



WEMIC CAMP

The Shining South is filled with information for players and Dungeon Masters whose campaigns feature adventures in the south of Faerûn—particularly in Dambrath, Estagund, the Shining Lands, the Shaar, the Great Rift, Halruaa, Luiren, and the Border Kingdoms. These exotic and mysterious lands are ripe with adventuring possibilities, and their cultures are rich and deep.

You need not set an entire campaign in the Shining South to make use of this product. Characters can travel the length and breadth of Faerûn via *portal* networks and more conventional means, and adventures can take characters to multiple locations before resolution.

Wemic Camp is an adventure site that can be dropped into any adventure that takes place within the vast expanse of the Shaar. Taking on the entire camp is a serious challenge (at least CR 12), and each of the wemic leaders constitutes a CR 6 or 7 encounter. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

preparation

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as

well as *The Shining South*—to use this adventure site. This information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure site, including the map. Read through it at least once to familiarize yourself with the situation, site, and major NPCs (particularly their motivations). You must decide what kind of action takes place—whether the PCs simply stumble upon the wemics' campsite or have a reason to visit.

Finally, review the information on wemics in *Monster Compendium: Monsters of Faerûn* and *Races of Faerûn*. Monster and NPC statistics are provided with each encounter in abbreviated form.

Background

The wemic pride known as the Golden Mane roams throughout the plains of the Shaar, but its movements are far from random. The pride has established several campsites that it can use in rotation during its travels. It shares some of these sites with other wemic prides that move on a different schedule and occasionally with a loxo herd as well.

The Golden Mane Pride stays in each of its campsites for periods varying from a week to two months, depending upon the prevalence of game in the area. Upon moving into a site, the shaman reads the

Additional credits

Design: Penny Williams
Development: Skip Williams
Editing: Penny Williams
Typesetting: Nancy Walker
Cartography: Rob Lazzaretti
Web Production: Julia Martin
Web Development: Mark A. Jindra
Graphic Design: Cynthia Fliege, Dee Barnett

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

D&D, DUNGEONS & DRAGONS, FORGOTTEN REALMS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The

RPGA and d20 logo are trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

©2004 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/forgottenrealms

signs left by the last occupants—most of which detail new dangers or competing predators in the area, as well as the movements and relative abundance of game. The females and young clear the site of any debris that has collected during its vacancy, while the males scout the surrounding area.

Upon leaving a site, the shaman leaves offerings for Nobanion, plus signs to inform the next pride of the conditions encountered. The males police the site, taking care to leave no signs of the direction they have taken that enemies could follow.

The campsite

This campsite is on the open plain in an area blanketed with tall grasses. Low brambles and occasional hardy but twisted trees dot the landscape as well. A few creeks crisscross the area, and water holes here and there provide enough water to support the herd animals and predators of the plains.

The campsite is approximately 160 feet long by 110 feet wide. It is bounded by three rocky outcroppings, each 15–20 feet high (Climb DC 12) and a thorn barrier that connects them. Some of the pride's males stand guard at night atop these rocks, which offer an excellent view of the surrounding grasslands. The remainder patrol the perimeter of the camp, just outside the thorn barrier.

The barrier was grown by one of the pride's shamans some years ago, and the shamans of the prides that use the area still tend it lovingly. It stands approximately 10 feet high and is about 10 feet wide in most places. The barrier functions like heavy undergrowth (see page 87 in the *Dungeon Master's Guide*), except that thorns tear at anyone trying to pass through it. For every 5 feet so moved, the barrier makes a melee attack (attack bonus +3 melee) and deals 1d4 points of damage on a successful hit.

Inside the barrier is a watering hole about 15 feet in diameter and 8 feet deep at the center. The wemics use it to drink and bathe, and they sometimes scoop water from it to clean the blood from their weapons.

Nine scraggly trees provide some shade during daylight hours. Six of them surround the watering hole, and the rest are near the perimeter of the campsite. The trees range from 30 to 40 feet high and are deciduous.

The wemics sleep on mats of woven grass placed on the ground. A wemic sleeping on one of these mats (or on the ground) has total concealment unless the viewer is taller (or up higher) than the surrounding grass, which stands about 7 feet high.

The wemics usually enter and exit the camp via the rocky outcroppings, jumping up on top of them and then down again, rather than pushing their way through the brambles. At times, however, they find it more convenient to simply jump the thorny barrier. A female bringing back a kill usually either leaves it outside the camp for others to feed on, or places it in Wrokeen's *Heward's handy haversack* so that she can bring it into camp easily.

