

URD5-I01-MM2

A Walk In The Park

A one-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Interactive Mini-Mission

Version 1

Round 1

by Jon Thompson

A mini-mission for APLs2-10 regarding the retrieval of something delicate.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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*.

Introduction

The camp bustles with activity, as Guards and mercenaries crowd the grounds and subalterns and sergeants try to bring order from chaos.

As you are about to join a contingent of troops readying for battle, a burly, ruddy-skinned petty sergeant pulls you and several other people aside.

"Hmmm. No two equipped alike, I wager. Some things never change. You lot, yer with me, if'n you know what's good for ye. Gots a task for folk who know more than 'advance', 'close ranks' an' 'withdraw'. It's better'n bleedin' in the front line, too. Follow me."

The petty sergeant leads any who care to follow to the other side of the camp in a roundabout way, avoiding crossing the confused snarl of bellowing sergeants and harried staff officers in the center of the camp. He stops about thirty feet away from a command tent; a muffled argument is barely audible. On a DC 25 Listen check, characters can overhear the following:

"... I know it's not the support you're used to, but a few mercenaries or adventurers is all the Lord Colonel can--"

"Don't give me your platitudes, Subaltern. Lord Gavin would have--"

"--And he's retired to his estates now; what he would do no longer matters! The Colonel

has made his decision; it's out of our hands. You'll have to make do like the rest of us."

"Excuse me, but the petty sergeant has returned. Perhaps you could have this argument later? While I have decades to spare, you don't."

A wiry, copper-haired wood elf steps out of the tent, holding the flap open and motioning to your group. "Thank you Brondar, that will be all for now. My name is Teridel and I believe I'll be your escort. If you will join us?"

He stands aside to allow the characters to file in.

Inside you see a youngish woman with the insignia of a subaltern and a blue hammer on her armor. She scowls at you as Teridel introduces her as Lady Jerdisel Reede. An older woman dressed in high quality aristocratic robes stands impatiently and glowers at you, apparently waiting for you to name yourselves.

This is an appropriate moment for character introductions. After the pleasantries are over, Arlyn begins speaking in a harsh, low voice.

"As you may know, recent developments have left our security situation considerably more perilous than at any time in recent memory. We are taking many steps to correct that. Hence the forces gathering here to put an end to the threat of Eratosh once and for all.

Unfortunately, we have a courier returning through this area who is overdue. We need you to find him and get him safely out of the area before the battle starts. We'll pay fifty gold to each of you for his recovery, triple if he's alive. Are you willing to undertake this mission?

If the characters agree, Arlyn and Jerdisel will provide information and directions using the following guidelines:

- Teridel will escort the characters to the search area, using the cover of the Celadon to avoid orc and dervish patrols during the approach.
- The party needs to find the courier and return him, dead or alive.
- For reasons they have no need to know, Teridel will not accompany them into the Abbor-Alz.
- Once the party finds the courier, or four days after entering the Abbor-Alz in any event,

return to the Celadon verge. Teridel will escort the party back.

- The party has no need to know the information being carried by the courier, or how it is being carried. Just find him, dead or alive, and bring him back.
- The party has no need to know the itinerary of the courier.
- Do not cross the Nesser River under any circumstances.

After the briefing is completed, Teridel leads the characters out of the tent.

“Come. We have far to go, and little time to waste.”

Encounter One: The Vale of Fear

Teridel leads you east, through dusty, dry valleys and over rocky ridges. Finally the air becomes oppressively muggy as you clamber down a steep slope towards a tangle of oak and elm that stretches out of sight to the north and south. He pauses briefly to cast a spell, and then leads you onward under the trees.

Your path winds through stands of oak and elm, over a seemingly endless succession of wooded ridges. Teridel’s magic bends plants clear of your path and hides your tracks as you move east, deeper into the Celadon.

Early on the second day, Teridel pauses on a high ridge, looking out to the north. A vast swath of forest stretches to the north, but it is far younger than the trees to either side. He pauses for a long moment to look over the vista. “Look and remember. Sometimes choosing friends means choosing enemies as well.”

From that point on your path turns south. The forest grows more tangled and the ridges steeper as you move on. On the morning of the third day, the woods begin to thin. An hour’s further march brings you to a barren ridge. To the southwest, a long valley stretches deep into the Abbor-Alz.

“This is as far as I can accompany you. I will return in four days, and await your arrival for three more. Past that time, you would do better to make your way as best you can

through the mountains, than pass unguided through the forest verge.”

“If no one else has found the courier, it means the courier is lost in dangerous ground. The valley before you is such a place. Be careful and alert. Good hunting.”

With that, Teridel turns and walks back into the forest.

This valley is home to magical beasts (krenshar at APL 2, displacer beasts at higher APLs). About midafternoon, the characters will find these beasts hunting them. The encounter begins with the beasts 120 feet away, just coming into view around a corner in the valley floor.

APL 2 (EL 3)

Krenshar (2): hp 11, 11; see *Monster Manual* page 163.

APL 4 (EL 5)

Displacer beast, advanced: hp 76; see Combat Appendix.

APL 6 (EL 7)

Displacer beast, advanced (2): hp 76, 76; see Combat Appendix.

APL 8 (EL 9)

Displacer beast, advanced (2): hp 126, 126; see Combat Appendix.

APL 10 (EL 11)

Displacer beast, advanced elite (2): hp 187, 187; see Combat Appendix.

Tactics: The krenshar will try to use *scare* to separate the party into small, easily overwhelmed groups. The displacer beasts will flank their foes when possible and use their reach to restrict the party’s movement.

Treasure:

All APLs: none.

Development: Beyond the hunting grounds of the magical beasts, the players stumble upon the track of a single human. This person came down the southeastern ridge and turned southwest, proceeding up the valley floor.

The initial track on the scree slope of the valley is DC 4, due to the several rockslides the courier triggered in coming down the slope. A DC 18 Search check finds a scrap of clothing from the courier that was torn away during a fall; this may

be of use for magical divinations. Once on the valley floor, the difficulty increases to DC 9. After an hour's journey, the difficulty increases to DC 16 as the track moves to firmer ground.

About an hour farther up the valley, a DC 19 track check reveals the signs of a short struggle. An effort has been made to cover up the signs of the struggle. Several small reptilian humanoids assaulted the courier and are taking the courier farther southwest.

