

URD3-07

Purloined Letters

A Two-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1.0

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Long thought lost, a famed wizard's correspondence has been located in the hands of thieves. The hunt for the stolen letters leads from Nellix to the Celadon Forest and beyond. Can the thieves be caught before they vanish into the chartless depths of the Gnatmarsh? A two-round adventure for APLs 4-12.

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

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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 scoring 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.

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

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

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 DM) 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 DM 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 gray boxes. 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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 your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

The elves the Celadon and the humans of the Duchy of Urnst enjoy good relations in current times, but this has not always been the case. Centuries ago, the elves viewed their Suel neighbors with suspicion bordering on outright hostility. At times, violence erupted between the two peoples.

The College of Sages and Sorcery was founded in Nellix during the reign of the First Dukes, when relations were still chilly between elf and human. In the coming decades, wizards came from all corners of the Duchy to study at the College, and one of these was the wizardess Imiriana U'moraël. Desiring greater privacy for her studies, Imiriana built a tower in the outskirts of the Celadon Forest, and there delved into the mysteries of the Far Realms. Her research into such dangerous territory alarmed the elves of the Celadon, and in 247 CY they attacked her tower, driving her from the forest.

Scrying and divinations revealed her tower destroyed and what possessions remained inside lost, but this was but an illusion created by clever warding spells cast by the elves. The elves, fearing what might be set loose by recklessly sacking a mage's tower, had opted to seal off the tower rather than destroy it.

Stepping ahead to current times, a force of malign power has been gathering allies within the Gnatmarsh. Little is known of the true nature of the Scaled Cult, or what hand is directing them. What is known is that bands of kobolds have been scouring lands in and around the Duchy of Urnst, searching for ancient arcane writings, research into the lost magic of the Maure Suel. Silovin, a half-fiend sorcerer of great importance within the Cult, has been directing these bands. She has discovered the truth about the fate of Imiriana's tower, and has dispatched a well-armed band of kobolds to sack

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

the tower and recover a trove of utmost importance: The correspondence and personal writings of Imiriana herself, one of the foremost researchers into the Far Realms.

The adventure starts just after the kobolds have destroyed the elven seals and looted the tower.

Adventure Summary

The adventure begins with the PCs being summoned, either in a group or individually to the offices of Julmar U'morael, an Academian of the College of Sages and Sorcery. Julmar addresses them as a group, asking for their help to quickly recover the documents and any other effects left in an abandoned tower in the Celadon forest. A distant ancestor of Julmar previously occupied the tower, so there is a legal claim to its contents. PCs will encounter elves on the way to the tower, and may potentially gain one of their number as a useful ally. After discovering that the tower has been thoroughly looted, and finding signs of the intruders, they have the chance to overtake them and recapture the stolen documents. PCs who progress through the swamp may also encounter an angry half-orc who is more than he initially seems. PCs that eventually track down and defeat the intruders also gain the opportunity to face the patron of the intruders. PCs may well finish some of their encounters outside of the expected areas (e.g., the party may well be able to defeat the primary group of intruders on the first day via clever use of magic), nonetheless, there is still a general progression of encounters that most parties will find on the way to the final encounter.

These encounters serve as the hook for the adventure, as well as the journey to the abandoned tower.

Introduction: A Meeting in Nellix

Hired to recover ancient documents from an abandoned tower, the party travels from the city of Nellix in the Duchy of Urnst to the fringes of the Celadon forest.

Encounter One: Step into our Parlor

Ettercaps ambush the party on a forest trail. After the fight, the PCs have a chance to befriend an elven patrol.

Encounter Two: The Ruined Tower

PCs discover that the items they are looking for are missing, and that a band of humanoid are responsible. The only option is to track them down. If there are no PCs with the ability to follow tracks, the elves offer to send one of their own to assist in this endeavor. PCs who can't track and who turn down this aid have effectively ended their adventure.

Encounter Three: Pursuit!

Rules are introduced here detailing how far away, how fast, and the difficulty level in tracking the kobold groups are.

Encounter Four: Across the Nesser

Parties must figure out a way to cross the river, preferably quickly. Some groups may find a small rowboat, others might use magic, but all can choose to hire a ferryman from a nearby village.

Encounter Five: Into the Gnatmarsh

Effects of the insects and the swamp itself on PCs and their mounts.

Encounter Six: What Lies Beneath

Incorporeal undead using cunning tactics to defeat the PCs.

Encounter Seven: Dr Livingston, I presume?

PCs encounter Oragh Wolfhart, a former hero of the Duchy of Urnst who has been 'living' in the Gnatmarsh since late CY591. Oragh is mentally impaired (via magic), but the PCs have a choice to either fight with him or try to calm him down. They also have a chance to find a possible clue to his origin. If Oragh is brought back to the Duchy at the end of the adventure and restored to full health, the PCs will earn a well-deserved favor.

Encounter Eight: On Chuulden Pond

Either a warband of kobolds or one or more chuuls lie in wait at a nameless pond, and will attack the PCs in certain conditions (most likely a surprise attack).

Encounter Nine: The End of the Trail

The primary lair of the kobold intruders, PCs may or may not be facing a fight here. It is possible that efficient PCs have already wiped out the primary group of kobolds. If so, this place mostly serves as a clue, showing that the kobolds were denizens of the Gnatmarsh. Again, the leader of the kobolds is carrying the map detailing the rendezvous location

Encounter Ten: Caught Cold-Handed

The PCs take on the cambion Silovin, or more accurately, the simulacrum of Silovin. At higher APLS, the fight is much harder as 'Silovin' is mounted on a wyvern. 'Silovin' wants the documents, and will try to leave if she has it, or will try to take it, by force, if she doesn't.

Encounter Eleven: Nine-Tenths of the Law

Both Julmar of the College and the elves of the Celadon desire the documents from the tower. The PCs will have to decide what they will do with it, if they have it. There are three possible outcomes if the PCs possess the documents. The PCs can either give the documents to Julmar U'morael (the one who hired them to begin with) or the elves of the Celadon forest, or keep the documents for themselves. In no case will any of the other groups attack the PCs. The PCs will be rewarded by the appropriate NPC group if they hand the documents over to them. Keeping the documents has its own 'rewards'.

Introduction: A Meeting in Nellix

It is an unseasonably dry and mild day in late Coldeven as you traipse up Liounstu Hill in south Nellix. The summons to the College of Sages and Sorcery arrived but this morning, a call for you to meet with Academician Julmar U'morael with all haste. It is fortunate that the aid they required was so close at hand, as the summons stressed the urgency of the College's need. Rumor has it that the rewards for aiding the College are great indeed.

Your destination is Imiriana Tower, a large octagonal structure on the outskirts of the college campus, named after the famed wizardess of House U'morael. You are ushered into a luxurious, though small, waiting room by a middle-aged wizard in preceptor's robes, and told that Academician Julmar U'morael, honored member of the Directors of the College, will meet with you shortly.

At this point, allow the characters an opportunity to introduce themselves.

As promised, only a short time passes before the preceptor returns. Opening a pair of ornate double doors, he motions you inside. A dignified red-haired Suel woman of slight stature stands as you enter, gesturing toward a number of chairs facing her desk. "Greetings. I am Academician Julmar U'morael, director of planar research at this college. Please, be seated."

Once the party is seated (or chooses to remain standing), she continues.

I have requested your presence to ask your assistance in a matter of some delicacy involving the College. As some of you may be aware, relations with the elves to the east were not always what they are today. In years past, the establishment of this College and the

research herein was met with some hostility by the elves of the Celadon forest. They did not approve of the avenues of research engaged in by my forebears, you see.

My ancestor, Imiriana U'morael, did not always occupy the tower in which we stand. Once, she did her research in a secluded tower in the outskirts of the Celadon. She believed her tower safe from human interference within the forest, and that the elves would fear to strike at a wizard of her power. She believed incorrectly.

The wood elves assaulted her tower, and drove Imiriana from the forest. She escaped with her life and her most valued possessions, but much was left behind. Among the items left behind was her correspondence with other wizards, correspondence of enormous historical and scholarly value to this institution.

Recently, it has come to my attention that her possessions were not destroyed, as my family had assumed, but rather sealed within the tower. Further, this seal has been broken, I believe within but the past few days. I can only assume that some force or forces have broken into Imiriana's tower and seized what treasures remained within.

For political reasons, the College cannot intrude into the Celadon to reclaim my family's rightful property directly. For this reason, I require your assistance, as well as your discretion. I would have you travel to the Celadon and the ruins of Imiriana's tower, and seek out this correspondence. If it has been stolen, as I suspect it has, gather all the information you can and retrieve my family's property should it be within your power. Her personal letters are the most important of those possessions left behind, but anything you find will be of value to this College.

I can reward you most generously for this assistance. You will find the influence of a director of the College to be considerable indeed.

The party may have many questions for Julmar. The answers to some of the most likely questions follow:

How long ago did this happen?