The pride

The Golden Mane Pride currently consists of four adult males, ten adult females, and five noncombatant cubs. The leader is Shaq'ar, the strongest male in the group. His mate, Wrokeen, is the lead hunter, and Kretnor is the shaman of the pride. Shaq'ar's rival for leadership is Beren, a wemic with dark powers that most of his kind do not even suspect.

➤ **Shaq'ar:** Male wemic barbarian 4; CR 7; Large monstrous humanoid; HD 5d8+10 plus 4d12+8; hp 66; Init +2; Spd 50 ft.; AC 18, touch 11, flat-footed 18; Base Atk +9; Grp +20; Atk +17 melee (2d8+12, +2 *greatclub*) or +11 ranged (2d6+5/[TS]3, +1 *composite longbow* [+4 Str bonus]); Full Atk +17/+12 melee (2d8+12, +2 *greatclub*) and +10 melee (1d6+3, 2 claws) or +11/+6 ranged (2d6+5/[TS]3, +1 *composite longbow* [+4 Str bonus]); Space/Reach 10 ft./5 ft.; SA rage 2/day; SQ darkvision 60 ft., fast movement, illiteracy, uncanny dodge; AL N; SV Fort +7, Ref +7, Will +5; Str 24, Dex 14, Con 15, Int 13, Wis 11, Cha 13.

Skills and Feats: Climb +10, Hide +4, Intimidate +5, Jump +21, Listen +10, Move Silently +7, Spot +6, Survival +8; Alertness, Leadership, Spirited Charge, Stealthy.

Rage (Ex): Twice a day, Shaq'ar can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp 84; AC 17, touch 9, flat-footed 17; Grp +22; Atk +19 melee (2d8+15, +2 *greatclub*) or +11 ranged (2d6+5/[TS]3, +1 *composite longbow* [+4 Str bonus]); Full Atk +19/+14 melee (2d8+12, +2 *greatclub*) and +12 melee (1d6+4, 2 claws) or +11/+6 ranged (2d6+5/[TS]3, +1 *composite longbow* [+4 Str bonus]); SV Fort +9, Will +7; Str 27, Con 19; Climb +12, Jump +23. At the end of his rage, Shaq'ar is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): Shaq'ar retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +2 *silent moves hide armor*, +2 *greatclub*, +1 *composite longbow* (+4 Str bonus), *gloves of Dexterity* +2, *potion of bull's strength*, gold pectoral (worth 750 gp).

Description: Shaq'ar has a fabulous russet mane with gold streaks, and his face and chest sport several battle scars. He wears an elaborate pectoral of beaten gold and dragon teeth, which he fashioned to show off his trophies from a fight with a blue dragon in the company of some adventurers. He still uses a composite longbow that he carried during that battle, despite the fact that his abilities have advanced beyond its limitations.

As a leader, Shaq'ar tries to be fair but authoritative. He won his position within the pride from his uncle in fair combat when the latter became too old to lead. Wrokeen is Shaq'ar's designated mate and true love, and she often advises him on local conditions and appropriate movements. Smarter than the average wemic, Shaq'ar realized early that the younger male known as Beren had a black heart and constituted a threat to the pride, so he encouraged the youngster to go adventuring. Since his return, Beren has been too secretive for Shaq'ar's liking, and the leader watches him closely.

➤ **Wrokeen:** Female wemic barbarian 2/ranger 2; CR 7; Large monstrous humanoid; HD 7d8 plus 2d12; hp 44; Init +4; Spd 50 ft.; AC 18, touch 13, flat-footed 18; Base Atk +9; Grp +19; Atk +16 melee (2d6+11/[TS]3, +2 *battleaxe*) or +15 ranged (2d6+8/[TS]3, +2 *composite longbow* [+6 Str bonus]); Full Atk +16/+11 melee (2d6+11/[TS]3, +2 *battleaxe*) and +9 melee (1d6+3, 2 claws) or +15/+9 ranged (2d6+8/[TS]3, +2 *composite longbow* [+6 Str bonus]); Space/Reach 10 ft./5 ft.; SA rage 1/day; SQ darkvision 60 ft., fast movement, favored enemy animals +2, uncanny dodge, wild empathy +3; AL NG; SV Fort +7, Ref +11, Will +6; Str 22, Dex 18, Con 10, Int 11, Wis 14, Cha 12.

Skills and Feats: Hide +5, Jump +21, Knowledge (nature) +8, Listen +8, Move Silently +10, Spot +8, Survival +10; Alertness, Nomadic Trekker*, Rapid Shot, Stealthy, Track, Trample.