The party could use magic to help locate the courier. An *augury* gives weal and woe as an answer for proceeding up the valley, and nothing for any other direction. A cleverly chosen *commune with nature* (asking where humans could be found) or *discern location* would reveal that the courier is being held in a small kobold warren about three hours journey up the valley from where the track was initially found. Successful *commune* or *divination* spells will hint that the party should proceed southwestward up the valley (this is why Teridel guided the party to the valley entrance, though he chose not to reveal that). *Find the path* will not yield useful information, since it is keyed to locations, not creatures. *Locate creature* and *locate object* are too short-ranged to be helpful until the next encounter. They could use the cloth fragment to *scry* on the courier (use a Will save of +1 for the attempt to resist the scrying), which will reveal that he is being held by kobolds. *Speak with animals* or *speak with plants* can provide information on which direction the courier is moving and may reveal the presence of the kobolds.

Without tracking, a party will have to take their best guess at where to look for the courier. Fortunately, there is a familiar looking for help.

Encounter Two: Mountain of Molehills

If the characters proceed up the valley, they will spot (DC 15) a raven circling them. (If the characters search in the wrong direction, Beck will find them on the second day.) A DC 10 Knowledge (arcane) or Knowledge (nature) check provides the tidbit that this bird is acting in an unnatural manner and may be a familiar. Almost any reasonably friendly gesture on the part of the party will bring the raven to them. This is Beck, the courier's familiar, and he is frantic to find help for his master. He will fly to whichever character enticed him closer.

"Friends? Friends? Master hurt. You help?"

If the characters answer affirmatively, use the guidelines below for the information Beck can provide. If they act hostile, Beck will fly away to the north.

- His master is Madric.
- Madric is in a dark place in the ground.
- Bouncy scaly men hold him. They try to make Madric tell them things. They hurt him.
- Madric is hurt badly.

Beck can guide the characters, or the characters can follow the tracks of Madric and the kobolds. The tracks end in a boulder field on a gentle slope at the base of large hill (see DM's Aid #2 for the encounter map. The rubble patches are difficult terrain. They are tall enough to provide total cover to size Tiny and cover to size Small, but provide no cover to Medium or larger creatures.

A DC 15 Listen check detects a strangely echoing yipping sound (due to the echoes, it is not discernable as Draconic speech).

At all APLs, there are a pair of kobold warriors on watch; the remaining kobolds are underground. If approaching party members succeed on Hide and Move Silent checks (DC 10) it is possible to surprise these guards from a range of 30 ft. Otherwise, the action begins with the characters at the northeast corner of the map.

All APLs:

Madric Ronard, human male Rog1/Sor2: current hp 3 (15 hp maximum).

APL 2 (EL 5)

Kobold raider, War2 (6): hp 9 each; see Combat Appendix.

Tunar-Kail, male kobold Mnk1/Sor3: hp 12; see Combat Appendix.

APL 4 (EL 7)

Kobold marksman, Ftr3: hp 19; see Combat Appendix.

Kobold raider, War3 (4): hp 13 each; see Combat Appendix.

Kobold scout, Ftr1/Scout1: hp 10; see Combat Appendix.

Tunar-Kail, male kobold Mnk1/Sor4: hp 14; see Combat Appendix.

APL 6 (EL 9)

Kobold marksman, Ftr3: hp 19; see Combat Appendix.

Kobold raider, War3 (4): hp 13 each; see Combat Appendix.

Kobold scout, Ftr1/Scout3: hp 23; see Combat Appendix.

Tunar-Kail, male kobold Mnk2/Sor6: hp 43; see Combat Appendix.

APL 8 (EL 11)

Kobold marksman, Ftr4: hp 26; see Combat Appendix.

Kobold raider, War4 (4): hp 18 each; see Combat Appendix.

Kobold scout, Ftr1/Scout5: hp 34; see Combat Appendix.

Tunar-Kail, male kobold Mnk2/Sor8: hp 52; see Combat Appendix.

APL 10 (EL 13)

Kobold marksman, Ftr6: hp 39; see Combat Appendix.

Kobold raider, War6 (4): hp 27 each; see Combat Appendix.

Kobold scout, Ftr1/Scout5 (2): hp 34 each; see Combat Appendix.

Tunar-Kail, male kobold Mnk2/Sor10: hp 43; see Combat Appendix.

Tactics: The spring-attacking kobolds use the tunnels to duck in and out of combat. Swarmfighters will try to mob a single opponent if possible. Tunar-Kail and the marksman will try to avoid melee and use spells and crossbow bolts to best effect. The kobolds won't make a deliberate effort to kill Madric, but it is possible he could be killed by friendly fire.

Treasure:

APL 2: Loot – 252 gp, Coin – 21 gp, Magic – 7 potions of *cure light wounds* (29 gp).

APL 4: Loot – 254 gp, Coin – 10 gp, Magic – 7 potions of *cure light wounds* (29 gp), 2 *screaming bolts* (44 gp), small +1 *light crossbow* (195 gp).

APL 6: Loot – 254 gp, Coin – 10 gp, Magic – 7 potions of *cure light wounds* (29 gp), 2 *screaming*

bolts (44 gp), small +1 *light crossbow* (195 gp), +2 *vest of resistance* (333 gp).

APL 8: Loot – 254 gp, Coin – 10 gp, Magic – 7 potions of *cure light wounds* (29 gp), small +1 *elfbane light crossbow* (695 gp), 2 *screaming bolts* (44 gp), +2 *vest of resistance* (333 gp).

APL 10: Loot – 254 gp, Coin – 10 gp, Magic – *cloak of charisma* +4 (1,333 gp), 7 potions of *cure light wounds* (29 gp), small +1 *elfbane light crossbow* (695 gp), 2 *screaming bolts* (44 gp), +2 *vest of resistance* (333 gp).

Development: If Madric survives, he will be so very, very thankful for being rescued. Madric is a short, thin Suel man. His gear is rent and torn in spots and has strange greenish moldy stains (which don't come out, even if *prestidigitation* is used). His hands shake uncontrollably, perhaps an aftereffect of the conditions he has endured.

If Madric is killed, the characters can recover his body from the cave. His gear is nondescript, badly damaged, and has no appreciable resale value. It takes a DC 30 Search check to find the *possum pouch*. A *detect magic* shows that an illusion is covering his stomach area, but does not provide a clear enough view to discern where the pouch ends and the dead body begins. Attempting to detach the *possum pouch* without knowing the command word requires first finding it via a Search check and then success at a DC 25 Use Magic Device check. If the characters try to examine the pouch contents, refer to the "Opening the Pouch" section in Encounter 3.

The journey back to the Celadon verge is uneventful. But the adventure is not yet done.

Encounter Three: Bring 'Em Back (Alive?)