Long ago, as we humans reckon time, in the year 247 in the Common Reckoning.

Who sealed the tower? How?

As Imiriana's notes mention nothing of the sort, I believe it must have been the elves who assaulted her tower. The wood elves are not without arcane

resources of their own. As to how, of that I have no knowledge.

How did you find out about the tower and the broken seals?

The disruption of the tower's sealing spells created disturbances that could be detected even in here in Nellix. Knowing that the disruption was near my ancestor's old dwelling, I investigated further with my magics. I learned that the tower was not destroyed as Imiriana had thought, and that there's a possibility that her possessions were not destroyed as well.

Why didn't your family find out about the correspondence sooner?

I can only assume that the magic sealing the tower also acted to block divinations performed by Imiriana and others.

Can we expect resistance from the elves?

This is the rightful property of my house, and while I do not know if the elves would be happy to know we seek it, I do not believe they would endanger peaceful relations with the Duchy by initiating violence against you. Tread carefully should your path take you into the deep forest, however, and I must caution to raise neither weapon nor spell against the elves if you value your lives.

What are the letters?

Of that I am not certain. Imiriana corresponded with all of the noted scholars of her age, and the wealth of historical knowledge found within her letters cannot be underestimated.

NOTE: A Sense Motive check (DC 25) reveals that Julmar is holding back on what she knows of the letters. If confronted, she admits that she hopes that the letters will be of particular value in her own research, but will not elaborate further. She is protected against divinations by a *mind blank* spell. A Sense Motive check does not detect any sinister motivations.

Will her correspondence be intact after so many years?

I believe so. This College possesses other writings of the late Imiriana, and they have weathered the centuries very well indeed.

What is the reward?

If you succeed, I will offer payment in proportion to the value of the property or information that you retrieve. Further, my family and this College shall be in your debt. You will find that of far greater value than any monetary reward I can offer. For a

satisfactory performance, I can offer (25 gp per APL) for your trouble, and more beyond that should the results warrant it.

Assuming the party accepts the mission, Julmar provides them with a detailed map describing the location of Imiriana's tower. Julmar also provides riding horses or ponies, and tack if the party is lacking them, as it is a day's ride to Imiriana's tower. She again cautions them to exercise discretion in this mission, and offers a closing piece of advice:

It is nearly inevitable that you will encounter elves while you are in the Celadon. I suggest not bringing trouble upon yourselves if you do so. If they ask of your mission in the forest, feel free to present this map, and tell them you are seeking treasure said to lie within an abandoned tower. My divinations indicate they are more likely to be an aid than a hindrance in recovering my family's property.

Encounter One: Step Into Our Parlor

To begin this encounter, make DC 20 Spot checks for the party to see if they detect the ettercap's webs. Those that succeed avoid blundering into the trap; those that fail in the first rank of the party are stuck and may not take action in the surprise round. The web sheet is 40 feet by 40 feet, directly ahead of the party. The terrain is medium forest. The ettercaps are 15 feet up on a pair of trees, one on each side of the web sheet.

With an evil chitter, a pair of spidery forms clamber into view, clinging to trees along your path. The path ahead of you is filled with gummy webbing. To your surprise, you hear voices crying out in alarm but a short distance away, and the chittering of insectoid voices. There is little time to reflect on this development, as the spider-things are leaping to attack.

A group of elves is under attack by another trio of ettercaps, part of the same family. During the battle, they are out of view 200 feet away (past the web trap). Once the party has dispatched or driven off the ettercaps, they can head toward the other battle – see **Development**, below.

APL 4 (EL 5)

🕷 **Ettercap** (2): hp 27 (each); see *Monster Manual*.

APL 6 (EL 7)

✦ Ettercap, Advanced 9 HD (2): hp 67 (each); see *Appendix I*.

APL 8 (EL 9)

✦ Ettercap, Advanced 9 HD Rog2 (2): hp 94 (each); see *Appendix I*.

APL 10 (EL 11)

✦ Ettercap, Advanced 9 HD Rog4 (2): hp 113 (each); see *Appendix I*.

APL 12 (EL 13)

✦ Ettercap, Advanced 9 HD Rog6 (2): hp 128 (each); see *Appendix I*.

Tactics: The ettercaps seek to incapacitate foes trapped in their webbing. Any foe that poses a serious threat will be targeted by a web attack, the ettercaps are not concerned about running short on webbing. Flanking tactics are preferred by the higher-APL ettercaps with rogue levels.

Development: Just over 200 feet away, an elven band also headed toward Imiriana's tower has fallen into another ambush set by a second band of ettercaps aided by a number of monstrous spiders. By the time the party arrives, they have already dispatched their enemies.

A group of five wood elves have just finished dispatching their own assailants, more vile ettercaps, as well as some monstrous spiders. The elves are clad in gleaming mail and wear a brown tabard emblazoned with an evergreen. They nod in recognition as you approach.

A Knowledge (Local, Nyronde Metaregion) check at DC 15 identifies the symbol as the mark of the Stalwart Pines, elven-trained rangers that aid in the defense of the eastern and southern borders of Urnst. One of the elves, a golden-haired woman, steps forward:

Thank you for your assistance. But for your timely arrival, we would have had to fight off the whole pack by ourselves. I am Elu'loran of the Stalwart Pines. What brings you to our forest?

Elu'loran has a Sense Motive of +5, and asks more probing questions if she has the sense she is being deceived. If the party is truthful about their destination, she has this to say:

We are on our way to that very tower. A scouting report found signs of fire at the tower two days ago. Perhaps we should travel together?

If the party is not truthful about their mission, Elu'loran volunteers assistance anyway:

The Celadon can be a dangerous place for strangers. With the disturbances in the eastern forest, some of the elves are liable to judge outsiders harshly. I would send Laletherin, one of my rangers, to act as your guide and escort.

Laletherin's statistics are listed in Appendix II. Elu'loran cannot volunteer much of use about the tower – to her knowledge it has been deserted and avoided as long as she has been alive.

A Sense Motive check (DC 20) gives the impression that Elu'loran wants to keep an eye on the party as much as she wants to aid them.

Encounter Two: The Ruined Tower

Imiriana's abandoned tower is a short distance from the battle with the ettercaps, and the player's map more than suffices to lead them there.

Ahead in a sun-touched clearing is an old, ruined tower. The stone sides are scorched from a recent fire, and little remains of the great wood portal that once barred entrance to the wizard's tower. A cold wind blows through the winter-bare trees, howling through the upper floors of the tower.

The tower is five stories tall, and has been thoroughly looted. What wasn't taken has been smashed or burned. The tower radiates faint abjuration magic, a legacy of the seals placed upon it by elven mages.

A search of the area may turn up tracks leading to the south (Survival check, DC 15, to find the tracks). Making the check reveals the tracks of a dozen or more small humanoids; making the check by 5 or more identifies the tracks as those of kobolds, several days old. The kobolds in fact left three days prior.

Even without the Track feat, a Search check (DC 15) of the area turns up evidence that others were in the area recently, and locates a campsite not far from the tower with a recently used fire pit and the remains of a meal prepared for several people.

Development: If the party does not have a tracker and refused the help of the elves in Encounter Two, the group from Encounter Two eventually catches up with them again shortly. Give the characters another

chance to negotiate assistance from the elves. If they are unable to procure a tracker and have no other way to locate the kobold raiding party, the module is over.

If Elu'loran and her elves accompanied the party, they take their leave at this point. However, Elu'loran first offers to have one of her elves accompany the party (Laletherin, as described in encounter two).

If the elves already left after Encounter Two, but the party took Laletherin along, he suggests that he continue to accompany the party, and offers his services as a skilled tracker. He's willing to accompany the party for the duration of the adventure.

Encounter Three: Pursuit!

The party must travel 140 miles to follow the trail of the kobolds to the edge of the Celadon. The kobolds have a three-day lead over the party (40 miles at the start of Day 1), and are progressing at about 20 miles per day through the forest. The forest averages out as a mix of difficult and normal terrain, slowing movement to 75% of the normal maximum. Track the travel rate of the party and the two groups of kobolds. In five more days, the lead group of kobolds reaches the edge of the forest and heads into the Gnatmarsh.

The kobold's trail follows a path through the Celadon roughly parallel the Nesser River, but several miles west. It leads in a generally southerly direction.

At the start of each day of travel, take the party's best tracking check (again, this is done by having a character with the Track feat make a survival skill check; aiding the check is fine, provided the character assisting has the track feat). Taking 10 is allowed but taking 20 is not. The base DC is 15, modified as follows:

Condition	Modifier
Small creatures	-1
12 creatures in group	+4
Each day since trail was made	+1 (starts at +3)
Party travels at half speed	+0
Party travels at normal speed	+5
Party "hustles"	+10

On the first day of tracking, the DC is 15. Reset the DC each day by the number of days since the lead group was at the party's current position. Making the DC by 5 or more reveals the number of days ahead the main group of kobolds is, and also reveals that the kobolds are in fact

traveling in two groups, one quite a ways behind the other. The lead group has about a dozen members, the rear group about half a dozen. Making the Track check by 10 or more also reveals the number of days ahead the rear guard is.

