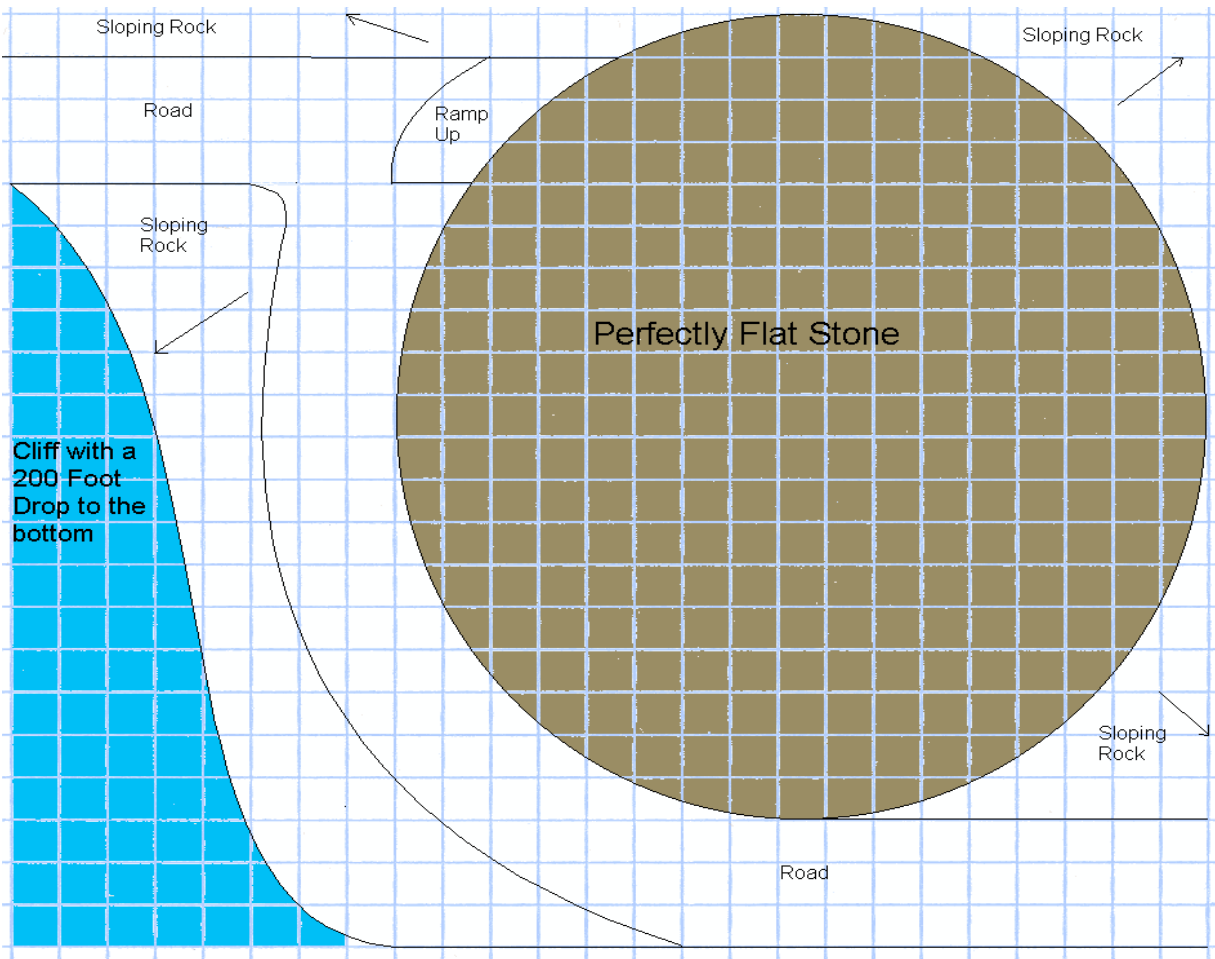
DM AID: MAP #1 – MISTY MOUNTAIN HOP



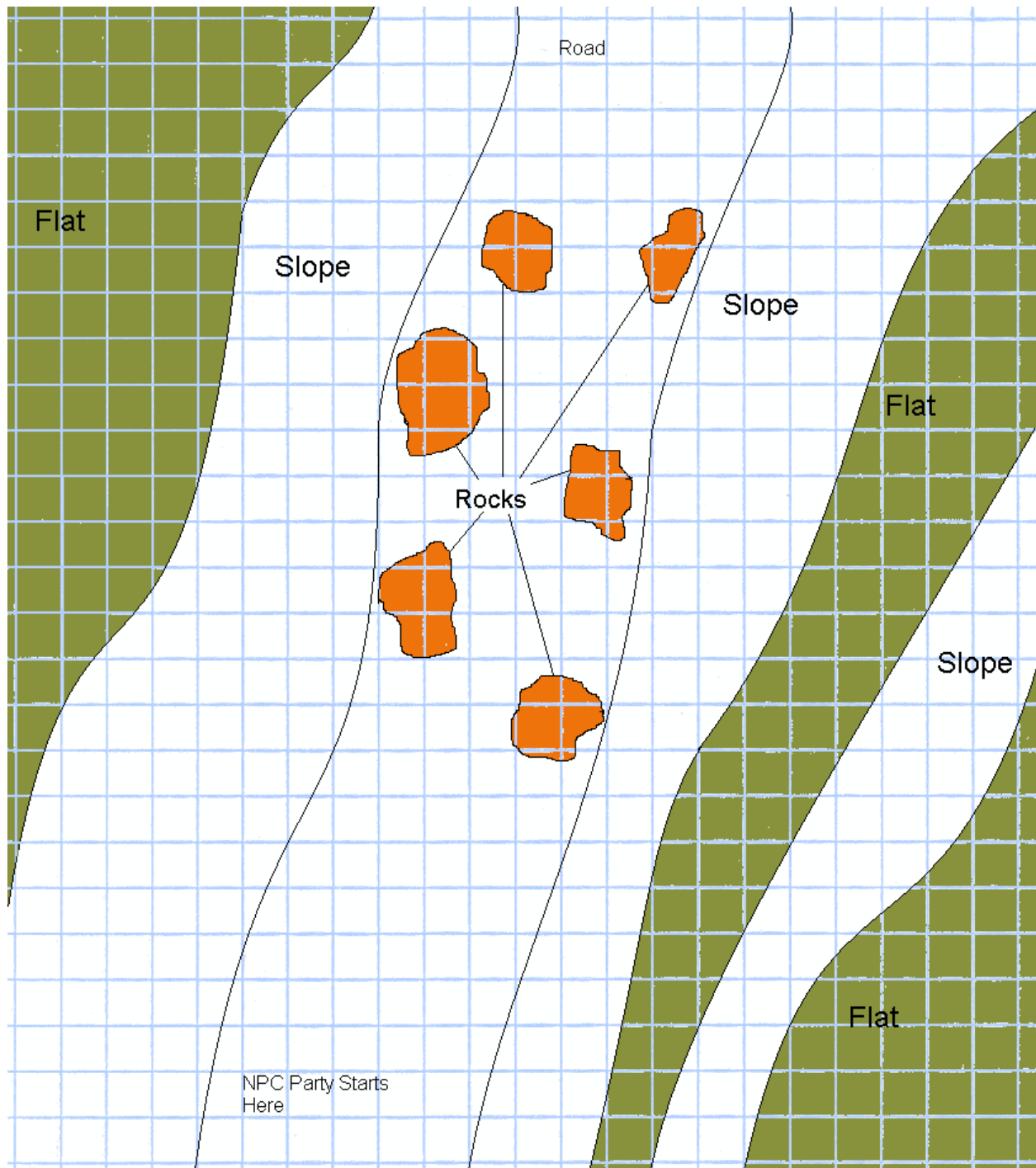
Position	APL 2	APL 4	APL 6	APL 8
1	Bugbear	Ogre Ranger	Ogre Ranger	Ogre Fighter
2	Bugbear	Ogre Warrior	Ogre Fighter	Ogre Barbarian
3				Ogre Ranger
4			Ogre Mage	Ogre Mage

DM AID: MAP #2 – THE ACADEMY SITE

The arrows denote the angle of slope to each of the weathered rock surfaces.