If the characters succeeded in bringing back Madric alive, Teridel greets them as follows:

"So, is this our missing courier? Do you still have your messages?"

If Madric was killed, use the following text:

"So, did you find the courier? Did you find his messages?"

In either case, if the party has recovered the courier's messages, continue as follows:

"Now, a real friend of the forest might think about what information our friend was bringing out of Nyron. It could be very useful to know

what the diplomats know. Even a copy of the information would be valuable to us. I don't suppose you could see your way clear to helping the forest's defenders?"

Teradil waits expectantly as the characters decide what to do.

Teradil, wood elf male Rgr9: hp 53.

If Madric is alive, he will not surrender the possum pouch willingly. He can be Intimidated (DC 25) into turning it over, but will report the characters if that is done. This earns the characters the enmity of the Ducal Diplomatic Corps.

He can also be bribed, with a minimum bribe of 500 gold. In this case, he'll keep his mouth shut about what happens to the *possum pouch*; do not award the enmity unless someone else reports the security breach.

It would also be possible to mug the courier and then modify his memories afterward to fit a cover story that the characters develop. Success or failure determines whether the characters earn the enmity of the Ducal Diplomatic Corps.

Killing Madric in order to obtain access to the *possum pouch* is an evil act and should be so noted on ARs.

Opening the Pouch: The Ducal Diplomatic Corps has equipped the pouch with a variety of defenses to ensure the security of its information. Unfortunately the journey has been difficult and thus the effectiveness of the surviving defenses varies with APL:

APL 2 (EL 4)

Alchemical Fire Trap: CR 4; mechanical; touch trigger; no reset; alchemical fire, DC 16 Reflex save avoids, 2d6 damage fire, destroys pouch contents; Search DC 25; Disable Device DC 25; Market value 2,120 gp.

APL 4 (EL 6)

Alchemical Fire Trap: CR 4; mechanical; touch trigger; no reset; alchemical fire, DC 16 Reflex save avoids, 2d6 damage fire, destroys pouch contents; Search DC 25; Disable Device DC 25; Market value 2,120 gp.

Burning Hands Trap: CR 3; magic; proximity trigger (*alarm*); no reset; spell effect (*burning hands*, 5th level wizard, 5d4 fire, DC 11 Reflex save avoids, destroys pouch contents); Search

DC 26; Disable Device DC 26; Market value 700 gp.

APL 6 (EL 8)

Alchemical Fire Trap: CR 5; mechanical; touch trigger; no reset; alchemical fire, DC 16 Reflex save avoids, 4d6 damage fire, destroys pouch contents; Search DC 26; Disable Device DC 26; Market value 2,440 gp.

Scorching Ray Trap: CR 6; magic; proximity trigger (*alarm*); no reset; Atk +4/+4 ranged touch; spell effect (*scorching ray*, 7th level wizard, 4d6/4d6 fire, destroys pouch contents); Search DC 27; Disable Device DC 27; Market value 1,470 gp.

APL 8 (EL 10)

Alchemical Fire Trap: CR 5; mechanical; touch trigger; no reset; alchemical fire, DC 16 Reflex save avoids, 4d6 damage fire, destroys pouch contents; Search DC 26; Disable Device DC 26; Market value 2,440 gp.

Shout Trap: CR 6; magic; proximity trigger (*alarm*); no reset; spell effect (*shout*, 7th level wizard, 5d6 sonic plus deafen for 2d6 rounds, DC 16 Fortitude save halves damage and negates deafness, destroys pouch contents); Search DC 29; Disable Device DC 29; Market value 2,450 gp.

APL 10 (EL 12)

Alchemical Fire Trap: CR 4; mechanical; touch trigger; no reset; alchemical fire, DC 16 Reflex save avoids, 2d6 damage fire, destroys pouch contents; Search DC 25; Disable Device DC 25; Market value 2,120 gp.

Shout Trap: CR 6; magic; proximity trigger (*alarm*); no reset; spell effect (*shout*, 7th level wizard, 5d6 sonic plus deafen for 2d6 rounds, DC 16 Fortitude save halves damage and negates deafness, destroys pouch contents); Search DC 29; Disable Device DC 29; Market value 2,450 gp.

Dominate Person Trap: CR 9; magic; proximity trigger (*alarm*); no reset; spell effect (*dominate person*, 9th level wizard, DC 17 Will save or be compelled to bring the pouch and its contents to the proper authorities in Leukish as quickly as possible); Search DC 30; Disable Device DC 30; Market value 3,780 gp.

Development: If the traps are defeated, the contents of the possum pouch can be examined, and the documents in it can be read and duplicated. The documents are a summary of reports on the western portions of Nyrond,

covering the area from Hammersend in the north to Beetu in the south. There is also a small vial containing dung. A DC 25 Knowledge (arcana) check identifies the dung as the droppings of a dragon.

If the characters turn over the information in the pouch or a copy of the information to Teridel, award them the Favor of the Defenders of the Celadon. Teridel will be puzzled by the vial of dung but will have no interest in obtaining a sample.

Regardless of the outcome, Teridel will still guide the characters through the Celadon to the western edge where they had first entered. He will accompany them only as far as the western edge of the Celadon, however; the characters will have to return the rest of the way to the camp without him.

If Madric or any of the characters report the theft or duplication of the pouch's contents, all of the characters receive the Emnity of the Ducal Diplomatic Corps. The Corps investigates the guilty and innocent alike.

If Madric is returned alive with the messages intact to the base camp, each character receives 150 gold as previously agreed. If Madric is delivered alive but the messages have been destroyed, award 100 gold each. If only the messages are delivered, award 50 gold to each character. The Ducal Diplomatic Corps does not pay for failure.

Treasure:

All APLs: Loot – 0 gp, Coin – 150 gp, Magic – none.

Experience Point Summary

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

Encounter One

Defeating the magical beasts:

APL2	90 xp
APL4	150 xp
APL6	210 xp
APL8	270 xp
APL10	330 xp

Encounter Two

Defeating the kobolds:

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp

Encounter Three:

Defeating the traps:

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp

Discretionary roleplaying award

APL2	90 xp
APL4	135 xp
APL6	180 xp
APL8	225 xp
APL10	270 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1125 xp
APL10	1350 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the

bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Two:

APL 2: Loot – 252 gp, Coin – 6 gp, Magic – 7 potions of *cure light wounds* (29 gp).

APL 4: Loot – 254 gp, Coin – 10 gp, Magic – 7 potions of *cure light wounds* (29 gp), 2 *screaming bolts* (44 gp), small +1 *light crossbow* (195 gp).

