

# Kingdoms of Kalamar<sup>®</sup>: The Root of All Evil<sup>™</sup> v.3.5 adaptation

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This document defines the expected changes needed to update the Kingdoms of Kalamar adventure, the Root of all evil to the v.3.5 revision of the Dungeons & Dragons<sup>®</sup> game.

Adapted By  
Dustin M. Stuckel "Ktulu"  
Gabriel Mckean "DangerMouse"

Page 4:

Name: Veoden, Male Reanaarian Wiz 7  
Size/Type: Medium Human (5ft. 10in. 140lb)  
Hit Dice: 7d4+7 (hp29)  
Initiative: +1  
Speed: 30 ft (6 squares)  
Armor Class: 15 (+1 Dex, +1 ring, +3 Bracers of Armor) Touch 11, Flat Footed 14  
Base Attack/Grapple: +3/+2  
Attack: Dagger +4 Ranged (1d4-1 / 19-20)  
Full Attack: Dagger +4 Ranged (1d4-1 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Summon Familiar  
Saves: Fort +3, Ref +3, Will +8  
Abilities: Str 9, Dex 13, Con 13, Int 18, Wis 16, Cha 16  
Skills: Concentration +12, Craft (Alchemy) +14, Craft (Blacksmith) +14, Craft (Carpentry) +14, Knowledge (Arcana) + 16, Knowledge (History) + 14, Spellcraft +16  
Feats: Scribe Scroll, Combat Casting, Dodge, Brew Potion, Craft Magic Arms & Armor, Craft Wand  
Challenge Rating: 7  
Alignment: Neutral Good  
Languages: Reanaarese, Merchant's Tongue, Dwarven, Deji, Kalamaran  
Spell Save DC: 14 + spell level  
Spells Prepared: (4/5/4/3/2) 0th- Daze, Flare, Mending, Open/Close; 1st- Charm Person, Color Spray, Magic Missile, Sleep, Unseen Servant; 2nd- Flaming Sphere, Invisibility, Levitate, Mirror Image; 3rd- Fireball, Hold Person, Lightning Bolt 4th- Dimension Door, Polymorph  
Spell Book: 0th – All; 1st- Burning Hands, Charm Person, Color Spray, Feather Fall, Identify, Light, Magic Missile, Shocking Grasp, Sleep, Spider Climb, Unseen Servant 2nd- Continual Flame, Detect Thoughts, Disguise Self, Flaming Sphere, Invisibility, Levitate, Mirror Image, See Invisibility, Web; 3rd- Fireball, Greater Magic Weapon, Halt Undead, Hold Person, Lightning Bolt; 4th- Enervation, Dimension Door, Polymorph

Page 5:

See page 226 in Monster Manual for statistics on Skeletons.  
Paragraph 6, Sentence 3:  
Scattered on the floor and coffins are 295cp, 146sp, 7 gems:

2 moonstones (50gp ea.), 2 lapis lazuli (10gp ea.), 3 hematite (5gp ea.),  
and a divine scroll of protection from evil in a bone scroll tube.

Page 6:

Change the Iron coffins statistics to:  
Iron Coffin: 1in. thick; hardness 10; hp 30. Open DC (nailed down) 25  
Rusted Iron Chains: Hardness 10; hp 5; Break DC 20. See page 119 in Monster Manual for statistics on Artuur Dairoo as a Ghoul.  
Name: Girion Male Reanaarian Ranger 1  
Size/Type: Medium Human (5ft. 6in. 120lb)  
Hit Dice: 1d8+2 (hp10)  
Initiative: +3  
Speed: 30 (6 squares)  
Armor Class: 19 (+3 Dex, +6 Elven Chainmail) Touch 13, Flat Footed 16  
Base Attack/Grapple: +1/+2  
Attack: Short Bow +5 Ranged (1d6+1 / x3) or Longsword +2 Melee (1d8+1 / 19-20) or Silvered Dagger +2 Melee (1d4+1 / 19-20)  
Full Attack: Short Bow +5 Ranged (1d6+1 / x3) or Longsword +2 Melee (1d8+1 / 19-20) or Silvered Dagger +2 Melee (1d4+1 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Favored Enemy (Giants) +2, Wild Empathy  
Saves: Fort +4, Ref +5, Will +3  
Abilities: Str 12, Dex 17, Con 15, Int 13, Wis 16, Cha 8  
Skills: Craft (Bow making) +5, Handle Animal +3, Heal +7, Hide +5, Knowledge (Nature) +5, Listen +7, Spot +7, Survival +7  
Feats: Track, Point Blank Shot, Precise Shot  
Challenge Rating: 1  
Alignment: Neutral Good  
Languages: Merchant's Tongue, Fhokki, Elven (Low)

Page 7:

The Map:  
Oogiiir Heut "Ogres Here"  
See page 199 in Monster Manual for statistics on the Ogres.

Page 8:

This is the EL 1 encounter referred to on Page 7. Except where noted, use the statistics on page 133 in Monster Manual for the Goblins.  
Goblin Guards (4) hp 8, 4 3(x2)  
a) Entrance Guardroom:  
Goblins: hp 7, 4  
Attack: Longsword +2 melee (1d6 / 19-20)

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b) Goblin Barracks (EL 3)  
hp 8, 6(x2), 3, 2(x4), 1(x2)  
Armor Class (unarmored): 12 (+1 Dex, +1 Size)  
Touch 12, Flat Footed 11

c) Lieutenant's Barracks (EL 1)  
hp 8(x2), 7(x2)  
Armor Class: 14 (+1 Dex, +1 Size, +2 Leather Armor)  
Touch 12, Flat Footed 13  
Attack: Greatsword +2 Melee (1d10 / 19-20)

d) Guard Barracks (EL 3)  
hp 8(x3), 6(x2), 5,4,3,2,1

e) Chief's Room  
Trap: (EL 2)  
Change the last sentence of the text to: The compartment then opens, splashing flaming oil on to those below in a 10ft diameter (4 squares nearest the door).  
Flaming oil splash cone. CR 2; Mechanical, touch trigger (opening the door pulls a tripwire), repair reset; DC 16 reflex save avoids. Multiple targets (all targets in the 10ft diameter).

Page 9:

2nd paragraph: The search DC for the secret door is 20.

g) Back door (EL 1)

hp 6, 2(x2), 1

h) Rear Guard (EL 1/2)

hp 8, 3.

Name: Arowain Fain; Male Reanaarian Wiz 5

Size/Type: Medium Human (4ft. 10in. 105 lb.)