*New feat described in *The Shining South*.

Favored Enemy (Ex): Wrokeen gains a +2 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. She gains the same bonus on weapon damage.

Rage (Ex): Once per day, Wrokeen can enter a state of fierce rage that lasts for 5 rounds. The following changes are in effect as

Example Wemic Camp



long as she rages: hp 62; AC 16, touch 11, flat-footed 16; Grp +21; Atk +18 melee (2d6+14/[TS]3, +2 *battleaxe*) or +15 ranged (2d6+8/[TS]3, +2 *composite longbow* [+6 Str bonus]); Full Atk +18/+13 melee (2d6+14/[TS]3, +2 *battleaxe*) and +11 melee (1d6+4, 2 claws) or +15/+9 ranged (2d6+8/[TS]3, +2 *composite longbow* [+6 Str bonus]); SV Fort +9, Will +8; Str 26, Con 14; Jump +23. At the end of her rage, Wrokeen is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): Wrokeen retains her Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (she still loses her Dexterity bonus/penalty if paralyzed or otherwise immobile).

Possessions: *Amulet of natural armor* +1, +2 *battleaxe*, +2 *composite longbow* (+6 Str bonus) with 20 arrows, *lesser bracers of archery* (composite longbow), *Heward's handy haversack*, 3 *potions of cure light wounds*, 10 gp.

Description: The acknowledged mother of the pride, Wrokeen enjoys her position as lead hunter for the group and Shaq'ar's favored mate. She has borne Shaq'ar seven cubs, four of which are still with the pride today. The most recent cub is still below the age of maturity, so she spends some of her time caring for him. When she hunts, however, she leaves the cub in the care of one of her own daughters.

Wrokeen has long, dark hair that she keeps tied back with a simple leather thong. Her face is considered lovely and exotic by humans, largely because of her elegant features and catlike green eyes. She is the fastest member of the pride, and her skill with the bow is already legendary.

It is Wrokeen who always acts as the scout for the pride, tracking food animals and potential enemies, seeking out fresh sources of water, and blazing new trails for the pride's annual movements. Her talent for reading the signs of nature keeps the pride well informed about potential adverse weather, recent battles between creatures of the plains, and new threats to the territory.

➤ **Kretnor:** Female wemic druid 4 of Nobanion; CR 7; Large monstrous humanoid; HD 9d8+18; hp 58; Init +1; Spd 40 ft.; AC 16, touch 10, flat-footed 15; Base Atk +8; Grp +16; Atk +12 melee (1d8+7, +1 *club*) or +9 ranged (1d6, masterwork sling); Full Atk +12/+7 melee (1d8+7, +1 *club*) and +6 melee (1d6+2, 2 claws) or +9/+4 ranged (1d6, masterwork sling); Space/Reach 10 ft./5 ft.; SQ animal companion (hawk), animal companion benefits, darkvision 60 ft., nature sense, resist nature's lure, trackless step, woodland stride; AL N; SV Fort +7, Ref +6, Will +11; Str 18, Dex 12, Con 14, Int 14, Wis 17, Cha 13.

Skills and Feats: Concentration +8, Handle Animal +7, Heal +9, Hide +2, Jump +15, Knowledge (nature) +8, Listen +7, Move Silently +5, Ride +3, Spot +7, Survival +7; Alertness, Brew Potion, Combat Casting, Stealthy.

Animal Companion (Ex): The companion's abilities and characteristics are summarized below. Kretnor and Silvin enjoy the link and share spells special qualities.

Silvin: Male hawk companion; CR —; Tiny animal; HD 3d8; hp 13; Init +8; Spd 10 ft., fly 60 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp -8; Atk or Full Atk +8 melee (1d4-2, talons); Space/Reach 2-1/2 ft./0 ft.; SQ evasion, low-light vision, tricks (attack, come, defend, down, guard, heel, seek, stay); AL N; SV Fort +3, Ref +7, Will +3; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +12, Listen +4, Spot +14; Improved Initiative, Weapon Finesse.

Animal Companion Benefits (Ex): Kretnor has a hawk named Silvin as an animal companion (see *Monster Manual*, page 273). Kretnor and Silvin enjoy the link and share spells special qualities.

Link (Ex): Kretnor can handle Silvin as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her hawk.