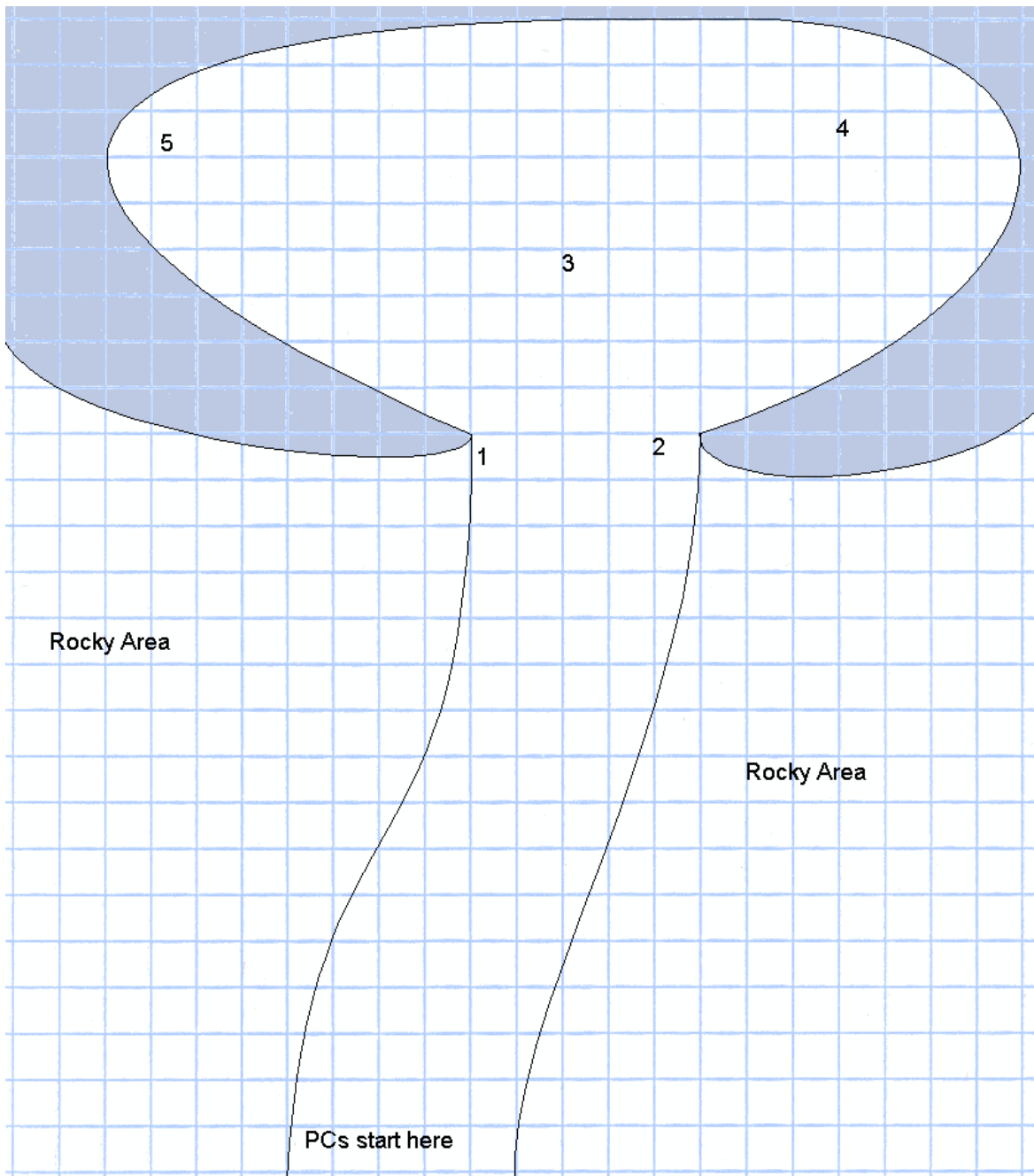


DM AID: MAP #3 – THE AMBUSH SITE



The map is a pair of terraced hills with a road running between them. Slopes are considered rough terrain for movement up to a flat region from the road or another flat region. Someone can charge down a slope with a Balance check DC = 10.