Hit Dice: 5d4+5 (hp 28)

Initiative: +0

Speed: 30ft (6 squares)

Armor Class: 12 (+2 Dex) Touch 12, Flat Footed 10

Base Attack/Grapple: +2/+2

Attack: Unarmed +2 Melee (1d3 non lethal)

Full Attack: Unarmed +2 Melee (1d3 non lethal)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: Summon Familiar

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

Abilities: Str 10, Dex 14, Con 12, Int 17, Wis 9, Cha 11

Skills: Craft (Alchemy) +14, Craft (Blacksmith) +11,

Craft (Whitesmith) +11, Knowledge (Arcana) +11,

Knowledge (History) +11, Spellcraft +11

Feats: Scribe Scroll, Skill Focus (Craft (Alchemy)),

Eidetic Memory\*, Brew Potion, Craft Wondrous Item

Challenge Rating: 5

Alignment: Chaotic Good

Languages: Merchant's Tongue, Reanaarese

\*See Kingdoms of Kalamar: Player's Guide, pg. 84

Spells: None presently - currently no access to spell books.

Possessions: tools, clothes, leather apron.

Page 10:

Paragraph 4 (sentence 2) replace with:

She is incensed at the betrayal, but smart enough to cast protection from arrows (DR 10/magic/90pts

damage total) and shield (+4 AC) on herself before bursting into the room, giving her an effective AC 17.  
Name: Daresh; Female of mixed Fhokki and Deji blood Wiz 9

Size/Type: Medium Human (5ft.9in. 153lb)

Hit Dice: 9d4+18 (hp42)

Initiative: +7

Speed: 30 (6 squares)

Armor Class: 13 (+3 Dex) Touch 13, Flat Footed 10

Base Attack/Grapple: +4/+3

Attack: Dagger +3 Melee (1d4-1 / 19-20) or Dart +7

Ranged (1d4-1)

Full Attack: Dagger +3 Melee (1d4-1 / 19-20) or Dart +7 Ranged (1d4-1)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: Summon Familiar

Saves: Fort +5, Ref +6, Will +6

Abilities: Str 8, Dex 16, Con 15, Int 18, Wis 11, Cha 10

Skills: Concentration +14, Craft (Alchemy) +16,

Diplomacy +4, Knowledge (Arcana) +18, Knowledge

(History) +16, Knowledge (Geography) +10, Listen

+7, Spellcraft +18, Spot +2

Feats: Scribe Scroll, Alertness, Combat Casting, Brew

Potion, Spell penetration, Craft Wand, Improved

Initiative.

Challenge Rating: 9

Alignment: Lawful Evil

Languages: Reanaarese, Fhokki, Merchant's Tongue,

Goblin, Gnome

Possessions: ring of telekinesis, wand of fear, potion

of alter self, potion of fly, potion of eagle's splendor,

potion of cure serious wounds, dagger, 3 darts, and a

vial with 5 doses of purple worm poison (Fortitude

save DC 25 1d6str/2d6str)

Spell Save DC: 14 + spell level

Spells Prepared: 4/5/5/4/3/2, 0th- Arcane mark, Detect

Magic, Mage Hand, Read Magic; 1st- Charm Person,

Magic Missile x2, Shield, Shocking Grasp; 2nd-

Darkness, Knock, Mirror Image, Protection From

Arrows, Web; 3rd- Blink, Hold Person, Suggestion,

Tongues; 4th- Crushing Despair, Polymorph,

Dimension Door; 5th- Baleful Polymorph, Teleport

Spell Book: 0th- All; 1st- Charm Person, Identify,

Magic Missile, Message, Shield, Shocking Grasp,

Sleep, Reduce Person; 2nd- Darkness, Daylight, Fog

Cloud, Knock, Levitate, Locate Object, Mirror Image,

Protection From Arrows; 3rd- Blink, Fireball, Hold

Person, Suggestion, Tongues; 4th- Crushing Despair,

Dimension Door, Fire Trap, Locate Creature,

Polymorph, Enervation, Scrying; 5th- Lesser Planar

Binding, Greater Shadow Conjuration, Baleful

Polymorph, Magic Jar, Teleport, Telekinesis

4.) Mithral Meteor.

The Profession (Mining) DC is 10, while the untrained

Profession (Mining) DC is 21. The character adds

his/her wisdom modifier to the roll.

Page 11:

Returning to Haanex

Dinner Anyone? Change EL for Ogres to 5.

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Except where noted, see page 199 in Monster Manual for statistics on the Ogres.

Blash:

Hp 29

Attack: Longspear +8 Melee (2d6+7 / x3)

Space/reach: 10ft/15ft

Feats: Weapon Focus (Longspear)

Name: Stiruck; Male Hill Dwarf Exp 2

Size/Type: Medium Humanoid (Dwarf) (4ft.6in. 230 lb.)

Hit Dice: 2d8+2 (hp 12)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 10 Touch 10, Flat Footed 10

Base Attack/Grapple: +1/+1

Attack: Unarmed +1 Melee (1d3 non lethal)

Full Attack: Unarmed +1 Melee (1d3 non lethal)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: Dwarf Traits

Saves: Fort +1, Ref +0, Wis +3

Abilities: Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8

Skills: Appraise +5 (+2 bonus to jewelry/gems), Craft (Gem cutting) +7, Craft (Whitesmith) +7, Craft (Jeweler) +7, Diplomacy +4, Profession (Merchant) +5

Feats: Martial Weapon Proficiency (Dwarven War Axe)

Challenge Rating: 1

Alignment: Lawful Good

Languages: Dwarven, Merchant's Tongue

Possessions: None – The Ogres hold everything he owns.

\*Stiruck receives a +2 bonus to his Appraise and Craft skills because they deal with metals and stones.

Page 12:

Change Ballista statistics to: 3d8 damage; crit 19-20; range 120ft; crew 1

Name: Sailors Male & Female Reanaarian Exp 1 (18)

Size/Type: Medium Humans (Height and Weight vary)

Hit Dice: 1d6 (hp 3 ea.)