APL 6: Loot – 254 gp, Coin – 10 gp, Magic – 7 potions of *cure light wounds* (29 gp), 2 *screaming bolts* (44 gp), small +1 *light crossbow* (195 gp), +2 *vest of resistance* (333 gp).

APL 8: Loot – 254 gp, Coin – 10 gp, Magic – 7 potions of *cure light wounds* (29 gp), small +1 *elfbane light crossbow* (695 gp), 2 *screaming bolts* (44 gp), +2 *vest of resistance* (333 gp).

APL 10: Loot – 254 gp, Coin – 10 gp, Magic – *cloak of charisma* +4 (1,333 gp), 7 potions of *cure light wounds* (29 gp), small +1 *elfbane light crossbow* (695 gp), 2 *screaming bolts* (44 gp), +2 *vest of resistance* (333 gp).

Encounter Three:

All APLs: Loot – 0 gp, Coin – 150 gp, Magic -- none.

Total Possible Treasure

APL 2: L: 252 gp; C: 171 gp; M: 29 gp - Total: 225 gp

APL 4: L: 254 gp; C: 160 gp; M: 268 gp - Total: 325 gp

APL 6: L: 254 gp; C: 160 gp; M: 601 gp - Total: 450 gp

APL 8: L: 254 gp; C: 160 gp; M: 1,101 gp - Total: 650 gp

APL 10: L: 254 gp; C: 160 gp; M: 2,434 gp - Total: 1150 gp

Items for the Adventure Record

Favor of the Defenders of the Celadon: For sharing information with them, you have a favorable reputation with the Defenders of the Celadon and receive a +2 modifier on future reactions with NPCs who are members. In addition, you receive access to upgrade one weapon with the bane (human) ability.

Diplomatic Crisis: For revealing sensitive information to a non-Ducal source, all TU costs for this character for the DDC are doubled. Promotion within the DDC and/or retirement from the DDC are barred for one calendar year. TU costs for the next two Duchy of Urnst regional modules played by this character are doubled, regardless of whether the character is a member of the DDC or not.

Item Access

APL 2:

Possum pouch (Adventure, CV)

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

Screaming bolt (Adventure, DMG)

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

Vest of resistance +2 (Adventure, CA)

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

+1 *elfbane light crossbow* (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following):

Cloak of charisma +4 (Adventure, DMG)

Combat Appendix – APL 2

Encounter Two

Kobold raider, War2: CR 1/3; small humanoid (reptilian); HD 2d8; hp 9; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17; Base Atk/Grp +2/-3; Atk +3 melee (1d6-1/19-20, longsword) or +4 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d6-1/19-20, longsword) or +4 ranged (1d6/19-20, light crossbow); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +3, Ref +1, Will +0; Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +4, Search +2, Weapon Focus (longsword).

Possessions: small heavy wooden shield, small light crossbow, 10 small bolts, small masterwork longsword, potion of *cure light wounds*, small studded leather armor, vial of alchemist's fire, 20 sp.

Tunar-Kail, male kobold Mnk1/Sor3: CR 4; small humanoid (reptilian); HD 1d8+3d4; hp 12; Init +3; Spd 30 ft.; AC 15, touch 14, flat-footed 12 (with *mage armor* AC 19, touch 14, flat-footed 16); Base Atk/Grp +1/+0; Atk +2 melee (1d4-1, quarterstaff) or +1 melee (1d4-1, unarmed strike); Full Atk +0/+0 melee (1d4-1, quarterstaff) or -1/-1 melee (1d4-1, unarmed strike); SA -; SQ darkvision 60 ft., flurry of blows, light sensitivity, unarmed strike; AL LE, SV Fort +3, Ref +6, Will +4; Str 8, Dex 16, Con 11, Int 10, Wis 8, Cha 16.

Flurry of Blows (Ex): When unarmored, Tunar-Kail may make one additional attack at his highest base attack bonus when using the full attack action. All attacks that round take a penalty of -2, including attacks of opportunity until the beginning of the next round. Only unarmed strikes and special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) may be used when using a flurry of blows. He applies his strength bonus (not Str bonus x 1-1/2 or 1/2) to his damage rolls for all successful attacks.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Balance +7, Concentration +8, Craft (trapmaking) +2, Jump +3, Knowledge (Arcana) +2, Search +2, Spellcraft +1, Tumble +7, Draconic Heritage (blue), Draconic Power (blue), Improved Grapple.

Spells Known (6/6; spells remaining 6/5; base DC = 13 + spell level): 0—[*acid splash*, *daze*, *detect magic*, *message*, *touch of fatigue*]; 1st—[*cause fear*, *lesser orb of electricity*, *mage armor*].

Possessions: small masterwork quarterstaff, potion of *cure light wounds*, spell component pouch, 114 gp.

Combat Appendix – APL 4

Encounter One

Displacer Beast, advanced: CR 5; Large magical beast; HD 9d10+27; hp 76; Init +3; Spd 40 ft.; AC 17, touch 12, flat-footed 14; Base Atk/Grp +9/+17; Atk +12 melee (1d6+4, tentacle); Full Atk +12/+12 melee (1d6+4, 2 tentacles) and +7 melee (1d8+2, bite); Space/Reach: 10ft./5 ft. (10 ft. with tentacles); SQ darkvision 60 ft., displacement, low light vision, resistance to ranged attacks; AL LE; SV Fort +9, Ref +9, Will +6; Str 18, Dex 16, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +12, Listen +6, Move Silently +7, Spot +6, Alertness, Dodge, Iron Will, Stealthy.

Displacement (Su): A light-bending glamer surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Possessions: none.

Encounter Two

Kobold marksman, Ftr3: CR 3; small humanoid (reptilian); HD 3d10+3; hp 19; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +3/-2; Atk +8 ranged (1d6/19-20, light crossbow) or +2 melee (1d6-1/19-20, longsword); Full Atk +6/+6 ranged (1d6/19-20, light crossbow) or +2 melee (1d6-1/19-20, longsword); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +4, Ref +4, Will +2; Str 9, Dex 17, Con 12, Int 10, Wis 12, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Climb +5, Craft (trapmaking) +2, Jump +5, Search +2, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot.

Possessions: small +1 *light crossbow*, 30 small bolts, small longsword, potion of *cure light wounds*, 2 *screaming bolts*, small masterwork chain shirt, 12 gp.

Kobold raider, War3: CR 1/2; small humanoid (reptilian); HD 3d8; hp 13; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17; Base Atk/Grp +3/-2; Atk +4 melee (1d6-1/19-20, longsword) or +5 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d6-1/19-20, longsword) or +5 ranged (1d6/19-20, light crossbow); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +3, Ref +2, Will +1; Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +5, Search +1, Swarmfighting, Weapon Focus (longsword).