If the party fails the tracking check, it costs one hour's time to try again. They can then make another check to find the trail. To keep the module flowing quickly, only one successful track check is required each day unless the party decides to try to hustle (which requires a much more difficult check once per hour) or decides to switch from half speed to normal speed (in which case only one successful check is required). Note that the limit of 8 hours of travel per day (barring a forced march) applies to time spent actually moving, not to time spent finding a lost trail.

With even a slightly aggressive pace, the characters should eventually catch up to the rear guard. Familiarize yourself with the rules for encounters in medium forest terrain (see the *Dungeon Master's Guide*, pages 87-88) before running this combat.

Spot and Listen checks: The party and the kobolds first have a chance to spot each other at a distance of 2d8x10 feet. The kobolds are attempting to remain hidden and quiet as they travel, although the forest undergrowth gives them a -2 penalty on Move Silently checks. Spot checks are penalized by -1 per 10 feet, Listen checks by -2 per 10 feet (as per forest terrain). The kobolds are taking 10 on their Hide and Move Silently checks. Roll the kobolds chance to Spot and Listen as well, and be sure to apply appropriate penalties if the party is not moving at half speed. It's easiest to assume that all characters are taking 10 on their Hide and Move Silently checks as well.

Once the DCs are set, give each kobold and each character one Spot and one Listen check opposed by the easiest DCs of the opposing side. Any character or kobold that makes either check may act in the surprise round as the groups encounter each other.

If neither group notices the other, roll Spot and Listen checks again at half the original encounter distance. If both groups fail this check, they literally bump right into each other at 5 feet of distance, leaving both groups surprised.

If the party has not reached the edge of the forest by day 8, the rear guard sets up a camp and waits for pursuit. In this case, give them a +2 circumstance bonus to their Spot, Listen, Hide and Move Silently checks, as they are well prepared to ambush a group following their trail. On day 11 of the pursuit, the rear guard crosses the clear ground between the Celadon and the Gnatmarsh, and

disperses into the swamp. Skip to the next encounter at that point.

APL 4 (EL 4)

👉 **Kobold Warriors (6):** hp 9; see *Appendix I*.

👉 **Kobold Sorcerer:** hp 11; see *Appendix I*.

APL 6 (EL 6)

👉 **Kobold Warriors (6):** hp 18; see *Appendix I*.

👉 **Kobold Sorcerer:** hp 18; see *Appendix I*.

APL 8 (EL 8)

👉 **Kobold Warriors (6):** hp 27; see *Appendix I*.

👉 **Kobold Sorcerer:** hp 25; see *Appendix I*.

APL 10 (EL 10)

👉 **Kobold Warriors (6):** hp 36; see *Appendix I*.

👉 **Kobold Sorcerer:** hp 32; see *Appendix I*.

APL 12 (EL 12)

👉 **Kobold Warriors (6):** hp 45; see *Appendix I*.

👉 **Kobold Sorcerer:** hp 39; see *Appendix I*.

Tactics: The kobold sorcerer is a coward, and stays back from melee throwing buffing and area effect spells. At APL 10 and 12, he starts combat by throwing an animal from his *bag of tricks*, throwing a new one each time the old one is eliminated. If his warriors are obviously doomed he surrenders, bartering information about the raid in exchange for his life.

Development: The guards or the sorcerer can offer information in exchange for their freedom. They won't talk for less, as they know that being handed over to humans or elves is a death sentence. Laletherin prefers to deal with the kobolds in a permanent fashion, but won't act against the party's decision one way or the other.

If the kobolds talk, they reveal the following:

We raided the tower to retrieve papers for the scaled queen. I do not know what she wants with them, but she is paying the tribe well for the task. There are 6 more kobolds ahead, four warriors, a war leader, and a book-mage. They are to meet the scaled queen deep in the Gnatmarsh, but they have the only map.

Under no circumstances will the kobolds direct the adventurers to their lair or give any information about it (mind-reading picks up that it is also in the Gnatmarsh,

however). Any of the kobolds happily barter for their own freedom at the expense of the others.

Encounter Four: Across the Nesser

At the 140 mile mark of the pursuit, the trail exits the Celadon and continues across grasslands towards the Nesser River and the Gnatmarsh. The tracking DC is unchanged by the conditions.

The majestic oaks and elms of the Celadon give way to clear ground as you follow your quarry's trail. The tracks lead to the southeast, clearly heading toward an intersection with the Nesser River, and likely the fetid moors of the Gnatmarsh beyond.

After 20 miles of overland travel in the plains, the wide expanse of the Nesser comes into view. The Nesser is still quite wide and deep even this close to the Gnatmarsh, and represents a significant obstacle. The tracks of the kobolds lead west along the riverbank and into a copse of trees. If the rear guard has been dispatched or bypassed, a rowboat is easily found hidden in the undergrowth (Search, DC 12), along with evidence that a second rowboat had been dragged to the river. If the party never caught up with the rear guard, they find signs of two boats having been dragged to the river.

The river can be crossed safely with the rowboat, which holds 8 small characters or 4 medium-sized ones. If the party didn't find the boat and lacks magical means for crossing the river, they can also get across by heading northeast to the Spurned Vale, a destitute village of refugees that fortunately has a ferryman. The ferryman charges a dear price (2 gp each, plus 1 gp for the horses) for the service, and this requires a net 30 mile detour up and back down the shores of the Nesser.

It takes 15 minutes to row across the Nesser, and large parties may require multiple trips. Horses or ponies can be taken across one at a time, requiring use of the Come trick (Handle Animal, DC 10) or Pushing a mount that does not have that trick (Handle Animal, DC 25). Any mount borrowed from Julmar U'morael knows the Come trick.

Once across the river, it's a simple matter to find the landing point of the first rowboat (Track or Spot check, DC 10 + 1 for each day that has passed). The second boat, if it was used, landed much further downstream, and is not handled in the scope of this adventure.

Encounter Five: Into the Gnatmarsh

The footprints of your quarry can be easily made out next to an abandoned rowboat, heading southwest into heart of the insect-plagued depths of the Gnatmarsh. Even in late winter, the air is heavy with swarms of buzzing, stinging insects. It would seem your trip through the swamp is going to be an uncomfortable one.

Tracking checks are easier in the Gnatmarsh, at base DC of 10 (soft ground). However, progress can be much slower. Familiarize yourself with the rules for combat in Marsh Terrain (*Dungeon Master's Guide*, pages 88-89) before running this portion of the scenario. Treat the Gnatmarsh as a swamp. Continue to make daily track checks to determine the success of the pursuit.

Unless the PCs possess some sort of campaign documentation that grants immunity to insects, then they must contend with the toxic bites and stings of the vermin of the Gnatmarsh.

The penalties for being under nigh-constant harassment from the vermin of the Gnatmarsh has been abstracted to be a -1 penalty to all attack rolls, ability checks and skill rolls for any PC so afflicted for the duration of their stay in the Gnatmarsh. Ways to avoid this penalty include possessing campaign documentation allowing one to ignore the insects (Certain metaorgs and ARs); having at least one point of DR from a natural source that is constantly 'on' 24 hours a day (such as the DR granted by the barbarian class ability, or certain curses; DR granted by Adamantine armor would not qualify); or making a Survival check (DC 22)

Bringing riding mounts into the swamp presents its own difficulties. Mounts of size large or bigger impose a Ride skill check penalty of -10 on their rider. If a Ride skill check results in -5 or worse, it is assumed that the mount has fallen (throwing the rider) taking 2d6 damage and breaking a leg.

Encounter Six: What Lies Beneath

This encounter occurs in the morning the first day after the party has reached mile 180 in their pursuit (after they are at least 20 miles into the Gnatmarsh). It should happen at least an hour after the party breaks camp.

The morning mist is slowly clearing as you trudge along following the tracks of your quarry. The trip is almost pleasant until you realize that the ever-present

droning of insects has stopped. That which silences the voices of the Gnatmarsh is unlikely to be a welcome guest.

Give the party an effective surprise round to declare one action apiece, although they cannot see or sense any foes. A group of incorporeal undead has picked up the party's trail, and is traveling unseen just below the surface of the ground. They've just now reached the ground beneath the party and become aware of their presence. After the party has taken their actions, the undead leap out adjacent to randomly chosen party members and attack. Familiarize yourself with the rules for incorporeal creatures (*Monster Manual*, pages 310-311) before running this encounter.

The mist prevents conditions from counting as daylight, barring use of appropriate magic. It also provides 20% concealment to any foes further away than 5 feet.

APL 4 (EL 5)

☞ **Shadows (2):** hp 19 (each); see *Monster Manual*.

APL 6 (EL 7)

☞ **Wraith:** hp 32; see *Monster Manual*.

☞ **Shadows (2):** hp 19 (each); see *Monster Manual*.