Initiative: +0

Speed: 30 (6 squares)

Armor Class: 10 touch 10, flatfooted 10

Base Attack/Grapple: +0/+0

Attack: Shortsword +0 Melee (1d6 / 19-20) or

Belaying Pin +0 Melee (1d6) or Light Crossbow +0 Ranged (1d8 / 19-20)

Full Attack: Shortsword +0 Melee (1d6 / 19-20) or Belaying Pin +0 Melee (1d6) or Light Crossbow +0 Ranged (1d8 / 19-20)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: -

Saves: Fort +2, Ref +0, Will +2

Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11

Skills: Balance +4, Climb +4, Profession (Sailor) +4, Spot +4, Survival +4, Swim +4, Use Rope +4

Feats: Endurance, Great Fortitude

Challenge Rating: 1/2

Alignment: Lawful Neutral

Languages: Merchant's Tongue

Page 13:

Name: Haager Pocaat; mix of Reanaarian & Fhokki blood Fighter 2

Size/Type: Medium Human (6ft. 4in. 243lb)

Hit Dice: 2d10 (hp15)

Initiative: +6

Speed: 30 (6 squares)

Armor Class: 14 (+2 Dex, +2 Leather Armor) Touch 12, Flat Footed 12

Base Attack/Grapple: +2/+4

Attack: Short Sword +4 Melee (126+2 / 19-20)

Full Attack: Short Sword +2 Melee (1d6+2 / 19-20) and Dagger +2 Melee (1d4+1 / 19-20)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: -

Saves: Fort +5, Ref +2, Will -1

Abilities: Str 14, Dex 15, Con 10, Int 15, Wis 8, Cha 11

Skills: Balance +3, Climb +7, Jump +7, Knowledge (Geography) +4, Profession (Sailor) +4, Swim +7

Feats: Two-Weapon Fighting, Dodge, Improved Initiative, Great Fortitude

Challenge Rating: 2

Alignment: Lawful Neutral

Languages: Merchant's Tongue, Fhokki, Reanaarese

Possessions: Leather armor, shortsword, dagger.

Except where noted - see page 217 in Monster Manual for statistics on Sahuagin.

Possessions: Trident, serrated dagger. Each of them also has a small, eel-skin pouch that holds 1d6pp of an unusual make and mint (the image of a fish)

Sea Serpent Stats

Name: Giant Constricting Sea Snake

Size/Type: Huge Animal

Hit Dice: 11d8+14 (58)

Initiative: +3

Speed: 20ft (4 squares) Swim 30ft

Armor Class: 15 (-2 Size, +2 Dex, +4 Natural) touch 11, flatfooted 12

Base Attack/Grapple: +8/+23

Attack: Bite +13 Melee (1d8+10)

Full Attack: Bite +13 Melee (1d8+10)

Space/Reach: 15ft/10ft

Special Attacks: Constrict (1d8+10), Improved Grab

Special Qualities: Scent

Saves: Fort +8, Ref +10, will +4

Abilities: Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Skills: Climb +17, Hide +7, Listen +9, Spot +9, Swim +27

Feats: Alertness, Endurance, Skill focus (Swim), Toughness

Challenge Rating: 5

Alignment: Neutral

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Change Ballista Statistics to: 3d8 damage; crit 19-20; range 120ft; crew 1

Pirate Stats

Name: Captain Vile; Male Kalamaran Fighter 3

Size/Type: Medium Human (6ft. 0in. 224lb)

Hit Dice: 3d10 (hp 20)

Initiative: +2

Speed: 30ft (6 squares)

Armor Class: 15 (+2 Dex, +2 Leather, +1 Shield)

Touch 12, Flat Footed 13

Base Attack/Grapple: +3/+4

Attack: Morningstar +5 Melee (1d8+1)

Full Attack: Morningstar +5 Melee (1d8+1)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: -

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 13, Dex 15, Con 11, Int 9, Wis 8, Cha 13

Skills: Climb +4, Jump +4, Swim +5, Profession (Sailor) +2

Feats: Power Attack, Cleave, Improved Bull Rush,

Weapon Proficiency (Morningstar)

Challenge Rating: 3

Alignment: Lawful Evil

Languages: Merchant's Tongue

Possessions: Leather armor, small wooden shield, morningstar, 10cp, 11ep, 7gp, and a 100gp gem (pink coral).

Name: Pirates; Male Humans Warriors 1 (10)

Size/Type: Medium Humans (height & Weight vary)

Hit Dice: 1d8 (hp 8, 7, 6, 5, 4, 3 x2, 2x2)

Initiative: +0

Speed: 30ft (6 squares)

Armor Class: 13 (+2 Leather Armor, +1 Shield) Touch 10, Flat Footed 13

Base Attack/Grapple: +1/+1

Attack: Short Sword +1 Melee (1d6 / 19-20) or

Throwing Axe +1 Ranged (1d6)

Full Attack: Short Sword +1 Melee (1d6 / 19-20) or

Throwing Axe +1 Ranged (1d6)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: -

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 11

Skills: Climb +4, Profession (Sailor) +4, Swim +4,

Feats: Endurance, Great Fortitude

Challenge Rating: 1/2

Alignment: CN, CE, or NE

Languages: Merchant's Tongue

Possessions: Each pirate has leather armor, small wooden shield, short sword, and throwing axe.

Page 15:

The former Captain of the Hyperion is Captain Wien.

Name: Captain Wien Male Fhokki Fighter 2

Size/Type: Medium Human (6ft. 0in. 141lb)

Hit Dice: 2d10 (hp12)

Initiative: -1

Speed: 30 ft (6 squares)

Armor Class: 9 (-1 Dex) Touch 9, Flat Footed 9

Base Attack/Grapple: +2/+1

Attack: Short Sword +2 Melee (1d6-1 / 19-20)

Full Attack: Short Sword +2 Melee (1d6-1 / 19-20)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: -

Saves: Fort +3, Ref -1, Will -1

Abilities: Str 8, Dex 9, Con 10, Int 14, Wis 9, Cha 17

Skills: Balance +1, Climb +2, Intimidate +5, Jump +3,

Knowledge (Geography) +4, Profession (Sailor) +1,

Survival +1

Feats: Combat Expertise, Improved Disarm, Improved

Trip, Weapon Focus (Short Sword)

Challenge Rating: 2

Alignment: Lawful Neutral

Languages: Fhokki, Merchant's Tongue, Reanaarese

Possessions: none.

Change Trap to

Trap: Glyph of Warding: (Blast): CR 4; spell trigger; no reset; spell effect (glyph of warding [blast], 5th level Cleric, 2d8 electricity, DC 15 Reflex save half damage); multiple targets (all targets within 5ft); search DC 28; Disable Device DC 28. Evil characters do not trigger this spell.

See page 118 in Monster Manual for statistics on Lacedon.

See page 226 in Monster Manual for statistics on Skeletons.

See page 265 in Monster Manual for statistics on Zombies.