Possessions: small heavy wooden shield, small light crossbow, 10 small bolts, small masterwork longsword, potion of *cure light wounds*, small studded leather armor, vial of alchemist's fire, 20 sp.

Kobold scout, Ftr1/Scout1: CR 2; small humanoid (reptilian); HD 1d10+1d8+2; hp 12; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk/Grp +1/-3; Atk +3 melee (1d8/x3, glaive); Full Atk +3 melee (1d8/x3, glaive); SA -; SQ darkvision 60 ft., light sensitivity, skirmish (+1d6), trapfinding; AL LE, SV Fort +3, Ref +4, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

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

Skirmish (Ex): A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical

hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +6, Escape Artist +5, Hide +5, Move Silently +5, Search +7, Sense Motive +6, Spot +5, Survival +5, Tumble +5, Dodge, Mobility.

Possessions: small masterwork glaive, potion of *cure light wounds*, small masterwork chain shirt, 12 gp.

Tunar-Kail, male kobold Mnk1/Sor4: CR 5; small humanoid (reptilian); HD 1d8+4d4; hp 14; Init +3; Spd 30 ft.; AC 15, touch 14, flat-footed 12 (with *mage armor* AC 19, touch 14, flat-footed 16); Base Atk/Grp +2/+1; Atk +3 melee (1d4-1, quarterstaff) or +2 melee (1d4-1, unarmed strike); Full Atk +1/+1 melee (1d4-1, quarterstaff) or +0/+0 melee (1d4-1, unarmed strike); SA -; SQ darkvision 60 ft., flurry of blows, light sensitivity, unarmed strike; AL LE, SV Fort +3, Ref +6, Will +5; Str 8, Dex 16, Con 11, Int 10, Wis 8, Cha 16.

Flurry of Blows (Ex): When unarmored, Tunar-Kail may make one additional attack at his highest base attack bonus when using the full attack action. All attacks that round take a penalty of -2, including attacks of opportunity until the beginning of the next round. Only unarmed strikes and special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) may be used when using a flurry of blows. He applies his strength bonus (not Str bonus x 1-1/2 or 1/2) to his damage rolls for all successful attacks.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Balance +7, Concentration +9, Craft (trapmaking) +2, Jump +3, Knowledge (Arcana) +3, Search +2, Spellcraft +1, Tumble +7, Draconic Heritage (blue), Draconic Power (blue), Improved Grapple.

Spells Known (6/7/4; spells remaining 6/6/4; base DC = 13 + spell level): 0—[*acid splash*, *daze*, *detect magic*, *detect poison*, *message*, *touch of fatigue*]; 1st—[*lesser orb of electricity*, *mage armor*, *shield*]; 2nd—[*scorching ray*].

Possessions: small masterwork quarterstaff, potion of *cure light wounds*, spell component pouch, 28 gp.

Combat Appendix – APL 6

Encounter One

Displacer Beast, advanced: CR 5; Large magical beast; HD 9d10+27; hp 76; Init +3; Spd 40 ft.; AC 17, touch 12, flat-footed 14; Base Atk/Grp +9/+17; Atk +12 melee (1d6+4, tentacle); Full Atk +12/+12 melee (1d6+4, 2 tentacles) and +7 melee (1d8+2, bite); Space/Reach: 10ft./5 ft. (10 ft. with tentacles); SQ darkvision 60 ft., displacement, low light vision, resistance to ranged attacks; AL LE; SV Fort +9, Ref +9, Will +6; Str 18, Dex 16, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +12, Listen +6, Move Silently +7, Spot +6, Alertness, Dodge, Iron Will, Stealthy.

Displacement (Su): A light-bending glamor surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Possessions: none.

Encounter Two

Kobold marksman, Ftr3: CR 3; small humanoid (reptilian); HD 3d10+3; hp 19; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +3/-2; Atk +8 ranged (1d6+1/19-20, light crossbow) or +2 melee (1d6-1/19-20, longsword); Full Atk +6/+6 ranged (1d6+1/19-20, light crossbow) or +2 melee (1d6-1/19-20, longsword); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +4, Ref +4, Will +2; Str 9, Dex 17, Con 12, Int 10, Wis 12, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Climb +5, Craft (trapmaking) +2, Jump +5, Search +2, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot.

Possessions: small +1 *light crossbow*, 30 small bolts, small longsword, potion of *cure light wounds*, 2 *screaming bolts*, small masterwork chain shirt, 12 gp.

Kobold raider, War3: CR 1/2; small humanoid (reptilian); HD 3d8; hp 13; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17; Base Atk/Grp +3/-2; Atk +4 melee (1d6-1/19-20, longsword) or +5 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d6-1/19-20, longsword) or +5 ranged (1d6/19-20, light crossbow); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +3, Ref +2, Will +1; Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +5, Search +1, Swarmfighting, Weapon Focus (longsword).

Possessions: small heavy wooden shield, small light crossbow, 10 small bolts, small longsword, potion of *cure light wounds*, small studded leather armor, vial of alchemist's fire, 20 sp.

Kobold scout, Ftr1/Scout3: CR 4; small humanoid (reptilian); HD 1d10+3d8+4; hp 23; Init +4; Spd 40 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +3/-1; Atk +4 melee (1d8/x3, glaive); Full Atk +4 melee (1d8/x3, glaive); SA -; SQ battle fortitude, darkvision 60 ft., light sensitivity, skirmish (+1d6, +1 AC), trapfinding; AL LE, SV Fort +5, Ref +6, Will +2; Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Fast Movement (Ex): A scout gains a +10 foot enhancement bonus to his base land speed. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. See the monk class feature, page 41 of the Player's Handbook.

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

Skirmish (Ex): A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

He also gains a +1 competence bonus to armor class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Uncanny Dodge (Ex): A scout retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. See the barbarian class feature, page 26 of the Player's Handbook.

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +6, Escape Artist +7, Hide +7, Move Silently +7, Search +9, Sense Motive +7, Spot +7, Survival +7, Tumble +7, Combat Reflexes, Dodge, Mobility.

Possessions: small masterwork glaive, potion of *cure light wounds*, small masterwork chain shirt, 12 gp.