APL 8 (EL 9)

☞ **Greater Shadow:** hp 58; see *Monster Manual*.

☞ **Shadows, Advanced 7 HD (2):** hp 45 (each); see *Appendix I*.

APL 10 (EL 11)

☞ **Greater Shadow:** hp 58; see *Monster Manual*.

☞ **Wraiths, Advanced 10 HD (3):** hp 65 (each); see *Appendix I*.

APL 12 (EL 13)

☞ **Dread Wraith:** hp 104; see *Monster Manual*.

☞ **Greater Shadow (2):** hp 58 (each); see *Monster Manual*.

Tactics: Undead without spring attack prefer to only stay above ground one round at a time. They alternate moving above ground, then attacking with cover, then moving below ground. Keep in mind they can only move 5 feet down into the marsh, and that most undead can only sense foes within 5 feet of them while inside an object.

Undead that can spring attack take full advantage of it, attacking a single foe and then spring attacking into the safety of the marsh. At APL 12, the dread wraith has a facing of 10 ft. by 10 ft., and must move 10 feet into the ground to avoid being attacked.

If the party seems at a loss as to how to fight these undead, remind them that the undead are vulnerable when they are out of the ground, and that it's possible to ready attacks against them.

The wraiths and shadows are careful to hide in mud or solid ground rather than water.

Encounter Seven: Doctor Livingston, I presume?

The encounter takes place in the early evening after the party has passed mile 200. If the party is traveling some extremely rapid way, they get attacked while passing through the campsite instead.

It is with practiced skill that your party finds a location that is relatively defensible, with an eye toward concealing your presence from unwelcome attention.. In fact, since the location seems particularly well suited, it is perhaps not surprising that there is sign of habitation present – recent habitation. The voice of the Gnatmarsh is replaced by a deep-throated growl off to one side. A lone half-orc, dressed in grimy rags, covered in numerous scars and brandishing a large club in both hands moves toward you, anger in his eyes.

This hard-charging half-orc, Oragh Wolfhart, is a hero of the Duchy of Urnst, long-lost and believed dead on an ill-fated mission to the Abyss (during the events of URDr-06 Last Dance at Heron House). Sadly, Oragh's experiences in the Abyss have left him a changed man. He was partially level-drained and then *feeble-minded* before the wizard Raenin Karnor (another of the NPC heroes of Last Dance at Heron House) managed to teleport both of them out of the Abyss. Unfortunately, they ended up in the Gnatmarsh, and Raenin was quickly turned into a tasty snack by one of the nastier denizens of the swamp. Oragh survived the encounter, and has been living in survival mode ever since. Luckily for Oragh, the *ring of sustenance* granted to him before the expedition helps keep him alive. Even though his mental faculties are practically non-existent, his fighting prowess is still considerable.

Oragh starts out 70 ft. from the party and will only fight until either he is dropped to one-third of his hit points or until the party flees. Important: Allow the party that chooses to do so attempt to prevent the battle

(Diplomacy check DC 15 to prevent a fight, with modifiers provided in the Development section of this encounter). While Oragh cannot speak or understand any languages, the tone of voice, body language cues and in some cases, primal recognition of his patron house are more than enough for him to get the gist of a party that wishes to resolve this peacefully. There is no need to provide any hints for the party to use diplomacy and there are no penalties if parties elect to simply fight it out and gut Oragh like a hog.

Should the PCs have the opportunity to search it, the campsite of Oragh contains almost nothing of interest. Save perhaps for a stained, faded and half-torn badge. Either a Knowledge: Nobility and Royalty (DC 13), or having a home region: Duchy of Urnst will reveal that it is the symbol of House U'morael (of the Duchy of Urnst).

ALL APLs (EL 7)

🐾 **Oragh Wolfhart**; hp 74; see *Appendix I*.

Treasure: *ring of sustenance*, tiger tooth necklace.

Development: While Oragh is bent on killing or at the very least driving away the PCs, if the PCs are able to subdue or otherwise capture Oragh, they might be able to figure out there is something unusual about him. A Spellcraft check (DC 25) will determine he is under the effect of a *feeblemind* spell. PCs who attempt to calm or befriend Oragh can make a diplomacy check. A Diplomacy check (DC 25) will convince Oragh to 'behave', although he will try to leave the party later on (within 24 hours) without attacking or otherwise provoking the PCs. A Diplomacy check (DC 35) will mean that Oragh follows the PCs around, considering them his friends. PCs displaying something of the Duchy of Urnst (perhaps a surcoat of a noble house, or badge of the Ducal Guard) will earn the party a +15 bonus to their diplomacy check. Lastly, anyone wearing or prominently displaying the markings of House U'morael will add an additional +20 to the check. If the party can make the DC 35 check, Oragh will willingly accompany them back to civilization.

No one will recognize the scarred and somewhat changed half-orc, but if the PCs arrange for a *heal* spell to be cast on him, both Oragh and Duke Karll will show the PCs their profuse thanks for his rescue. If the PCs cure Oragh of his condition in the field, so to speak, he will gratefully agree to assist them for the remainder of the adventure. Assuming he survives, or in any event is brought back to the Duchy and *raised* by the PCs in the unfortunate event of his death before the end of the adventure, the PCs will still be rewarded by Oragh and Duke Karll.

The party may be able to divine Oragh's identity if they show around or attempt to sell his *ring of sustenance* – it bears the crest of House Wolfhart, and is recognized by merchants as being that of Oragh. An Appraise or Knowledge (nobility) check can also recognize the ring if it's specifically examined, the DC is 25 for either check. Merchants are unwilling to purchase the ring from the party.

Encounter Eight: On Chuulden Pond

This encounter can occur at any time after the party reaches mile 220. It should occur before the end travel on that day.

The inhospitable nature of the Gnatmarsh taxes the endurance and patience of even the hardest of travelers. From the oft-times difficult to traverse terrain to the aggravating, continual distraction of the omnipresent insects, it quickly becomes obvious as to why neither the Duchy of Urnst nor Nyrond have spent any serious effort in colonizing this gods-forsaken swamp. However, flora and fauna abound, with signs of their existence, and in some cases, passage, often apparent, especially near the frequently encountered bodies of freshwater. It is at just such a body of water that the situation is different than what you have become used to. Signs of a recent battle are apparent, with pieces of humanoid bodies, perhaps kobolds, strewn about the shore of a large pond. Only the faint buzzing of insects can be heard in this preternaturally quiet area.

There was indeed a battle fought in this area, about half an hour before the party arrived. A pair of chuul ambushed a warband of kobolds who were replenishing their water supplies. At APL4, the kobolds prevailed (via prodigious amounts of alchemist fire) and the survivors are hiding in the reeds next to the shoreline. At APL 6-8, there is but one chuul hiding in the water next to the shore, its partner lying dead at the bottom of the pond. At APLs 10-12, a pair of chuul lie in wait.

At all APLs, unless the party has been using complete stealth to travel through the swamp, the monsters will be aware of the party. The chuul can speak the common tongue, and will be aware of what the party is saying amongst itself more often than not. The kobolds, however, do not speak common.

Give the PCs a chance to detect the would-be ambushers; Spot check (DC 16 + APL).

The pond lies approximately 80' from the tree line; the terrain here is solid and even enough to permit rapid movement, such as charges.

APL 4 (EL 5)

☛ Kobolds (6): hp 18, 18, 18, 18, 18, 18; see *Appendix I*.

APL 6 (EL 7)

☛ Chuul: hp 93; see *Monster Manual* page 35

APL 8 (EL 9)

☛ Chuul, Advanced 14 HD: hp 119; see *Appendix I*

APL 10 (EL 11)

☛ Chuul, Advanced 14 HD (2): hp 119, 119; see *Appendix I*

APL 12 (EL 13)

☛ Chuul, Advanced 17 HD (2): hp 179, 179; see *Appendix I*

Tactics: At APL 4, the kobolds will attempt to ambush the party immediately. Their leaders have been slain, and they will simply try to overwhelm the party with sheer savagery.

At APLs 6-12, the chuul(s) will lie in wait, hoping to ambush party members who move forward to investigate the battleground.

Treasure: The chuuls have accumulated no treasure, and battled the kobolds aggressively enough that their gear is of questionable value.

Encounter Nine: The End of the Trail

The text of this encounter assumes that the party failed to catch up the lead group of kobolds, and wound up assaulting them in their camp. If the party caught up to them before the kobolds reached the rendezvous point, the campsite will be empty instead. If the kobolds are caught on the run, check for surprise and encounter distance as detailed under Encounter Three, with a starting distance of 2d8x10 feet.

The pursuit has led you deep into the Gnatmarsh, the trail ending at a ramshackle hut surrounded by stagnant water. You hear high-pitched voices inside the hut, but as of yet no cries of alarm.