Share Spells (Ex): Kretnor may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Resist Nature's Lure (Ex): Kretnor gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Kretnor leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex): Kretnor may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 4th): 0—*create water*, *cure minor wounds*, *know direction*, *resistance*, *virtue*; 1st—*cure light wounds* (2), *goodberry*, *speak with animals*; 2nd—*barkskin*, *delay poison*, *hold animal* (DC 15).

Possessions: *Bracers of armor* +2, +1 *club*, masterwork sling with 10 stones, *ioun stone* (clear spindle), *Keoghtom's ointment*, *ring of animal friendship*, *potion of cure light wounds*, *potion of hide from animals*.

Description: Kretnor is a red-haired beauty with tattoos of various beasts on her face and arms. She has produced three cubs for the pride, all male, and all now living with prides of their own. Beren has been actively courting her for some time, and she is flattered by his attention, but she senses something dark about him and has thus far resisted his advances.

Kretnor is a dedicated follower of Nobanion. As shaman for the pride, she keeps the worship of Nobanion alive and vital, ensuring proper sacrifices and observation of his holy days.

As the tribe's only healer, Kretnor spends much of her time making healing potions and unguents. She sometimes participates in territorial battles, but Shaq'ar prefers to hold her in reserve so that she can heal the rest of the combatants. Kretnor chafes somewhat under such restrictions because she feels that she can more than hold her own in combat. Thus, after she provides the required post-battle healing, she often disappears for a few days to hunt alone. When she returns, she invariably has a sizable kill—often some dangerous creature.

Despite Kretnor's misgivings, she is appreciated by the rest of the pride for her varied talents as well as her combat ability. She serves as spiritual advisor to the pride as a whole, and to Shaq'ar in particular. Kretnor looks forward to the day when she will be able to assume the forms of animals, but for now she relies on her hawk companion Silvin for reconnaissance information about the surrounding area.

➤ **Beren:** Male wemic rogue 2/sorcerer 1; CR 6; Large monstrous humanoid; HD 5d8+5 plus 2d6+2 plus 1d4+1; hp 39; Init +3; Spd 40 ft.; AC 18, touch 12, flat-footed 15; Base Atk +6; Grp +15; Atk +11 melee (1d8+8/19-20, +1 *short sword*) or +11 melee (1d6+6/19-20, *dagger of venom*) or +9 ranged (2d6+1/19-20, +1 *heavy crossbow*); Full Atk +11/+6 melee (1d8+8/19-20, +1 *short sword*) and +5 melee (1d6+2, 2 claws) or +11/+6 melee (1d6+6/19-20, *dagger of venom*) and +5 melee (1d6+2, 2 claws) or +9 ranged (2d6+1/19-20, +1 *heavy crossbow*); Space/Reach 10 ft./5 ft.; SA sneak attack +1d6; SQ darkvision 60 ft., evasion, familiar (snake), familiar benefits (Alertness*, empathic link, share spells), trapfinding; AL NE; SV Fort +2, Ref +10, Will +6; Str 20, Dex 17, Con 12, Int 15, Wis 11, Cha 13.

Skills and Feats: Bluff +4, Concentration +5, Escape Artist +7, Hide +8, Jump +16, Listen +8, Move Silently +15, Search +6, Sense Motive +4, Sleight of Hand +7, Spot +8, Survival +4; Alertness*, Combat Casting, Dodge, Stealthy.

Sneak Attack (Ex): Beren deals 1d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up

to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Beren may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If Beren is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Familiar: Beren's familiar is a snake named Slick. The familiar uses the better of its own and Beren's base save bonuses. The creature's abilities and characteristics are summarized below.

Slick: Male snake familiar; CR —; Tiny magical beast; HD 8d8; hp 19; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 18, touch 15, flat-footed 15; Base Atk +6; Grp -5; Atk or Full Atk +11 melee (1-3 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison; SQ improved evasion, low-light vision, scent; AL NE; SV Fort +1, Ref +10, Will +7; Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +9, Concentration +4, Escape Artist +7, Hide +22, Jump +0, Listen +11, Move Silently +13, Search +2, Sense Motive +5, Spot +11, Swim +9; Weapon Finesse.

Poison (Ex): Injury; Fort DC 10; initial and secondary damage 1d6 Con.

Improved Evasion (Ex): If Slick is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw and half damage if the saving throw fails.

Familiar Benefits: Beren gains special benefits from having a familiar. This creature grants him a +3 bonus on Bluff checks (included in the above statistics).

Alertness (Ex): *Slick grants his master Alertness as long as he is within 5 feet.

Empathic Link (Su): Beren can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Beren may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell a target of "You" on his familiar.