Page 16:

Name: Varin; Male Kalamaran Cleric 5 [Harvester of Souls]

Size/Type: Medium Human (5ft. 7in. 115lb)

Hit Dice: 5d8-5 (hp 20)

Initiative: -1

Speed: 30 (6 squares)

Armor Class: 17 (-1 dex, +8 Full-Plate) Touch 9, Flat Footed 17

Base Attack/Grapple: +3/+3

Attack: Sickle +3 Melee (1d6)

Full Attack: Sickle +3 Melee (1d6)

Space/Reach: 5ft/5ft

Special Attacks: Death Touch

Special Qualities: Evil spells +1 caster level\*

Saves: Fort +3, Ref +0, Will +8

Abilities: Str 10, Dex 8, Con 9, Int 7, Wis 15, Cha 10

Skills: Concentration +6, Knowledge (Religion +4),

Spellcraft +1

Feats: Combat Casting, Spell Focus (necromancy (+1 DC vs. his necromancy spells))

Challenge Rating: 5

Alignment: Chaotic Evil

Languages: Merchant's Tongue

Possessions: Half Plate, sickle, potion of cure serious wounds, potion of invisibility.

Spell Save DC: 12 + spell level

Spells prepared: 0 – Create Water, Guidance, Purify

Food & Drink x3; 1 – Bane, Chill touch\*, Sanctuary,

Doom; 2 – Silence, Death Knell, Spectral Hand\*; 3 –

Vampiric Touch\*

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Domain Spells (Death & Evil): 1: Cause Fear\*; 2: Desecrate; 3: Animate Dead\*

\*Varin has access to the Arcane Spells Spectral Hand, Chill touch and Vampiric Touch provided by his God, Xiznoom, The Harvester of Souls.

Trap: Glyph of Warding: (Paralyze): CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [Paralyze], 5th level Cleric, Paralyzed for 10 rounds, DC 15 Will save half duration); single target; search DC 28; Disable Device DC 28. The Glyph can be bypassed by speaking, "Praise Galapiti" in the Kalamaran Tongue.

Trap: Glyph of Warding: (Blast): CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th level Cleric, 2d8 cold, DC 15 Reflex save half damage); multiple targets (all targets within 5ft); search DC 28; Disable Device DC 28. Clerics of the Harvester do not trigger this Glyph

See page 118 in Monster Manual for statistics on Lacedon.

See page 226 in Monster Manual for statistics on Skeletons.

See page 265 in Monster Manual for statistics on Zombies.

Page 17:

Trap: Glyph of Warding: (Blast): CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th level Cleric, 2d8 fire, DC 15 Reflex save half damage); multiple targets (all targets within 5ft); search DC 28; Disable Device DC 28. Clerics of the Harvester do not trigger this Glyph.

Page 18:

Scam A) Sir, May I Have Some More?

Name: Evloir; Male Reanaarian Rog 2

Size/Type: Medium Human (4ft. 2in. 84lb)

Hit Dice: 2d6-4 (hp 6)

Initiative: +1

Speed: 30 (6 squares)

Armor Class: 11 (+1 Dex)

Base Attack/Grapple: +1/-1

Attack: Dagger -1 Melee (1d4-2 / 19-20) or Dagger +2 Ranged (1d4-2 / 19-20)

Full Attack: Dagger -1 Melee (1d4-2 / 19-20) or Dagger +2 Ranged (1d4-2 / 19-20)

Space/Reach: 5ft/5ft

Special Attacks: Sneak Attack +1d6

Special Qualities: Evasion, Trapfinding

Saves: Fort -2, Ref +3, Will -1

Abilities: Str 7, Dex 12, Con 6, Int 11, Wis 8, Cha 11

Skills: Balance +4, Climb +2, Gather information +4, Hide +6, Jump +2, Listen +3, Move Silently +6, Sleight of Hand +6, Search +3, Spot +4, Use Rope +4

Feats: Lightning Reflexes, Run

Challenge Rating: 2

Alignment: Chaotic Good

Languages: Merchant's Tongue

Possessions: A small piece of chalk, some sealing wax, a signal whistle, some string, and his latest profits.

Page 19:

Scam B) Sleight of Hand

Name: Beriece; Male Reanaarian Rog 4

Size/Type: Medium Human (5ft. 11in. 190lb)

Hit Dice: 4d6+8 (hp 30)

Initiative: +4

Speed: 30 (6 squares)

Armor Class: 14 (+4 Dex)

Base Attack/Grapple: +3/+5

Attack: Dagger +7 Melee (1d4+2 / 19-20) or Light

Crossbow +7 Ranged (1d8 / 19-20)

Full Attack: Dagger +7 Melee (1d4+2 / 19-20) or

Light Crossbow +7 Ranged (1d8 / 19-20)

Space/Reach: 5ft/5ft

Special Attacks: Sneak Attack +2d6

Special Qualities: Evasion, Trapfinding, Trapsense +1, Uncanny Dodge

Saves: Fort +4, Ref +10, Will +3

Abilities: Str 15, Dex 18, Con 16, Int 16, Wis 14, Cha 9

Skills: Appraise +10, Balancae +13, Diplomacy +6, Escape Artist +7, Handle Animal +1, Heal +3, Hide +11, Move Silently +11, Intimidate +4, Jump +9, Open Lock +11, Sleight of Hand +15, Ride (Horse) +6, Swim +4, Tumble +13, Use Rope +12, Use Magic Device +1

Feats: Lightning Reflexes, Deft Hands, Weapon Finesse

Challenge Rating: 4

Alignment: Neutral Evil

Languages: Reanaarese, Dwarven, Hobgoblin,

Merchant's Tongue

Possessions: Bag of caltrops, ring of nondetection, case of crossbow bolts (13), and a pouch containing 9gp and 28sp.

Scam c) Going Once, Going Twice, Sold!

Name: Miana Reemae; Female Reanaarian Rog 6

Size/Type: Medium Human (5ft 1in. 103lb)

Hit Dice: 6d6+6 (hp 32)

Initiative: +6

Speed: 30ft (6 squares)

Armor Class: 12 (+2 Dex) Touch 12, Flat Footed 12

Base Attack/Grapple: +4/+4

Attack: Dagger +5 Melee (1d4+1 / 19-20) or Dagger +6 Ranged (1d4+1 / 19-20)

Full Attack: Dagger +5 Melee (1d4+1 / 19-20) or Dagger +6 Ranged (1d4+1 / 19-20)

Space/Reach: 5ft/5ft

Special Attacks: Sneak Attack +3d6

Special Qualities: Evasion, Trapfinding, Trapsense +2, Uncanny Dodge

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 11, Dex 14, Con 13, Int 13, Wis 11, Cha 14

Skills: Appraise +7, Bluff +13\*, Diplomacy +16\*, Forgery +7, Gather Information +11\*, Knowledge (Local) +7, Listen +7, Open Lock +6, Perform (Sing) +10\*, Profession (Merchant) +6, Search +5, Sense Motive +9, Spot +9, Use magic Device +8, Decipher Script +8