The hut is a simple 10 foot by 10 foot wood-and-hide affair with a single door. A pair of kobold warriors stand in front of the door, though they aren't attentive (-5 to Spot and Listen checks). The other 4 kobolds are inside the hut, which has no windows. The furnishings inside the hut consist of a small table, 4 stools, and a clay fire pot holding smoldering peat.

The island the hut is on is 100 feet wide and 80 feet long. The water surrounding it is shallow enough to wade through (shallow bog, *Dungeon Master's Guide* page 88).

APL 4 (EL 6)

👉 **Kobold Warriors (4):** hp 9 (each); see *Appendix I*.

👉 **Kobold Barbarian:** hp 28; see *Appendix I*.

👉 **Kobold Diviner:** hp 12; see *Appendix I*.

APL 6 (EL 8)

👉 **Kobold Warriors (4):** hp 18 (each); see *Appendix I*.

👉 **Kobold Barbarian:** hp 43; see *Appendix I*.

👉 **Kobold Diviner:** hp 19; see *Appendix I*.

APL 8 (EL 10)

👉 **Kobold Warriors (4):** hp 27 (each); see *Appendix I*.

👉 **Kobold Barbarian:** hp 58; see *Appendix I*.

👉 **Kobold Diviner:** hp 26; see *Appendix I*.

APL 10 (EL 12)

👉 **Kobold Warriors (4):** hp 36 (each); see *Appendix I*.

👉 **Kobold Barbarian:** hp 73; see *Appendix I*.

👉 **Kobold Diviner:** hp 33; see *Appendix I*.

APL 12 (EL 14)

👉 **Kobold Warriors (4):** hp 45 (each); see *Appendix I*.

👉 **Kobold Barbarian:** hp 88; see *Appendix I*.

👉 **Kobold Diviner:** hp 40; see *Appendix I*.

Tactics: The barbarian rages immediately, and seeks to take out the most lightly-armored melee combatants of the party. The warriors support him in battle and do their utmost to keep the diviner safe from melee.

The diviner *hastes* her allies if possible, then focuses on neutralizing spellcasters or heavily armored combatants. If given warning or if the battle permits, she brings up defenses for herself and her allies.

Any spells with hours duration (like *mage armor* or *false life*) can be assumed to be precast unless the battle occurs in early morning or late night.

The kobolds fight to the death, fearing the wrath of their cambion employer. If captured, they know little of the inner workings of the scaled cult or why the documents are desired. The diviner does know they relate to the study of the Far Realms and alienism.

Treasure: The kobold diviner is carrying a map to the rendezvous location. If they kobolds are found encamped, this isn't much of an aid, but if they are caught early it can lead the party to their final destination in the swamp. The diviner also carries an ivory talisman in the shape of a lizard's head. This is recognizable by anyone who has seen the similar talismans found in *URDI-08: Mired in Gosferd*. It is the mark of a member of the scaled cult of the Gnatmarsh.

In addition, if the party catches the kobolds before Day 16 of the pursuit, the diviner is carrying the stolen correspondence in her *Heward's handy haversack*. The correspondence consists of over a dozen large bundles of letters, each written in a skilled hand on fine vellum. Some appear to be copies of letters written by Imiriana herself, others are letters written back by other notable wizards and scholars. See the treasure summary for more details.

Development: The module can continue in a variety of ways, depending on how quickly the kobolds were defeated:

Party caught the kobolds before they encamped, and decides to follow the map

Proceed through the remaining encounters of the module until they reach the rendezvous point. At that point, Silovin's simulacrum attacks, preferably from ambush. The divinations of its creator have revealed the interception of the parcel, so the simulacrum is well-prepared to engage the party. Note that the simulacrum likely attacks the party before the scheduled date of the rendezvous – the interception of the documents has forced its creator's hand.

Party caught the kobolds before they encamped, but does not follow the map

If the party intercepted the kobolds but does not proceed to the rendezvous, the simulacrum attempts to waylay them one day later, just before midday. Again, its master's divinations have revealed the interception. The simulacrum will only attack in the Gnatmarsh or the Celadon, it does not pursue the party back into civilized lands.

Party caught the kobolds at the rendezvous, but before the parcel was handed off

Silovin won't be aware of any interception of the documents until the morning after the day they were retrieved. If the party captures the documents on the day of the handoff, Silovin's simulacrum won't be expecting them and can be easily ambushed. Otherwise, the simulacrum attempts to waylay the party at the hut or on the road as described above.

The handoff occurs the evening of the 16th day of pursuit.

Party caught the kobolds at the rendezvous, but after the parcel was handed off.

More than likely, our hapless heroes will never see the stolen correspondence if this occurs. If the simulacrum was on foot (APL 4 only), it can be tracked very easily (DC 10), but the party has only a matter of hours to find it. The handoff occurred in the evening of the 16th day of pursuit, by dawn the simulacrum is gone, summoned to its creator via a *bracelet of friends*. At other APLs, the simulacrum is capable of flight and is out of range of pursuit almost immediately.

Encounter Ten: Caught Cold-Handed

The kobolds were sent on their mission by Silovin, a cambion sorcerer in the service of the scaled cult. Unbeknownst to the kobolds, they have actually been negotiating with a simulacrum of the true sorcerer rather than the half-fiend herself.

Depending on circumstance, the party may encounter Silovin's simulacrum in the hut at the rendezvous or on the trail. Adjust the boxed text to fit the circumstance of the encounter:

Silovin's simulacrum is on foot (APL 4):

From out of the swamp strides a figure from your nightmares. Over 6 feet tall and lithely muscled, the woman before you would be an imposing figure even without the 12-foot span of bat wings springing from her shoulders. Her skin is sheathed in iridescent green scales, and her eyes are the color of smoldering coals. The harsh intonations of spellcasting tumble from her lips as you brace yourself for combat.

DM's note: At APL 4, the process of creating the simulacrum did not go perfectly. While still a duplicate of the true Silovin, her simulacrum lacks the abilities of a half-fiend and is incapable of flight.

Silovin's simulacrum is airborne (APL 6):

Swooping down from above is a figure from your nightmares. Over 6 feet tall and lithely muscled, the woman before you would be an imposing figure even without the 12-foot span of bat wings springing from her shoulders. Her skin is sheathed in iridescent green scales, and her eyes are the color of smoldering coals. The harsh intonations of spellcasting tumble from her lips as you brace yourself for combat.

Silovin's simulacrum is mounted on a wyvern (APLs 8 and up):

Swooping down from above is a figure from your nightmares: a wyvern of immense size, bearing a winged rider of fell capabilities. The rider's skin is sheathed in iridescent green scales, and her eyes are the color of smoldering coals. The wyvern swoops downward and harsh intonations of spellcasting tumble from the rider's lips as you brace yourself for combat.

APL 4 (EL 7)

☛ **Silovin's Simulacrum:** hp 36; see *Appendix I*.

APL 6 (EL 9)

☛ **Silovin's Simulacrum:** hp 43; see *Appendix I*.

APL 8 (EL 11)

☛ **Silovin's Simulacrum:** hp 43; see *Appendix I*.

☛ **Wyvern, Advanced 10 HD:** hp 105; see *Appendix I*.

APL 10 (EL 13)

☛ **Silovin's Simulacrum:** hp 43; see *Appendix I*.

☛ **Wyvern, Advanced 15 HD:** hp 202; see *Appendix I*.

APL 12 (EL 15)

☛ **Silovin's Simulacrum:** hp 43; see *Appendix I*.

☛ **Wyvern, Advanced 19 HD:** hp 256; see *Appendix I*.

Tactics: The simulacrum starts with precast defensive spells of hours duration, and shorter duration ones if it was expecting a fight. Spells of rounds durations are saved for actual combatant.

It prefers to open with aggressive area-effect offense, hoping to end the fight quickly. If the wyvern is present, the simulacrum fights mounted on its back. It uses the aerial advantage to full effect, and is not afraid to flee the battle field in order to bring up more defensive spells.

The wyvern always takes a -20 penalty when using its improved grab ability. If it succeeds in grappling a foe, it flies up and attempts to drop them the next round, from a height of between 30 and 60 feet. It has to succeed at a grapple check to do so, assume the hapless victim resists.

If the simulacrum has the party on the ropes, it offers terms of surrender: give over the letters from the tower, and walk away alive. It honors this bargain; if the party hands over all the letters, it will leave.

The wyvern stays and fights as long as the simulacrum is alive. If the simulacrum is destroyed, the wyvern carries on the fight until it's reduced to less than half its maximum hit points, at which time it attempts to flee.

Victory: If the simulacrum is reduced to 0 hit points or otherwise destroyed, it melts into nothingness:

The blow lands true, and the fiendish abomination before you cries out in agony. In an instant, the burning eyes and green scales are replaced by stark whiteness, an image of the creature carved in ice, frozen in mid-cry. The ice-image shatters into a million fragments, each melting into nothingness before they hit the ground.

A successful Spellcraft check (Illusion, DC 27) recognizes this as the death-throes of a simulacrum.

Treasure: The simulacrum's equipment can be recovered after it dies, it does not melt away like the body.