Tunar-Kail, male kobold Mnk2/Sor6: CR 8; small humanoid (reptilian); HD 2d8+6d4+8; hp 32 (with *false life* 43); Init +3; Spd 30 ft.; AC 18, touch 17, flat-footed 15 (with *mage armor* AC 22, touch 17, flat-footed 19); Base Atk/Grp +4/+3; Atk +5 melee (1d4-1, quarterstaff) or +4

melee (1d4-1, unarmed strike); Full Atk +3/+3 melee (1d4-1, quarterstaff) or +2/+2 melee (1d4-1, unarmed strike); SA -; SQ darkvision 60 ft., evasion, flurry of blows, light sensitivity, unarmed strike; AL LE, SV Fort +8, Ref +10, Will +9; Str 8, Dex 16, Con 12, Int 10, Wis 8, Cha 16.

Evasion (Ex): Tunar-Kail takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Flurry of Blows (Ex): When unarmored, Tunar-Kail may make one additional attack at his highest base attack bonus when using the full attack action. All attacks that round take a penalty of -2, including attacks of opportunity until the beginning of the next round. Only unarmed strikes and special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) may be used when using a flurry of blows. He applies his strength bonus (not Str bonus x 1-1/2 or 1/2) to his damage rolls for all successful attacks.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Balance +9, Concentration +13, Craft (trapmaking) +2, Jump +6, Knowledge (Arcana) +5, Search +2, Spellcraft +3, Spot +0, Tumble +10, Ascetic Mage, Deflect Arrows, Draconic Heritage (blue), Draconic Power (blue), Improved Grapple.

Spells Known (6/7/6/4; spells remaining 6/6/5/4; base DC = 13 + spell level): 0—[*acid splash*, *daze*, *detect magic*, *detect poison*, *ghost sound*, *message*, *touch of fatigue*]; 1st—[*lesser orb of electricity*, *mage armor*, *shield*, *shocking grasp*]; 2nd—[*false life*, *scorching ray*]; 3rd—[*lightning bolt*].

Possessions: small masterwork quarterstaff, potion of *cure light wounds*, spell component pouch, *vest of resistance* +2, 28 gp.

Combat Appendix – APL 8

Encounter One

Displacer Beast, advanced: CR 7; Huge magical beast; HD 12d10+60; hp 126; Init +2; Spd 40 ft.; AC 18, touch 10, flat-footed 16; Base Atk/Grp +12/+24; Atk +18 melee (1d8+8, tentacle); Full Atk +18/+18 melee (1d8+8, 2 tentacles) and +13 melee (2d6+4, bite); Space/Reach: 15ft./10 ft. (20 ft. with tentacles); SQ darkvision 60 ft., displacement, low light vision, resistance to ranged attacks; AL LE; SV Fort +13, Ref +10, Will +7; Str 26, Dex 15, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Listen +7, Move Silently +7, Spot +7, Alertness, Combat Reflexes, Dodge, Iron Will, Stealthy.

Displacement (Su): A light-bending glamor surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Possessions: none.

Encounter Two

Kobold marksman, Ftr4: CR 4; small humanoid (reptilian); HD 4d10+4; hp 26; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk/Grp +4/-1; Atk +11 ranged (1d6+1/19-20, light crossbow) or +4 melee (1d6-1/19-20, longsword); Full Atk +9/+9 ranged (1d6+1/19-20, light crossbow) or +4 melee (1d6-1/19-20, longsword); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +5, Ref +5, Will +2; Str 9, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Climb +6, Craft (trapmaking) +2, Jump +6, Search +2, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow).

Possessions: small +1 *elfbane* light crossbow, 30 small bolts, small longsword, potion of *cure light wounds*, 2 *screaming bolts*, small masterwork chain shirt, 12 gp.

Kobold raider, War4: CR 1; small humanoid (reptilian); HD 4d8; hp 18; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 18; Base Atk/Grp +4/-1; Atk +5 melee (1d6-1/19-20, longsword) or +7 ranged (1d6/19-20, light crossbow); Full Atk +5 melee (1d6-1/19-20, longsword) or +7 ranged (1d6/19-20, light crossbow); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +4, Ref +3, Will +1; Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +6, Search +1, Swarmfighting, Weapon Focus (longsword).

Possessions: small heavy wooden shield, small light crossbow, 10 small bolts, small longsword, potion of *cure light wounds*, small studded leather armor, vial of alchemist's fire, 20 sp.

Kobold scout, Ftr1/Scout5: CR 6; small humanoid (reptilian); HD 1d10+5d8+6; hp 34; Init +4; Spd 40 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +4/+0; Atk +6 melee (1d8/x3, glaive); Full Atk +6 melee (1d8/x3, glaive); SA -; SQ battle fortitude, darkvision 60 ft., evasion, light sensitivity, skirmish (+2d6, +1 AC), trapfinding; AL LE, SV Fort +5, Ref +7, Will +4; Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Evasion (Ex): A scout takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless. See the monk class feature, page 41 of the Player's Handbook.

Fast Movement (Ex): A scout gains a +10 foot enhancement bonus to his base land speed. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. See the monk class feature, page 41 of the Player's Handbook.

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

Skirmish (Ex): A scout deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

He also gains a +1 competence bonus to armor class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Uncanny Dodge (Ex): A scout retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. See the barbarian class feature, page 26 of the Player's Handbook.

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +6, Escape Artist +7, Hide +7, Move Silently +7, Search +9, Sense Motive +7, Spot +7, Survival +7, Tumble +7, Combat Reflexes, Dodge, Mobility, Iron Will, Spring Attack.

Possessions: small masterwork glaive, potion of *cure light wounds*, small masterwork chain shirt, 12 gp.

Tunar-Kail, male kobold Mnk2/Sor8: CR 10; small humanoid (reptilian); HD 2d8+8d4+10; hp 39 (with *false life* 52); Init +3; Spd 30 ft.; AC 18, touch 17, flat-footed 15 (with *mage armor* AC 22, touch 17, flat-footed 19); Base Atk/Grp +5/+4; Atk +6 melee (1d4-1, quarterstaff) or +5 melee (1d4-1, unarmed strike); Full Atk +4/+4 melee (1d4-1, quarterstaff) or +3/+3 melee (1d4-1, unarmed strike); SA -; SQ darkvision 60 ft., evasion, flurry of blows, light sensitivity, unarmed strike; AL LE, SV Fort +8, Ref +10, Will +10; Str 8, Dex 16, Con 12, Int 10, Wis 8, Cha 16.