Feats: Alertness, Improved Initiative, Gorgeous\*, Leadership

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Challenge Rating: 6  
Alignment: Neutral Evil  
Languages: Merchant's Tongue, Reanaarese  
Possessions: +1 Dagger, merchant's scale, small pouch of trinkets for sale, and a pouch containing 11gp, 39sp, and 19cp.  
\*The Gorgeous feat grants a circumstantial +2 to Miana's Charisma score, increasing it to a 16. This feat grants her a bonus of +1 to all Charisma related skills so long as she can be seen.  
Scam E) In a Hurry  
Name: Semaj; Male Fhokki Bbn 3  
Size/Type: Medium Human (6ft. 1in. 215lb)  
Hit Dice: 3d12+0 (hp 26) (\*32)  
Initiative: +6  
Speed: 40 (8 squares)  
Armor Class: 14 (+2 Dex, +2 Leather Armor) touch 12, flatfooted 14 (-2 to AC when raging)  
Base Attack/Grapple: +3/+6  
Attack: Battle Axe +6 (+8\*) Melee (1d8+3 / x3) (1d8+5 / x3\*)  
Full Attack: Battle Axe +6 (+8\*) Melee (1d8+3 / x3) (1d8+5 / x3\*)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Rage 1/day, Fast Movement, Uncanny Dodge, Trap Sense +1  
Saves: Fort +3 (+5\*), Ref +3, Will +1 (+3\*)  
Abilities: Str 16 (20\*), Dex 14, Con 10 (14\*), Int 9, Wis 10, Cha 8  
Skills: Handle Animal +1, Listen +2, Sleight of Hand +4, Search +1, Spot +1, Swim +6, Tumble +4, Survival +1  
Feats: Combat Reflexes, Improved Initiative, Run  
Challenge Rating: 3  
Alignment: Neutral Evil  
Languages: Fhokki  
Possessions: Leather armor, battleaxe, Pouch (5sp and 27cp).  
\*When Raging.  
Name: Thieves (3); Male Humans Rog 3  
Size/Type: Medium Humans (Height and Weight vary)  
Hit Dice: 3d6-3 (hp 9,11,14)  
Initiative: +5  
Speed: 30 (6 squares)  
Armor Class: 11 (+1 Dex) Touch 11, Flat Footed 10  
Base Attack/Grapple: +2/+2  
Attack: Dagger +2 Melee (1d4 / 19-20) or Dagger +3 Ranged (1d4 / 19-20)  
Full Attack: Dagger +2 Melee (1d4 / 19-20) or Dagger +3 Ranged (1d4 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: Sneak Attack +2d6  
Special Qualities: Evasion, Trapfinding, Trapsense +1  
Saves: Fort +0, Ref +4, Will +3  
Abilities: Str 10, Dex 13, Con 8, Int 10, Wis 14, Cha 10  
Skills: Balance +6, Climb +6, Disguise +2, Escape Artist +7, Hide +7, Listen +2, Move Silently +7, Sleight of Hand +10, Search +4, Sense Motive +7, Spot +2, Use Rope +3

Feats: Improved Initiative, Skill Focus (Move Silently), Skill Focus (Sleight of Hand)  
Challenge Rating: 3  
Alignment: Neutral Evil  
Languages: Merchant's Tongue, Fhokki  
Page 20:  
Name: Purguld; Male Hill Dwarf Exp 2  
Size/Type: Medium Humanoid (Dwarf) (4ft. 6in. 290lb)  
Hit Dice: 2d8+2 (hp14)  
Initiative: +1  
Speed: 20 (4 squares)  
Armor Class: 16 (+1 Dex, +5 Chain mail) Touch 11, Flat Footed 15  
Base Attack/Grapple: +1/+3  
Attack: Dagger +3Melee (1d4+2/ 19-20)  
Full Attack: Dagger +3Melee (1d4+2/ 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Dwarven Traits  
Saves: Fort +3, Ref +1, Will +3  
Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 11, Cha 9  
Skills: Appraise +3, Bluff +2, Craft (Blacksmith) +5, Craft (Armor) +5, Craft (Weaponsmith) +5, Diplomacy +4, Handle Animal +3  
Feats: Great Fortitude  
Challenge Rating: 1  
Alignment: Lawful Good  
Languages: Dwarven, Merchant's Tongue  
Possessions: none

Page 21:  
Name: Geolain Male Reanaarian Wiz 7  
Size/Type: Medium Human (5ft. 6in. 130lb)  
Hit Dice: 7d4+21 (hp40)  
Initiative: +2  
Speed: 30 (6 squares)  
Armor Class: 14 (+2 Dex, +2 Bracers of Armor) Touch 12, Flat Footed 12  
Base Attack/Grapple: +3/+3  
Attack: Quarterstaff +3 Melee (1d6)  
Full Attack: Quarterstaff +3 Melee (1d6)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Summon Familiar  
Saves: Fort +5, Ref +4, Will +11  
Abilities: Str 10, Dex 14, Con 16, Int 18, Wis 18, Cha 17  
Skills: Concentration +14, Craft (Alchemy) +10, Decipher Script +6, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Nature) +13, Spellcraft +10, Survival +8  
Feats: Scribe Scroll, Iron Will, Spell Penetration, Brew Potion, Craft Wand, Craft Wondrous Item  
Challenge Rating: 7  
Alignment: Lawful Good  
Languages: Merchant's Tongue, Reanaarese, Draconic, Fhokki, Ancient Kalamaran

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Possessions: Quarterstaff, +2 Bracers of Armor, ring of invisibility, scroll of finger of death and wand of hold person (12 charges)

Page 22:

Name: Sentinels of the True Way (3); Male  
Reanaarian Com1  
Size/Type: Medium Human (Height and Weight vary)  
Hit Dice: 1d4 (hp4, 4, 4)  
Initiative: +0  
Speed: 30 (6 squares)  
Armor Class: 10 Touch 10, Flat Footed 10  
Base Attack/Grapple: +0/+0  
Attack: Dagger +0 Melee/Ranged (1d4 / 19-20)  
Full Attack: Dagger +0 Melee/Ranged (1d4 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +0, Ref +0, Will +0  
Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10  
Skills: Balance +2, Profession (Sailor) +4, Climb +4, Swim +4, Use Rope +4  
Feats: Iron Will, Quick Draw  
Challenge Rating: 1/2  
Alignment: Neutral Evil  
Languages: Merchant's Tongue  
Possessions: dagger.  
Name: Driscall; Male Reanaarian Com1  
Size/Type: Medium Human (5ft. 4in. 125lb)  
Hit Dice: 1d4 (hp4)  
Initiative: +0  
Speed: 30 (6 squares)  
Armor Class: 10 Touch 10, Flat Footed 10  
Base Attack/Grapple: +0/+0  
Attack: Dagger +0 Melee/Ranged (1d4 / 19-20)  
Full Attack: Dagger +0 Melee/Ranged (1d4 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +0, Ref +0, Will +0  
Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10  
Skills: Profession (Innkeeper) +7, Spot +4, Bluff +2, Listen +4, Gather Information +2  
Feats: Endurance, Skill Focus (Profession (Innkeeper))  
Challenge Rating: 1/2  
Alignment: Neutral Evil  
Languages: Merchant's Tongue  
Possessions: dagger.