Development: Assuming the party is victorious, all that remains is for them to return to the Celadon or the Duchy and decide the final fate of Imiriana's correspondence.

Encounter Eleven: Nine-Tenths of the Law

At this point, the party may find themselves in a quandary: if they are in possession of the documents, do they return them to the College of Sages and Sorcery, hand them over to the elves of the Celadon, keep them for themselves, or destroy them.

If Laletherin of the Stalwart Pines is with the party, he makes a case for turning over the documents to the rangers. He argues that the motives of wizards are often suspect, and that there is certain evidence that forces of evil intent desired the writings. He further argues that a threat secreted away within the Celadon must have been hidden for good reasons, and that the mentors of the

Stalwart Pines can be trusted to store the correspondence safely and ensure that is never used for evil goals.

Any party who studies the correspondence finds it a trove of arcane knowledge (see the treasure summary for descriptive text). In addition, a Knowledge (Arcana) check at DC 20 convinces the reader that the main subject of the letters is research into the Far Realms and the mysteries of Alienism. If the reader isn't already aware, a Knowledge (Local, Nyrond Metaregion) check at DC 20 reminds them that research into Alienism is forbidden in the Duchy of Urnst, one of the edicts of Duke Justinian Lorinar (Duke of the Duchy of Urnst, 570-571 CY).

Laletherin acquiesces to the party's desires in this matter. He feels that regardless of his own wishes, they have served the good of the Celadon, and have earned the right to decide the fate of the documents.

There is insufficient time to copy the correspondence, so a choice must be made.

Conclusion

If the documents are handed over to Julmar U'morael (or other representatives of the College):

The party is thanked by Julmar for returning papers of incalculable historical and scholarly value to the College. The promised payment is delivered, and Julmar also expresses her personal gratitude above and beyond the reward.

If questioned about the illicit nature of the material, Julmar responds that she was not aware of any questionable research conducted by her ancestor, but that certainly any papers that deal with forbidden subject matters will be studied only for historical purposes, not arcane ends. If a party member state they are attempting to Sense Motive, they may discover she is being less than truthful (DC 25) and does in fact intend to continue the research.

The party receives the favor of Julmar U'morael of the College of Sages and Sorcery. They receive full payment for their mission. The rangers of the Stalwart Pines hold no grudges over the matter.

If the documents are handed over to the rangers of the Stalwart Pines:

Laletherin handles returning the documents to the mentors of the Stalwart Pines. He is praises their decision and thanks them for their faith in the Stalwart Pines. He assures them that the rangers will remember this deed.

Should the party contact Julmar U'morael, she is furious. Her magics have already revealed the fate of the documents. She is unwilling to listen to excuses or rationales, it is clear the party has made an enemy with the College.

The party receives an influence point with the Stalwart Pines rangers. They also receive the enmity of Julmar U'morael, and of course no payment.

If the party keeps the correspondence for themselves:

If the party is foolish enough to contact Julmar U'morael after deciding to keep the documents, she has them detained (by more wizards than the party would care to fight) until the documents are turned over or 2 TU expire, whichever comes first. She lacks enough evidence to press charges or detain the party any longer than this. Eventually, word leaks out to the authorities in Nellix, resulting in the party's release from the College, and stern words about Julmar exceeding her authority.

If the party meets Julmar in a later adventure, she won't have them arrested, but nothing short of turning over the documents can slack her wrath.

The party receives access to the Correspondence of Imiriana U'morael. They also receive the enmity of Julmar U'morael, and of course no payment. The rangers of the Stalwart Pines hold no grudges over the matter.

If the party destroys the letters:

As described above, Julmar is furious with the party. However, she does not have them arrested.

The party receives the enmity of Julmar U'morael, and of course no payment. The rangers hold no grudges over the matter, and in fact have a grudging amount of respect for the party's decision.

If the party failed to retrieve the correspondence:

Julmar is disappointed, but understanding. She comments that the quality of the opposition was obviously underestimated, and that their failure at such a difficult undertaking is just to be expected against such odds.

She does give the party half of the promised payment (for their efforts), but no favors are granted.

The Fate of Oragh Wolfhart

If Oragh Wolfhart is returned to the Duchy and cured, he contacts the party personally a few days later. In a deep but cultured voice, he expresses his sincere gratitude for their saving his life. Sadly, he has no knowledge of how

he wound up in the swamp, or in fact of anything since he failed the save against the *feeblemind* spell.

In return for their deeds, Oragh offers to train the party and perhaps give them some measure of his own fortitude. In addition, a few weeks later, each member of the party receives an ornately-decorated scroll tube bearing the seal of House Lorinar. It contains a scroll bestowing the official gratitude of Duke Karll Lorinar for the heroic deed of rescuing Oragh Wolfhart, champion of the Duke.

And Finally...

Once the fate of the documents and of Oragh Wolfhart has been determined, the module has reached its conclusion.

The End

Experience Point Summary

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

Encounter One

Defeat the ettercaps

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Three

Defeat the kobold rear guard

APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Seven

Defeat, subdue or calm the Half-Orc

All APLs	120 xp
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Encounter Eight

Defeat the foes

APL 4	150 xp	APL 4	30 xp
APL 6	210 xp	APL 6	45 xp
APL 8	270 xp	APL 8	60 xp
APL 10	330 xp	APL 10	75 xp
APL 12	390 xp	APL 12	90 xp

Encounter Nine

Defeat the kobold raiding party

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

Encounter Ten

Defeat the simulacrum (and wyvern, if present)

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

or

Handing over the letters to the simulacrum

APL 4	105 xp
APL 6	135 xp
APL 8	165 xp
APL 10	195 xp
APL 12	225 xp

Story Award

Interact peacefully with the wood elves

APL 4	30 xp
APL 6	45 xp
APL 8	60 xp
APL 10	75 xp
APL 12	90 xp

Retrieve the stolen letters (regardless of who they are handed over to)

Discretionary roleplaying award

APL 4	30 xp
APL 6	45 xp
APL 8	60 xp
APL 10	75 xp
APL 12	90 xp

Total possible experience:

APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three

APL 4: L: 239 gp; C: 0 gp; M: scroll of *protection from arrows* (13 gp each), *ring of protection +1* (167 gp each)

APL 6: L: 239 gp; C: 0 gp; M: 2 *potions of cure light wounds* (8 gp each), scroll of *haste* (31 gp), *ring of protection +1* (167 gp each)

APL 8: L: 239 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp each), scroll of *haste* (31 gp), *ring of protection +1* (167 gp each)

APL 10: L: 239 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp each), scroll of *haste* (31 gp), *ring of protection +1* (167 gp each), *bag of tricks*, *tan* (525 gp each)

APL 12: L: 239 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp each), scroll of *haste* (31 gp), *ring of protection +1* (167 gp each), *bag of tricks*, *tan* (525 gp each)

Encounter Seven

Oragh's equipment is mostly of no value. His *ring of sustenance* bears his house crest, and is recognized as the former property of a great hero. While the party won't be arrested if they are truthful about how they obtained it,

the news that they took it from a notable hero of the Duchy may be quite distressing. No merchant will buy it.

Encounter Nine

In addition, the diviner's spellbook (if recovered) can be used *on this adventure record only* as a source of spells for wizards to copy.

APL 4: L: 177 gp; C: 0 gp; M: *+1 greatsword* (196 gp each), *silversheen* (21 gp each), *Heward's handy haversack* (167 gp each), spellbook (100 gp each)

APL 6: L: 177 gp; C: 0 gp; M: *+1 greatsword* (196 gp each), *silversheen* (21 gp each), *potion of cure moderate wounds* (25 gp each), *elixir of fire breath* (92 gp), *Quaal's feather token*, *whip* (42 gp each), *Heward's handy haversack* (167 gp each), spellbook (154 gp)

APL 8: L: 160 gp; C: 0 gp; M: *+1 breastplate* (113 gp each), *+1 greatsword* (196 gp each), *silversheen* (21 gp each), *potion of cure moderate wounds* (25 gp each), *elixir of fire breath* (92 gp), *gauntlets of ogre power* (333 gp each), *pearl of power*, *1st level* (83 gp each), *Quaal's feather token*, *whip* (42 gp each), scroll of *blink* (31 gp each), *potion of cure moderate wounds* (25 gp each), *Heward's handy haversack* (167 gp each), spellbook (175 gp)

APL 10: L: 160 gp; C: 0 gp; M: *+2 breastplate* (363 gp each), *+1 greatsword* (196 gp each), *silversheen* (21 gp each), *potion of cure serious wounds* (63 gp each), *elixir of fire breath* (92 gp), *gauntlets of ogre power* (333 gp each), *pearl of power*, *1st level* (83 gp each), *Quaal's feather token*, *whip* (42 gp each), scroll of *blink* (31 gp each), *potion of cure serious wounds* (63 gp each), *headband of intellect +2* (333 gp each), *Heward's handy haversack* (167 gp each), spellbook (317 gp)