Evasion (Ex): Tunar-Kail takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Flurry of Blows (Ex): When unarmored, Tunar-Kail may make one additional attack at his highest base attack bonus when using the full attack action. All attacks that round take a penalty of -2, including attacks of opportunity until the beginning of the next round. Only unarmed strikes and special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) may be used when using a flurry of blows. He applies his strength bonus (not Str bonus x 1-1/2 or 1/2) to his damage rolls for all successful attacks.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Balance +9, Concentration +15, Craft (trapmaking) +2, Jump +6, Knowledge (Arcana) +5, Search +2, Spellcraft +5, Spot +0, Tumble +10, Arcane Strike, Ascetic Mage, Deflect Arrows, Draconic Heritage (blue), Draconic Power (blue), Improved Grapple.

Spells Known (6/7/7/6/3; spells remaining 6/6/6/5/3; base DC = 13 + spell level): 0—[*acid splash*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *ghost sound*, *message*, *touch of fatigue*]; 1st—[*endure elements*, *lesser orb of electricity*, *mage armor*, *shield*, *shocking grasp*]; 2nd—[*false life*, *mirror image*, *scorching ray*]; 3rd—[*haste*, *lightning bolt*], 4th—[*confusion*].

Possessions: small masterwork quarterstaff, potion of *cure light wounds*, spell component pouch, *vest of resistance* +2, 28 gp.

Combat Appendix – APL 10

Encounter One

Displacer Beast, advanced elite: CR 9; Huge magical beast; HD 15d10+105; hp 187; Init +4; Spd 40 ft.; AC 20, touch 12, flat-footed 16; Base Atk/Grp +15/+27; Atk +21 melee (1d8+8, tentacle); Full Atk +21/+21 melee (1d8+8, 2 tentacles) and +16 melee (2d6+4, bite); Space/Reach: 15ft./10 ft. (20 ft. with tentacles); SQ darkvision 60 ft., displacement, low light vision, resistance to ranged attacks; AL LE; SV Fort +16, Ref +15, Will +10; Str 26, Dex 18, Con 24, Int 6, Wis 16, Cha 6.

Skills and Feats: Hide +14, Listen +9, Move Silently +9, Spot +9, Alertness, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Stealthy.

Displacement (Su): A light-bending glamor surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Possessions: none.

Encounter Two

Kobold marksman, Ftr6: CR 6; small humanoid (reptilian); HD 6d10+6; hp 39; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk/Grp +6/+1; Atk +13 ranged (1d6+3/19-20, light crossbow) or +6 melee (1d6-1/19-20, longsword); Full Atk +11/+11/+6 ranged (1d6+3/19-20, light crossbow) or +6 melee (1d6-1/19-20, longsword); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +6, Ref +6, Will +5; Str 9, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Climb +8, Craft (trapmaking) +2, Jump +8, Search +2, Iron Will, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Possessions: small +1 *elfbane* light crossbow, 30 small bolts, small longsword, potion of *cure light wounds*, 2 *screaming bolts*, small masterwork chain shirt, 12 gp.

Kobold raider, War6: CR 3; small humanoid (reptilian); HD 6d8; hp 27; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 18; Base Atk/Grp +6/+1; Atk +7 melee (1d6-1/19-20, longsword) or +9 ranged (1d6/19-20, light crossbow); Full Atk +7 melee (1d6-1/19-20, longsword) or +9 ranged (1d6/19-20, light crossbow); SA -; SQ darkvision 60 ft., light sensitivity; AL LE, SV Fort +5, Ref +4, Will +4; Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha 8.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +2, Handle Animal +6, Search +1, Iron Will, Swarmfighting, Weapon Focus (longsword).

Possessions: small heavy wooden shield, small light crossbow, 10 small bolts, small longsword, potion of *cure light wounds*, small studded leather armor, vial of alchemist's fire, 20 sp.

Kobold scout, Ftr1/Scout5: CR 6; small humanoid (reptilian); HD 1d10+5d8+6; hp 34; Init +4; Spd 40 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +4/+0; Atk +6 melee (1d8/x3, glaive); Full Atk +6 melee (1d8/x3, glaive); SA -; SQ battle fortitude, darkvision 60 ft., evasion, light sensitivity, skirmish (+2d6, +1 AC), trapfinding; AL LE, SV Fort +5, Ref +7, Will +4; Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Battle Fortitude (Ex): A scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Evasion (Ex): A scout takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless. See the monk class feature, page 41 of the Player's Handbook.

Fast Movement (Ex): A scout gains a +10 foot enhancement bonus to his base land speed. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. See the monk class feature, page 41 of the Player's Handbook.

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

Skirmish (Ex): A scout deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

He also gains a +1 competence bonus to armor class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Uncanny Dodge (Ex): A scout retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. See the barbarian class feature, page 26 of the Player's Handbook.

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Craft (trapmaking) +6, Escape Artist +7, Hide +7, Move Silently +7, Search +9, Sense Motive +7, Spot +7, Survival +7, Tumble +7, Combat Reflexes, Dodge, Mobility, Iron Will, Spring Attack.

Possessions: small masterwork glaive, potion of *cure light wounds*, small masterwork chain shirt, 12 gp.

Tunar-Kail, male kobold Mnk2/Sor10: CR 12; small humanoid (reptilian); HD 2d8+10d4+12; hp 46 (with *false life* 60); Init +3; Spd 30 ft.; AC 20, touch 19, flat-footed 17 (with *mage armor* AC 24, touch 19, flat-footed 21); Base Atk/Grp +6/+5; Atk +7 melee (1d4-1, quarterstaff) or +6 melee (1d4-1, unarmed strike); Full Atk +5/+5/+0 melee (1d4-1, quarterstaff) or +4/+4/-1 melee (1d4-1, unarmed strike); SA -; SQ darkvision 60 ft., evasion, flurry of blows, light sensitivity, unarmed strike; AL LE, SV Fort +9, Ref +11, Will +11; Str 8, Dex 16, Con 12, Int 10, Wis 8, Cha 21.

Evasion (Ex): Tunar-Kail takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. He does not gain this benefit if helpless.

Flurry of Blows (Ex): When unarmored, Tunar-Kail may make one additional attack at his highest base attack bonus when using the full attack action. All attacks that round take a penalty of -2, including attacks of opportunity until the beginning of the next round. Only unarmed strikes and special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) may be used when using a flurry of blows. He applies his strength bonus (not Str bonus x 1-1/2 or 1/2) to his damage rolls for all successful attacks.

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

Skills: Kobolds have a racial bonus of +2 on Craft (trapmaking), Profession (miner), and Search checks.