Trapfinding (Ex): Beren can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Sorcerer Spells Known (caster level 1st): 0—*detect magic, mage hand, read magic, touch of fatigue* (+10 melee touch, DC 11); 1st—*charm person* (DC 12), *true strike*.

Possessions: *Bracers of armor +2, wand of magic missile* (1st), +1 *short sword, dagger of venom, +1 heavy crossbow* with 10 bolts, *dust of disappearance*.

Description: Beren has always known he was different from other wemics. Born with the shadow of evil upon his soul, he has always been greedy and cruel, though he has learned to hide such feelings well and mouth the platitudes that his fellow wemics wish to hear.

Concerned about Beren's unhelpful attitude, Shaq'ar encouraged him to go forth from the pride and find adventure in his youth, and he did so. Beren ventured closer to human civilizations than most of his kind do, and he was quickly adopted by an avaricious adventuring group. From this association, he learned the ways of thievery, and he made an excellent thug on the streets of outlying cities. He also discovered the spark of magic within himself and decided to develop it as best he could.

When he returned to the pride after a particularly unprofitable season in the city, Beren hid his magical abilities as well as his roguish skills, knowing that neither fit the pride's barbarian image. Since then, he has used his sneak attack ability liberally in battle, though he always tells his fellow wemics that his blow was "a piece of good luck."

For some time now, Beren has nursed a secret desire to take over the pride. He plots and schemes constantly against Shaq'ar, planning to weaken him in subtle ways while undermining his credibility within the pride. Beren has also sought alliances outside the pride—with both rival leaders who would like to meld the Golden Mane with their own prides, and with thri-kreen, loxo, and even Sharryan humans who covet the pride's territory.

Beren appears as a golden-furred wemic with a midnight-black mane and a cruel glint in his yellow eyes. Thin and lithe, he lacks the musculature of most males, but his magic and rogue abilities make him just as deadly in combat.

A Typical Day in Camp

While the Golden Mane Pride is in residence here, the males guard the perimeter by night and drive off intruders while the females and cubs sleep. During the day, the males sleep while some of the females hunt and others keep an eye on the camp, and the cubs romp and learn to use weapons. The elder members of the tribe who are not as fast as they once were make themselves useful by fashioning and repairing weapons and shields, caring for the young, and making tools, sleeping mats, shelters, and medicines for the pride.

During inclement weather, those wemics not on guard duty often take shelter under half-tents—tanned hides supported at one end by poles. The wemics rarely use fire because they prefer their meat raw and understand the dangers that fire can present in the grasslands.

The females travel considerable distances to track herds of food animals. Wrokeen often uses her *Heward's handy haversack* to bring back single kills. She also does her best to drive the herds closer to the wemic camp, so that other females need not carry their kills so far.

Adventure options

The PCs could visit the wemic camp for many reasons. As DM, you know best how to work a particular site into your storyline, but you can use the ideas below as inspiration.

- The PCs happen upon the camp while traversing the Shaar.
- The characters encounter Wrokeen hunting herd animals in the plains or charting a new course for the pride's fall migration. They may accidentally interfere with her efforts, or aid her in some way. If she learns from the PCs that some new threat hangs over the Shaar, she may take the characters back to the pride to discuss the issue with Shaq'ar.
- Shaq'ar is concerned about a band of thri-kreen that has been hunting outside its normal territory of late. A few skirmishes have already taken place, but Shaq'ar is considering taking a few of the males from the pride and seeking out the renegade thri-kreen. At present, he is considering whether to involve the local loxo herd, but the presence of adventurers may convince him to seek their aid instead.

- Beren is about to make a bid for power. For some time, he has been using his spells to degrade the leader's authority within the pride while slipping plant-based poison that deals Strength damage into his food. When Shaq'ar is sufficiently weak, Beren plans to challenge him to combat, using his spells to enhance his own abilities and his *dagger of venom* to ensure the leader's death. The PCs arrive just as the combat is starting.

About the Author

Penny Williams joined the roleplaying game industry as Game Questions Expert for TSR, Inc. in the 1980s. Since then, she has served as RPGA network coordinator, *Polyhedron Newszine* editor, and senior editor and coordinating editor for the RPG R&D Department at Wizards of the Coast, Inc. Now a busy freelancer, Penny edits for several game companies and runs the online playtesting program for Wizards products. When not enhancing the cruelty of designers' creations, Penny puts up jam, works jigsaw puzzles, and tutors students in math and science.

11 11 11 11 11 11 11 11 11 11