APL 12: L: 160 gp; C: 0 gp; M: *+2 breastplate* (363 gp each), *+1 elf bane greatsword* (696 gp each), *silversheen* (21 gp each), *potion of cure serious wounds* (63 gp each), *elixir of fire breath* (92 gp), *belt of giant strength +4* (1333 gp each), *amulet of natural armor +1* (83 gp each), *pearl of power*, *1st level* (83 gp each), *Quaal's feather token*, *whip* (42 gp each), scroll of *blink* (31 gp each), *potion of cure serious wounds* (63 gp each), *headband of intellect +2* (333 gp each), *Heward's handy haversack* (167 gp each), spellbook (408 gp each)

Encounter Ten

APL 4: L: 3 gp; C: 0 gp; M: scroll of *resist energy* (13 gp each), scroll of *expeditious retreat* (2 gp each)

APL 6: L: 3 gp; C: 0 gp; M: scroll of *resist energy*, *7th level* (29 gp each), scroll of *expeditious retreat*, *5th level* (10 gp each), *cloak of resistance +1* (83 gp each)

APL 8: L: 8 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp each), scroll of *resist energy, 7th level* (29 gp each), *cloak of resistance +1* (83 gp each), *ring of feather falling* (183 gp each)

APL 10: L: 8 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp each), 2 scrolls of *resist energy, 7th level* (58 gp each), scroll of *bear's endurance* (13 gp each), scroll of *haste* (31 gp each), *cloak of charisma +2* (333 gp each), *ring of feather falling* (183 gp each)

APL 12: L: 8 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp each), 2 scrolls of *resist energy, 7th level* (58 gp each), scroll of *bear's endurance* (13 gp each), scroll of *haste* (31 gp each), *cloak of charisma +2* (333 gp each), *ring of feather falling* (183 gp each)

Conclusion

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

Total Possible Treasure

APL 4: 1198 gp

APL 6: 1598 gp

APL 8: 2491 gp

APL 10: 4195 gp

APL 12: 6005 gp (cap is 6000 gp)

Special

Favor of Julmar U'morael

For retrieving the correspondence of Imiriana U'morael, Julmar is in your debt. This favor may be used to gain one-time Adventure purchase access to a single magic item from the *Dungeon Masters Guide* that is listed on any of your Adventure Records.

Enmity of Julmar U'morael

Julmar is furious with you for not turning over her ancestor's correspondence. She has maligned your name throughout the College, giving you a -2 penalty to all social interactions involving College members. In addition, examinations taken at the College receive a -2 penalty, and Diplomacy checks in examinations receive a -5 penalty. The penalties expire two years after the real-world date the module was played, or after expending two favors or influence points from the College. The

actual enmity may only be removed by returning the correspondence to Julmar.

Influence with the Stalwart Pines

By turning over Imiriana's correspondence to the Stalwart Pines, you have gained their trust. This allows you to join and advance in the Stalwart Pines regardless of your character's race. You also receive access to the ranger spells listed in *Master of the Wild* and the King/Queen of the Woods prestige class.

Correspondence of Imiriana U'morael

The arcane lore contained within the personal letters of Imiriana U'morael will take years or decade study to fully comprehend. They tell of insights into the nature of the Far Realms, and tantalizing hints of the secrets needed to master the magics of Alienism. Many of the letters are to and from one Alaxus Tomarast of Altenmaure. The letters weigh 60 pounds and take up 8 cubic feet of space. Possession of the letters provides access to the Alienist prestige class, described in *Tome and Blood*.

Training from Oragh Wolfhart

In gratitude for his rescue, Oragh Wolfhart provides you personal instruction in fitness and fortitude. This training is completed between adventures, and does not require additional TU. The training gives the character access to the following feats from *Master of the Wild*: Dwarf's Toughness, Giant's Toughness, Dragon's Toughness, Resist Disease and Resist Poison.

Recognition of Duke Karl Lorinar

For the rescue of Oragh Wolfhart, you have received an ornately-decorated scroll tube bearing the seal of House Lorinar. It contains a scroll bestowing the official gratitude of Duke Karl Lorinar for your heroic deeds.

Items for the Adventure Record

Item Access

APL 4

Silversheen (Adventure; DMG)

Heward's handy haversack (Adventure; DMG)

Correspondence of Imiriana U'morael (**only if the party chose to keep them**; Adventure; 500 gp)

APL 6 (all of APL 4 plus the following)

Elixir of fire breath (Adventure; DMG)

Quaal's feather token, whip (Adventure; DMG)

Scroll of *resist energy, 7th level* (Adventure; DMG)

Scroll of *expeditious retreat*, 5th level (Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following)

Potion of cure serious wounds (Adventure; DMG)

Gauntlets of ogre power (Adventure; DMG)

Pearl of power, 1st level (Adventure; DMG)

Ring of feather falling (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following)

Bag of tricks, tan (Adventure; DMG)

Headband of intellect +2 (Adventure; DMG)

Cloak of Charisma +2 (Adventure; DMG)

APL 12 (all of APLs 4-10s plus the following)

+2 *breastplate* (Adventure; DMG)

+1 *elfbane greatsword* (Adventure; DMG)

belt of giant strength +4 (Adventure; DMG)

Appendix I: Stat Blocks

All APLs

Encounter Seven

Oragh Wolfhart: male half-orc Ftr7; CR 7; humanoid (half-orc); HD 7d10+21; hp 74; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +7; Grp +15; Atk +11 melee (1d10+6 greatclub); SQ darkvision 60 ft.; AL LN; SV Fort +8, Ref +3, Will +3; Str 18, Dex 13, Con 16, Int 1 [10], Wis 12, Cha 1 [8].

Skills: Climb +8, Jump +8, Ride +9, Survival +3. *Feats:* Cleave, Improved Grapple, Improved Unarmed Strike, Mounted Combat, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatclub, necklace with a tiger tooth, rags, *ring of sustenance*.

Physical Description: A tall and lanky half-orc, with white hair and blue eyes. Covered with many unusual scars (from battle wounds), as well as several pox scars (gained within the past two years).

Oragh is currently suffering the effects of a *feeblemind* spell, as well as several levels permanently lost to *energy drain*.

APL 4 Encounters

Encounter Three

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

Skills: Craft (trapmaking) +2, Hide +2, Listen +1, Move Silently -3, Search +2, Spot +1. **Feats:** Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, light crossbow, 20 bolts.

Kobold Sorcerer: Male kobold Sor2; CR 2; Small humanoid (reptilian); HD 2d4+5; hp 11; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +1; Grp -5; Atk +0 melee (1d3-2/19-20, dagger) or +5 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d3-2/19-20, dagger) or +5 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +3, Will +4; Str 6, Dex 16, Con 12, Int 12, Wis 10, Cha 16.

Skills: Bluff +5, Concentration +6, Craft (trapmaking) +3, Knowledge (arcana) +6, Search +3, Spellcraft +6. **Feats:** Toughness. **Languages:** Draconian, Common.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Spells Known (6/5; save DC = 13 + spell level): 0 – *acid splash*, *detect magic*, *read magic*, *resistance*, *touch of fatigue*; 1st – *enlarge person*, *color spray*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, *scroll of protection from arrows*, *ring of protection* +1.

Encounter Eight

Kobold Warriors (6): Kobold War4; CR 1; Small humanoid (reptilian); HD 4d8; hp 18; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4; Grp +0; Atk +6 melee (1d6/19-20, masterwork longsword) or +6 ranged (1d6/19-20, longbow); Full Atk +6 melee (1d6/19-20, masterwork longsword) or +6 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +2; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +2, Listen +2, Move Silently -3, Search +2, Spot +2. **Feats:** Iron Will, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Encounter Nine

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

Skills: Craft (trapmaking) +2, Hide +2, Listen +1, Move Silently -3, Search +2, Spot +1. **Feats:** Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, light crossbow, 20 bolts.

Kobold Barbarian: Male kobold Brb3; CR 3; Small humanoid (reptilian); HD 3d12+3; hp 28; Init +3; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +3; Grp +0; Atk +6 melee (1d10+2/19-20, +1 *greatsword*) or +7 ranged

(1d4+1, javelin); Full Atk +6 melee (1d10+2/19-20, +1 *greatsword*) or +7 ranged (1d4+1, javelin); SQ darkvision 60 ft., light sensitivity, rage 1/day; trap sense +1, uncanny dodge; AL NE; SV Fort +4, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 8, Wis 11, Cha 8.

Skills: Craft (trapmaking) +1, Intimidate +5, Jump +3, Listen +6, Search +1. **Feats:** Dodge, Power Attack.

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

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves; -2 to AC for up to 6 rounds.

Uncanny Dodge (Ex): This kobold can react to danger before his senses would normally allow it to do so. He retains his Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Breastplate, +1 *greatsword*, 2 javelins, *silversheen*.