Skills and Feats: Balance +9, Concentration +17, Craft (trapmaking) +2, Jump +6, Knowledge (Arcana) +5, Search +2, Spellcraft +7, Spot +0, Tumble +10, Arcane Strike, Ascetic Mage, Deflect Arrows, Draconic Heritage (blue), Draconic Presence, Draconic Power (blue), Improved Grapple.

Spells Known (6/8/7/7/6/4; spells remaining 6/7/6/7/6/4; base DC = 15 + spell level): 0—[*acid splash*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *message*, *touch of fatigue*]; 1st—[*endure elements*, *lesser orb of electricity*, *mage armor*, *shield*, *shocking grasp*]; 2nd—[*false life*, *gust of wind*, *mirror image*, *scorching ray*]; 3rd—[*haste*, *lightning bolt*, *tongues*]; 4th—[*confusion*, *dimension door*]; 5th—[*dominate person*].

Possessions: *cloak of charisma* +4, small masterwork quarterstaff, potion of *cure light*

wounds, spell component pouch, vest of
resistance +2, 28 gp.

DM Aid #1: New Rules

New Equipment:

Possum Pouch (Complete Adventurer): Also known as a false stomach, a possum pouch is a small, flat, circular bag about 10 to 12 inches in diameter and up to 2 inches thick. When placed against a humanoid's abdomen and sealed there with a command word, it blends in unobtrusively with the surrounding skin, requiring a DC 30 Search check to detect. Spies and couriers find these items useful as diplomatic pouches, while nobles and wealthy merchants sometimes use them as money belts. Assassins, ninjas, and sneak-thieves love possum pouches because they make it easy to smuggle poison, daggers, and small valuables into or out of well-guarded houses.

Faint illusion; CL 3rd; Craft Wondrous Item, *disguise self*; price 1,800; weight 1 lb.

Vest of resistance +2 (Complete Arcane): These garments offer magic protection in the form of a +2 resistance bonus on all saving throws

Faint abjuration; creator's caster level must be at least three times the vest's bonus; Craft Wondrous Item, *resistance*; price 4,000; weight 1 lb.

New Feats:

Arcane Strike (Complete Warrior): Prerequisite: Ability to cast 3rd level spells, base attack bonus +4. Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for one round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

Ascetic Mage (Complete Adventurer): Prerequisite: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells. Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or

natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for one round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

Draconic Heritage (Complete Arcane): Prerequisite: Sorcerer level 1st. Benefit: Choose one dragon from the Draconic Heritage list 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 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.

Blue: energy type electricity, class skill listen.

Draconic Presence (Complete Arcane): Prerequisite: Draconic Heritage. Benefit: Whenever you cast an arcane spell, all opponents within 10 feet of you who have fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. The effect is negated by a Will save (DC 10+ level of the spell cast + your Cha modifier).

A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

Draconic Power (Complete Arcane): Prerequisite: Draconic Heritage. Benefit: Your caster level increases by 1, and you add one to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

Swarmfighting (Complete Warrior): Prerequisite: Small size, Dex 13, base attack bonus +1. Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium

or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

New Spells:

Orb of Electricity, Lesser (Complete Arcane)

Conjuration

Level: Sorcerer/wizard 1, warlock 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

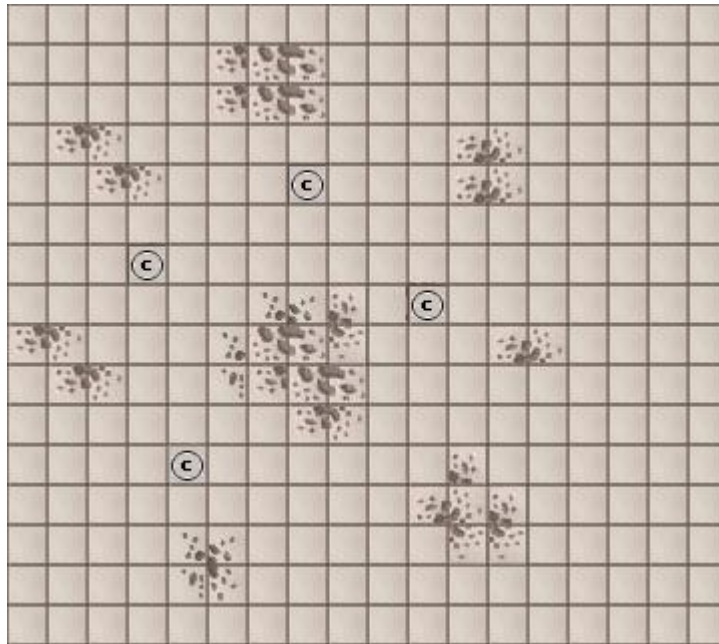
Saving Throw: None

Spell Resistance: No

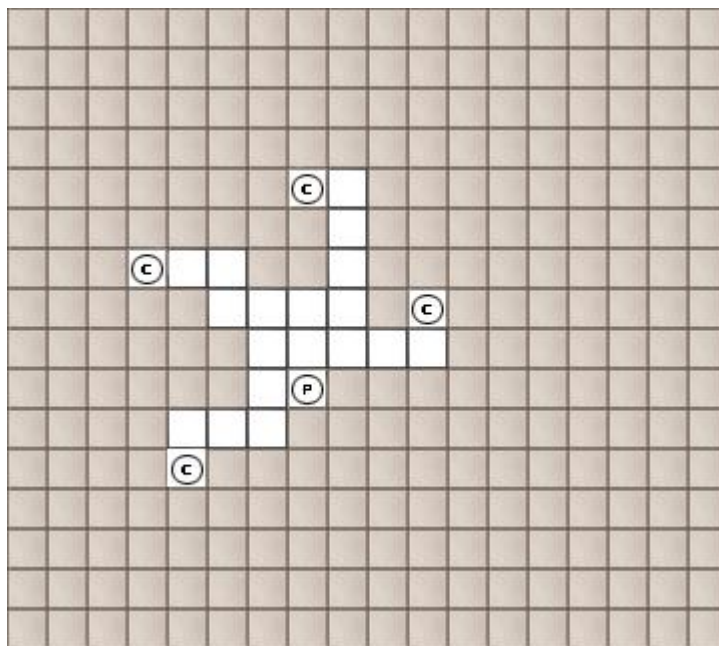
An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed at a ranged touch attack to hit.

For every two caster levels beyond first, your orb does 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.

DM Aid #2: Encounter Two Maps



Encounter site, aboveground view



Encounter site, belowground view

The locations marked with C are the cave entrances. The location marked with P is the prisoner's location.

The rubble patches are difficult terrain. They are tall enough to provide total cover to size Tiny and cover to size Small, but provide no cover to Medium or larger creatures.