DM AID: MAP #4 – THE DERRO HOLD



	APL 2	APL 4	APL 6	APL 8
1	Sentry	Sentry	Sentry	Sentry
2		Sentry	Sentry	Sentry
3	All others	All others	All others	All others
4	Living Area	Living Area	Living Area	Living Area
5	Murdered Allies	Murdered Allies	Murdered Allies	Murdered Allies

DM AID: NEW RULES

NEW FEATS

Draconic Heritage (*Complete Arcane*)

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Draconic Heritage

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Pure-Blooded Suel (*Dragon #319*)

Region: Suel.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all saving throws against spells and spell-like effects. You also receive a +2 bonus on all Charisma-based skill checks made against members of the Scarlet Brotherhood.

Special: You may select this feat only at 1st Level.

Tactile Trapsmith (*Complete Adventurer*)

Benefit: You add your Dexterity bonus (rather than your Intelligence bonus) on all Search or Disable Device checks.

In addition, you receive no penalty on these checks for darkness or blindness.

NEW SPELLS

Deific Vengeance (*Spell Compendium*)

Conjuration (Summoning)

Level: Clr 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call out to your deity, declaring your foe's crimes and asking your deity to punish him.

This spell deals 1d6 points of damage per two caster levels (max 5d6), or 1d6 points per caster level (max 10d6) if the target is undead.

Orb of Acid, Lesser (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

NEW CREATURES

Dakon (from COR4-04 Redtide)

Medium Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Atk/Grp: +1/+5

Attack: Slam +5 melee (1d3+4)

Full Attack: 2 slams +5 melee (1d3+4)

Space/Reach: 5ft./5ft.

Special Attacks: –

Special Qualities: scent

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 18, Dex 15, Con 12, Int 11, Wis 12, Cha 11

Skills: Balance +6, Climb +12, Hide +4, Listen +3, Sense Motive +5

Feats: Iron Will

Environment: Temperate and warm forest, hill and mountain

Organization: Company (3-12) or Tribe (10-40)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually Lawful Neutral

Advancement: By Character Class

Skills: Dakon have a +4 racial bonus to Balance and Sense Motive. They also have a +8 racial bonus on climb checks and may always take a 10 on a climb check.

The above statistics block is a 1st level warrior Dakon. Dakon have the favored class of wizard.