Page 23:

Name: Faupei, Vaeniiv, Suetin, Daarle; Male  
Reanaarian War 1 (4)  
Size/Type: Medium Humans (Height and Weight vary)  
Hit Dice: 1d8 (hp 11, 11, 11, 11)  
Initiative: +0  
Speed: 20 (4 squares)  
Armor Class: 15 (+5 Chainmail) Flat Footed 15, Touch 10  
Base Attack/Grapple: +1/+1

Attack: Longsword +2 Melee (1d8 / 19-20) or Javelin +1 Ranged (1d6)  
Full Attack: Longsword +2 Melee (1d8 / 19-20) or Javelin +1 Ranged (1d6)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +2, Ref +0, Will +0  
Abilities: Str 10, Dex 11, Con 11, Int 9, Wis 10, Cha 10  
Skills: Listen +2, Spot +2  
Feats: Weapon Focus (Longsword), Toughness  
Challenge Rating: 1/2  
Alignment: Lawful Neutral  
Languages: Merchant's Tongue  
Possessions: Chainmail armor, Longsword, javelin  
Name: Neaboo, Kaizil; Male Reanaarian War 1 (2)  
Size/Type: Medium Humans (Height and Weight vary)  
Hit Dice: 1d8 (hp 7, 6)  
Initiative: +4  
Speed: 30 (6 squares)  
Armor Class: 14 (+4 Brigandine Armor)  
Base Attack/Grapple: +1/+1  
Attack: Hand Axe +1 Melee (1d6 / x3) or Hand Axe +1 Ranged (1d6 / x3)  
Full Attack: Hand Axe +1 Melee (1d6 / x3) or Hand Axe +1 Ranged (1d6 / x3)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +2, Ref +0, Will +0  
Abilities: Str 10, Dex 11, Con 11, Int 9, Wis 10, Cha 10  
Skills: Climb +4, Intimidate +4  
Feats: Improved Initiative, Quick Draw  
Challenge Rating: 1/2  
Alignment: Neutral  
Languages: Merchant's Tongue  
Possessions: Brigandine armor and a hand axe.  
Name: Tealia; Female Reanaarian Ari 2  
Size/Type: Medium Human (5ft. 2in. 101lb)  
Hit Dice: 2d8 (hp 12)  
Initiative: +6  
Speed: 30 (6 squares)  
Armor Class: 13 (+2 Dex, +1 Bracers of Armor) Touch 12, Flat Footed 11  
Base Attack/Grapple: +1/+1  
Attack: Longsword +1 Melee (1d8 / 19-20) or Light Crossbow +3 Ranged (1d8 / 19-20)  
Full Attack: Longsword +1 Melee (1d8 / 19-20) or Light Crossbow +3 Ranged (1d8 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +0, Ref +0, Will +3  
Abilities: Str 10, Dex 15, Con 11, Int 12, Wis 10, Cha 14  
Skills: Bluff +7, Disguise +9, Forgery +5  
Feats: Improved Initiative, Iron Will  
Challenge Rating: 1  
Alignment: Neutral Evil

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Languages: Merchant's Tongue, Reanaarese  
Possessions: +1 bracers of armor, cloak, Longsword, Light Crossbow, and quiver with 10 bolts, 10gp in a small pouch.  
Name: Fulkaft, Kazuk, Borli; Male Hill Dwarves  
Exp1/War1 (3)  
Size/Type: Medium Humanoid (Dwarf) (4ft. 0in 25lb)  
Hit Dice: 1d6/1d8+2 (hp 5, 6, 7)  
Initiative: +0  
Speed: 20 (4 squares)  
Armor Class: 14 (+4 Scale Mail) Touch 10, Flat Footed 14  
Base Attack/Grapple: +1/+1  
Attack: Warhammer +1 Melee (1d8 / x3)  
Full Attack: Warhammer +1 Melee (1d8 / x3)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Dwarf Traits  
Saves: Fort +5, Ref +0, Will +2  
Abilities: Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8  
Skills: Appraise +4, Craft (Blacksmith) +4, Craft (Whitesmith) +4, Hide +2, Intimidate +1, Listen +4, profession (Mining) +4  
Feats: Great Fortitude  
Challenge Rating: 1  
Alignment: Neutral  
Languages: Dwarven, Merchant's Tongue  
Possessions: Scale mail, warhammer.  
Name: Kibik; Male Half-Orc Bbn 1  
Size/Type: Medium Humanoid (Orc) (6ft. 0in. 250lb)  
Hit Dice: 1d12+2 (hp 14) (16\*)  
Initiative: +1  
Speed: 40 (8 squares)  
Armor Class: 14 (+1 Dex, +3 Studded Leather Armor) Touch 11, Flat Footed 13 (-2 to AC when raging\*)  
Base Attack/Grapple: +1/+4 (+6\*)  
Attack: Greatclub +5 (+7\*) Melee (1d10+4) (1d10+7\*) or Shortbow +2 Ranged (1d6)  
Full Attack: Greatclub +5 (+7\*) Melee (1d10+4) (1d10+7\*) or Shortbow +2 Ranged (1d6)  
Space/Reach: 5ft/5ft  
Special Attacks: Rage 1/day  
Special Qualities: Half-Orc Traits, Increased Movement  
Saves: Fort +4 (+6\*), Ref +1, Will +1 (3\*)  
Abilities: Str 17 (21\*), Dex 13, Con 15 (19\*), Int 10, Wis 12, Cha 9  
Skills: Climb +4, Handle Animal +1, Intimidate +1, Jump +4, Listen +3, Ride (Horse) +3, Survival +3  
Feats: Weapon Focus (Great Club)  
Challenge Rating: 1  
Alignment: Chaotic Neutral  
Languages: Merchant's Tongue  
Possessions: Studded leather, greatclub, shortbow, quiver with 20 arrows, 2sp, small sack, 50ft. of hemp rope.  
\*When raging  
Change Male human rog (1) to:  
Name: Sutilla; Male Reanaarian Rog 1  
Size/Type: Medium Human (5ft. 5in. 140lb)  
Hit Dice: 1d6+1 (hp7)