PLAYER HANDOUT #1 – HALMA’S NOTE

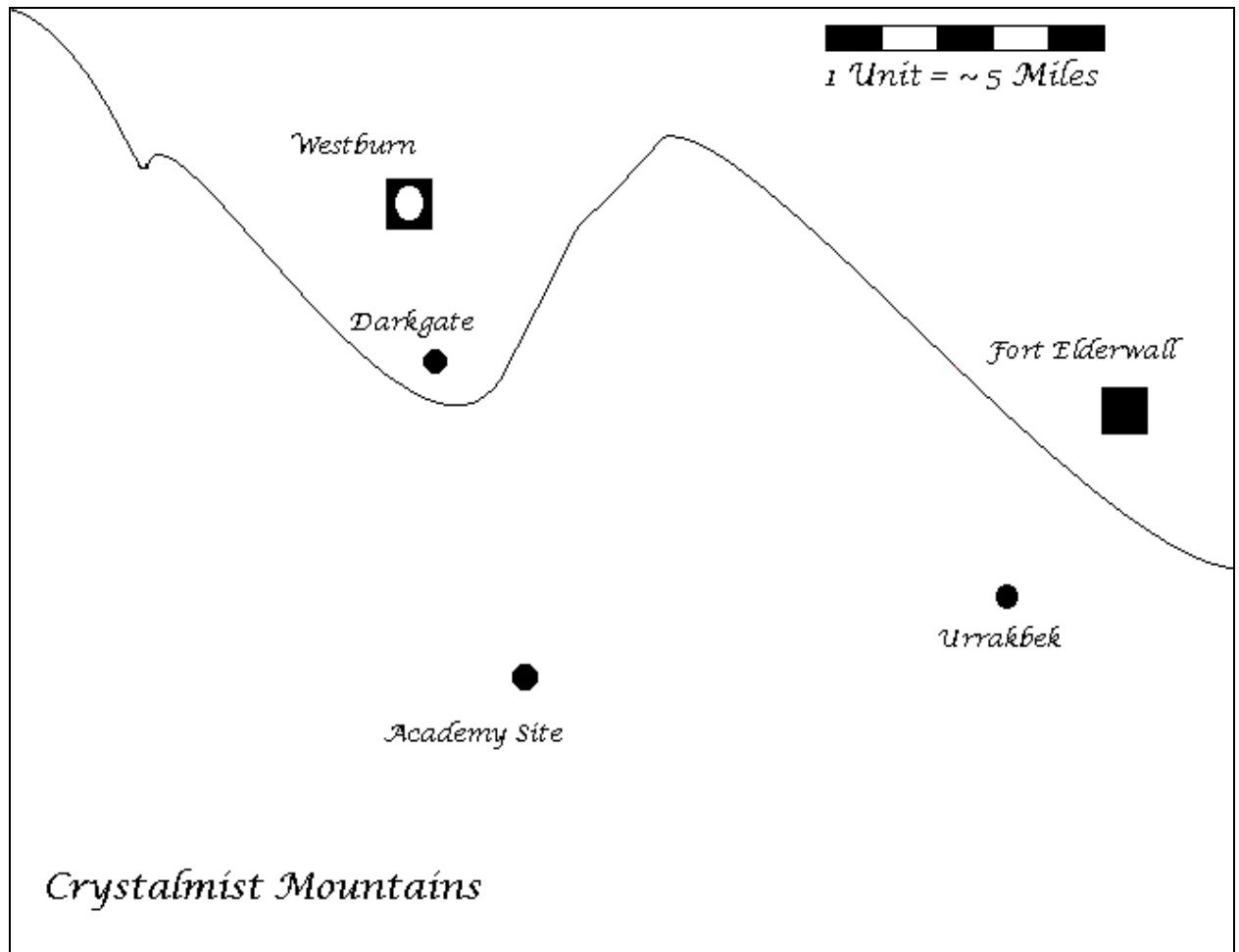
My name is Halma Varnus. I am in need of some adventurers to undertake an exploration mission for me.

If you are interested, meet me at the Academy of Lore tomorrow morning. When you arrive at the Academy, you can ask a page to escort you to me.

Thank you,

Halma Varnus

PLAYER HANDOUT #2 – ROUGH MAP TO SITE



CRITICAL EVENT SUMMARY: YEO6-02 TITLE

For use only at MidSouthCon and CoastCon

- | | | | |
|---|-------|-------------|---------|
| 1. Who did the PCs ally with? | Derro | Brotherhood | Neither |
| | | | |
| 2. Did the PC's attack Ferrater? | Yes | No | |
| | | | |
| 3. Did Ferrater live through the module? | Yes | No | |
| | | | |
| 4. Did Uncle Faoran live through the module? | Yes | No | |
| | | | |
| 5. Did the PCs ally themselves with one of the two parties and then inform the Yeoman Government of the activities? | Yes | No | |
| | | | |
| 6. Did the PCs tell Halma and Master Gilderthal about the Scarlet Brotherhood members in the mountains? | Yes | No | |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):