Initiative: +2  
Speed: 30 (6 squares)  
Armor Class: 15 (+2 Dex, +3 Studded Leather Armor) Touch 12, Flat Footed 13  
Base Attack/Grapple: +0/+1  
Attack: Rapier +1 Melee (1d6+1 / 18-20) or Light Crossbow +3 Ranged (1d8+1 / 19-20)  
Full Attack: Rapier -1 Melee (1d6+1 / 18-20) and Dagger -1 Melee (1d4 / 19-20) or Light Crossbow +3 Ranged (1d8+1 / 19-20)  
Space/Reach: 5ft/5ft  
Special Attacks: Sneak Attack +1d6  
Special Qualities: Trapfinding  
Saves: Fort +1, Ref +4, Will +1  
Abilities: Str 12, Dex 15, Con 12, Int 14, Wis 12, Cha 10  
Skills: Appraise +6, Bluff +5, Decipher Script +6, Disable Device +6, Escape Artist +6, Hide +6, Listen +5, Move Silently +6, Open Lock +6, Search +6, Spot +5  
Feats: Two-Weapon Fighting, Point Blank Shot  
Challenge Rating: 1  
Alignment: Chaotic Neutral  
Languages: Merchant's Tongue, Reanaarese, Dwarven  
Possessions: Studded leather, rapier, dagger, Light crossbow, quiver with 10 bolts, 8cp, and a small sack.

Page 24:  
Raspar's Silver Book:  
The spell change self is now called Disguise Self.

Page 25:  
See page 268 in Monster Manual for statistics on Apes.

Page 26:  
See page 64 in Monster Manual for statistics on Dire Rats.  
See page 226 in Monster Manual for statistics on Skeletons.  
Change ring to minor ring of energy resistance (fire).

Page 27:  
Name: Guardian Familiar  
Size/Type: Small Outsider (Lawful, Extraplanar)  
Hit Dice: 1d8 (hp4)  
Initiative: +5  
Speed: 30ft (6 squares)  
Armor Class: 12 (+1 Size, +1 Dex) touch 12, flatfooted 11  
Base Attack/Grapple: +1/-3  
Attack: Claw +2 Melee (1d4)  
Full Attack: 2 Claws +2 Melee (1d4) and Bite +0 Melee (1d6)  
Space/Reach: 5ft/5ft  
Special Attacks: 9 lives  
Special Qualities: Darkvision 60ft, SR 10  
Saves: Fort +2, Ref +3, Will +2  
Abilities: Str 10, Dex 12, Con 10, Int 2, Wis 10, Cha 10  
Skills: Hide +9, Listen +4, Move Silently +5, Spot +4

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Feats: Improved Initiative, Multi-attack, Weapon finesse

Challenge Rating: 9

Alignment: Lawful Good

Guardian Familiars receive a +4 racial bonus to listen and spot checks.

Nine Lives (Ex): The guardian familiar has nine lives. Each time it is slain, up to the 9th time, it is instantly reborn stronger than before. At each rebirth, it gains a magical bonus of +1 to Hit Dice, AC, SR, attack and damage, as well as +5ft. to its movement. Thus, if it is slain four times, it will be reborn as a 5HD creature with AC 16, SR 14, a speed of 50ft., and do 1d4+4 points of damage with each claw and 1d6+4 damage with its bite.

Provided the spell resistance is overcome, the increasing power of the familiar can be stopped by any of the following spells: disintegrate, flesh to stone, temporal stasis, or wish. An unholy word spell banishes it back to its plane of origin. It has only animal intelligence and returns to rest on top of the treasure (as well as returning to its original shape) if melee is suspended, regaining any of the lives it lost as well. Though it starts out as a small black cat, it reaches the size of a bobcat by its largest growth cycle. – Dangerous Denizens pg. 82

Page 28:

Poison needle trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Attk +17 melee (1 plus poison); poison (Medium monstrous spider poison, DC 12 Fortitude resists (poison only) initial and secondary damage is 1d4str) Search DC 20, Disable Device 20.

See page 237 in Monster Manual for statistics on Stirges.

See page 286 in Monster Manual for statistics on Medium-sized monstrous centipedes.

Page 29:

See page 56 in Monster Manual for statistics on Imp.

Page 30:

See page 280 in Monster Manual for statistics on Snakes (Adders).

See page 288 in Monster Manual for statistics on Small monstrous spiders.

Page 31:

See page 205 in Monster Manual for statistics on Giant Owls.

See page 226 in Monster Manual for statistics on Skeletons.

Page 32:

Change Paragraph one to:

The souls of the dead Hachita tribesmen are held to the room and as the final skeleton is destroyed, their spirits are set free. Unfortunately, they are still trapped in the room itself. Once freed of their skeletal bodies, the six souls merge to become a Poltergeist.

Name: Poltergeist

Size/Type: Small Undead (incorporeal)

Hit Dice: 2d12 (hp13)

Initiative: +5

Speed: 30 (6 squares)

Armor Class: 14 (+1 Size, +1 Dex, +2 Deflection),

Touch 14, Flat Footed 13

Base Attack/Grapple: +1/-3

Attack: Thrown weapon +3 Ranged (damage per weapon)

Full Attack: Thrown weapon +3 Ranged (damage per weapon) or Thrown Improvised item -1 Ranged (damage per item)

Space/Reach: 5ft/5ft

Special Attacks: Spell-like Abilities

Special Qualities: Darkvision 60 ft., incorporeal,

invisibility, +2 turn resistance, undead traits

Saves: Fort +0, Ref +1, Will +3

Abilities: Str -, Dex 13, Con -, Int 10, Wis 10, Cha 14

Skills: concentration, +6, Listen +4, Search +4, Sense Motive +4, Spot +4

Feats: Blind Fight, Multi-attack

Challenge Rating: 2

Alignment: Lawful Evil

Spell Save DC 12 + spell level

Spell-like Abilities: 1/round – fear, mind fog, telekinesis.

Incorporeal (Ex)

Invisibility (Ex): A poltergeist is always invisible. It cannot be seen, even with see invisibility. Hence, no one has been able to describe one.

The Attack:

Name: Hachita Tribesmen; Male Deji Warrior 1 (51)

Size/Type: Medium Humans (Height and Weight vary)

Hit Dice: 1d8+1 (hp 7 ea.)

Initiative: +0

Speed: 30 (6 squares)

Armor Class: 12 (+2 Leather Tunic) Touch 10, Flat Footed 12

Base Attack/Grapple: +1/+2

Attack: Club +2 Melee (1d6+1) or Javelin +1 Ranged (1d6+1)

Full Attack: Club +2 Melee (1d6+1) or Javelin +1

Ranged (1d6+1)

Space/Reach: 5ft/5ft

Special Attacks: -

Special Qualities: -

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 13, Dex 11, Con 12, Int 7, Wis 10, Cha 9

Skills: Climb +3, Survival +1

Feats: Great Fortitude

Challenge Rating: 1/2

Alignment: Lawful Evil

Languages: Hachita

Possessions: Club, javelin, leather tunic.

Name: Belsona Tribesmen; Male Deji Warrior 1 (10)

Size/Type: Medium Humans (Height and Weight vary)

Hit Dice: 1d8 (hp 6ea.)

Initiative: +6

Speed: 30 (6 squares)

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Armor Class: 13 (+2 Dex, +1 small shield) Touch 12, Flat Footed 11  
Base Attack/Grapple: +1/+1  
Attack: Hand Axe +1 Melee (1d6 / x3) or Shortbow +3 Ranged (1d6 / x3)  
Full Attack: Hand Axe +1 Melee (1d6 / x3) or Shortbow +3 Ranged (1d6 / x3)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +2, Ref +2, Will +0  
Abilities: Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 11  
Skills: Hide +3, Survival +1  
Feats: Improved Initiative  
Challenge Rating: 1/2  
Alignment: Lawful Neutral  
Languages: Belsona  
Possessions: Shortbow, quiver with 20 arrows, hand axe, small wooden shield.  
Hamlet of Belsona Sidebar:  
Krunk is a Level 5 Warrior  
Halaan is a level 5 Wizard  
Name: Belsona Tribesmen; Male Deji War 1 (4)  
Size/Type: Medium Humans (Height and Weight vary)  
Hit Dice: 1d8 (hp 6 ea.)  
Initiative: +6  
Speed: 30 (6 squares)  
Armor Class: 13 (+2 Dex, +1 Small Shield) Touch 12, Flat Footed 11  
Base Attack/Grapple: +1/+1  
Attack: Shortsword +1 Melee (1d6 / 19-20) or Shortbow +3 Ranged (1d6 / x3)  
Full Attack: Shortsword +1 Melee (1d6 / 19-20) or Shortbow +3 Ranged (1d6 / x3)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: -  
Saves: Fort +2, Ref +2, Will +0  
Abilities: Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 11  
Skills: Hide +4, Survival +1  
Feats: Improved Initiative  
Challenge Rating: 1/2  
Alignment: Lawful Neutral  
Languages: Belsona  
Possessions: Shortbow, quiver with 20 arrows, shortsword, small wooden shield.  
Name: Krunk; Male Deji War 5  
Size/Type: Medium Human (6ft. 2in. 250lb)  
Hit Dice: 5d8+10 (hp35)  
Initiative: +5  
Speed: 30 (6 squares)  
Armor Class: 12 (+1 Dex, +1 Small Shield) Touch 11, Flat Footed 11  
Base Attack/Grapple: +5/+9  
Attack: Short Sword +9 Melee (1d6+4 / 19-20) or Short Bow +6 Ranged (1d6 / x3)  
Full Attack: Short Sword +9 Melee (1d6+4 / 19-20) or Short Bow +6 Ranged (1d6 / x3)  
Space/Reach: 5ft/5ft

Special Attacks: -  
Special Qualities: -  
Saves: Fort +6, Ref +2, Will +1  
Abilities: Str 18, Dex 13, Con 15, Int 14, Wis 10, Cha 15  
Skills: Climb +6, Diplomacy +4, Handle Animal +6, Intimidate +6, Jump +6, Ride +5, Swim +8  
Feats: Power Attack, Improved Initiative, Cleave  
Challenge Rating: 4  
Alignment: Lawful Neutral  
Languages: Belsona, Merchant's Tongue, Sylvan  
Possessions: Small wooden shield, shortsword, shortbow, and a quiver with 20 arrows

Page 34:  
See page 136 in Monster Manual for statistics on Stone Golem.  
Name: Halaan; Male Reanaarian Wiz 5  
Size/Type: Medium Human (5ft. 3in. 105lb)  
Hit Dice: 5d4 (hp14)  
Initiative: -1  
Speed: 30 (6 squares)  
Armor Class: 9 (-1 Dex) Touch 9, Flat footed 9  
Base Attack/Grapple: +2/+0  
Attack: Unarmed -2 Melee (1d3-2 non lethal)  
Full Attack: Unarmed -2 Melee (1d3-2 non lethal)  
Space/Reach: 5ft/5ft  
Special Attacks: -  
Special Qualities: Summon Familiar  
Saves: Fort +1, Ref +0, Will +7  
Abilities: Str 7, Dex 9, Con 11, Int 18, Wis 16, Cha 7  
Skills: Appraise +8, Concentration +8, Craft (Alchemy) +15, Craft (Whitesmith) +12, Decipher Script +8, Gather Information +2, Knowledge (Arcana) +12, Knowledge (History) +12, Spellcraft +12  
Feats: Scribe Scroll, Diligent, Skill Focus (Alchemy), Brew Potion, Craft Wondrous Item  
Challenge Rating: 5  
Alignment: Chaotic Good  
Languages: Merchant's Tongue, Reanaarian, Celestial, Belsona  
Possessions: Torn robes.

## ERRATTA

- 1) The DC for the Fort save versus the blackbolt of the *coin of power* is DC10 + the level of the user (including levels gained from the magic of the *coin*).
- 3) The DC save for corruption and dependence are DC 10 + the number of times the powers associated with or derived from the *coin* are used (including powers gained from class levels provided by the *coin*). This save is required each day a power (including those associated with the additional class levels) are used.
- 4) The dates on Dairoo's map are the clue. All of them are red herrings except for the date that matches the date of Dairoo's death. This is the clue that Dairoo created to lead his descendants to the Dark Hills and thus, the site of the fallen star.
- 5) Showing Veoden's Tower on Dairoo's map is a typo.

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6) The guardian familiar can definitely be immobilized without killing it. The text even gives an example of doing so. It will not leave to pursue someone who has taken something from the chest. But if the chest itself is stolen, it will try to retrieve it as well as a creature with animal intelligence can.

7) Poletegeists also appeared in the Aldriv's Revenge adventure. Damage done is by weapon or item type as they fling them at their opponents.