Kobold Diviner: Female kobold Div3; CR 3; Small humanoid (reptilian); HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +1; Grp -5; Atk +0 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, light crossbow); Full Atk +0 melee (1d3-2/19-20, dagger) or +4 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +3, Will +4; Str 6, Dex 14, Con 12, Int 17, Wis 10, Cha 11.

Skills: Concentration +7, Craft (trapmaking) +5, Decipher Script +6, Knowledge (arcana) +12, Knowledge (nature) +6, Knowledge (planes) +9, Search +5, Spellcraft +11. **Feats:** Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus: Enchantment.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Wizard Spells Prepared (5/4/3; save DC 13 + spell level, 14 + spell level for Enchantments, specialist diviner, barred school illusion): 0 – *daze**, *detect magic*, *message*, *read magic*, *resistance*, 1st – *comprehend languages*, *mage armor*, *ray of enfeeblement*, *sleep**; 2nd – *alter self*, *detect thoughts*, *Tasha's hideous laughter**.

* Enchantment.

Spellbook: 0 – *daze*, *detect poison*, *detect magic*, *message*, *read magic*, *resistance*, 1st – *charm person*,

comprehend languages, *detect secret doors*, *enlarge person*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, 2nd – *alter self*, *detect thoughts*, *see invisibility*, *Tasha's hideous laughter*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, spellbook, *Heward's handy haversack*, ivory lizard's head talisman.

Encounter Ten

Silovin's Simulacrum: Female human Wiz7; CR 7; Medium humanoid (simulacrum); HD 7d4+14; hp 36; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d6/x3, shortspear) or +4 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6/x3, shortspear) or +4 ranged (1d8/19-20, light crossbow); SA spells; SQ simulacrum; AL NE; Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 14, Int 12, Wis 12, Cha 19.

Skills: Concentration +15, Disguise +7, Forgery +3, Knowledge (arcana) +11, Ride +6, Spellcraft +11. **Feats:** Deceitful, Extend Spell, Silent Spell, Skill Focus (Concentration).

Simulacrum: Caster level 15, instantaneous effect (cannot be dispelled), those familiar with the original may be able to penetrate the ruse with a Sense Motive check (DC 20) or a Spot check opposed by the caster's Disguise check (DC 32 in this case). If reduced to zero hit points or otherwise destroyed, the simulacrum reverts to snow and melts instantly into nothingness.

Spells Known (6/7/7/5; save DC 14 + spell level): 0 – *arcane mark*, *detect magic*, *mending*, *message*, *prestidigitation*, *ray of frost*; 1st – *feather fall*, *mage armor*, *magic missile*, *protection from good*, *shield*; 2nd – *fog cloud*, *Melf's acid arrow*, *resist energy*; 3rd – *displacement*, *ray of exhaustion*.

Possessions: Shortspear, light crossbow, 40 bolts, spell component pouch, scroll of *resist energy*, scroll of *expeditious retreat*.

APL 6 Encounters

Encounter One

Ettercap, Advanced 9 HD: CR 5; Large aberration; HD 9d8+27; hp 67; Init +3; Spd 30 ft, climb 30 ft.; AC 15, touch 12, flat-footed 12; Base Atk +6; Grp +16; Atk +11 melee (2d6+6 plus poison, bite); Full Atk +11 melee (1d8+6 plus poison, bite) and +9 melee (1d4+3, 2 claws); Space/Reach 10 ft./10 ft.; SA poison, web; SQ low-light vision; AL NE; SV Fort +8, Ref +8, Will +8; Str 22, Dex 16, Con 17, Int 6, Wis 15, Cha 8.

Skills: Climb +14, Craft (trapmaking) +4, Hide +5, Listen +4, Spot +12. **Feats:** Combat Reflexes, Great Fortitude, Lightning Reflexes, Multiattack.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 17 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Encounter Three

Kobold Warriors: Kobold War4; CR 1; Small humanoid (reptilian); HD 4d8; hp 18; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4Grp +0; Atk +6 melee (1d6/19-20, masterwork longsword) or +6 ranged (1d6/19-20, longbow); Full Atk +6 melee (1d6/19-20, masterwork longsword) or +6 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +2; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +2, Listen +2, Move Silently -3, Search +2, Spot +2. **Feats:** Iron Will, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Sorcerer: Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+7; hp 18; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +2; Grp -4; Atk +1 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, light crossbow); Full Atk +1 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +4, Will +5; Str 6, Dex 16, Con 12, Int 12, Wis 10, Cha 17.

Skills: Bluff +6, Concentration +8, Craft (trapmaking) +3, Knowledge (arcana) +7, Search +3, Spellcraft +8. **Feats:** Extend Spells, Toughness.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Spells Known (6/7/4; save DC = 13 + spell level): 0 – *acid splash*, *detect magic*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue*; 1st – *enlarge person*, *color spray*, *mage armor*; 2nd – *scorching ray*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, 2 *potions of cure light wounds*, scroll of *haste*, *ring of protection* +1.

Encounter Nine

Kobold Warriors: Kobold War4; CR 1; Small humanoid (reptilian); HD 4d8; hp 18; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4Grp +0; Atk +6 melee (1d6/19-20, masterwork longsword) or +6 ranged (1d6/19-20, longbow); Full Atk +6 melee (1d6/19-20, masterwork longsword) or +6 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +2; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +2, Listen +2, Move Silently -3, Search +2, Spot +2. **Feats:** Iron Will, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Barbarian: Male kobold Brb5; CR 5; Small humanoid (reptilian); HD 5d12+5; hp 43; Init +3; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +5; Grp +3; Atk +9 melee (1d10+4/19-20, *+1 greatsword*) or +9 ranged (1d4+2, javelin); Full Atk +9 melee (1d10+4/19-20, *+1 greatsword*) or +9 ranged (1d4+2, javelin); SQ darkvision 60 ft., improved uncanny dodge, light sensitivity, rage 2/day, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 8, Wis 11, Cha 8.

Skills: Craft (trapmaking) +1, Intimidate +7, Jump +6, Listen +8, Search +1. **Feats:** Dodge, Power Attack.

Improved Uncanny Dodge: This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

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

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves; -2 to AC for up to 6 rounds.

Uncanny Dodge (Ex): This kobold can react to danger before his senses would normally allow it to do so. He retains his Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Breastplate, *+1 greatsword*, 2 javelins, *silversheen*, *potion of cure moderate wounds*, *elixir of fire breath*.

Kobold Diviner: Female kobold Div5; CR 5; Small humanoid (reptilian); HD 5d4+5; hp 19; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +2; Grp -4; Atk +1 melee (1d3-2/19-20, dagger) or +5 ranged (1d6/19-20, light crossbow); Full Atk +1 melee (1d3-2/19-20, dagger) or +5 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +3, Will +5; Str 6, Dex 14, Con 12, Int 18, Wis 10, Cha 11.

Skills: Concentration +9, Craft (trapmaking) +6, Decipher Script +9 Knowledge (arcana) +15, Knowledge (nature) +9, Knowledge (planes) +12, Search +6, Spellcraft +14. **Feats:** Extend Spell, Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus: Enchantment.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Wizard Spells Prepared (5/5/4/3; save DC 14 + spell level, 15 + spell level for Enchantments, specialist diviner, barred school illusion): 0 – *daze**, *detect magic*, *message*, *read magic*, *resistance*, 1st – *comprehend languages*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd – *alter self*, *detect thoughts*, *scorching ray*, *Tasha's hideous laughter**, 3rd – *arcane sight*, *deep slumber**, *haste*.

* Enchantment.

Spellbook: 0 – *daze*, *detect poison*, *detect magic*, *message*, *read magic*, *resistance*, 1st – *charm person*, *comprehend languages*, *detect secret doors*, *enlarge person*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, 2nd – *alter self*, *detect thoughts*, *locate object*, *scorching ray*, *see invisibility*, *Tasha's hideous laughter*, 3rd – *arcane sight*, *deep slumber*, *haste*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, spellbook, *Quaal's feather token (whip)*, scroll of *blink*, *Heward's handy haversack*, ivory lizard's head talisman.

Encounter Ten

Silovin's Simulacrum: Female half-fiend Wiz7; CR 9; Medium outsider (augmented humanoid, native, simulacrum); HD 7d4+21; hp 43; Init +3; Spd 30 ft., fly 30 ft. (average); AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/x3, shortspear) or +7 ranged

(1d8/19-20, light crossbow); Full Atk +5 melee (1d6+2/x3, shortspear) or +7 ranged (1d8/19-20, light crossbow); SA smite good, spells, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, simulacrum, spell resistance 17; AL NE; Fort +6, Ref +6, Will +7; Str 14, Dex 16, Con 16, Int 16, Wis 12, Cha 21.

Skills: Bluff +15, Concentration +15, Disguise +12, Forgery +5, Knowledge (arcana) +13, Ride +8, Spellcraft +13. **Feats:** Deceitful, Extend Spell, Silent Spell, Skill Focus (Concentration).

Smite Good (Su): Once per day, this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 19); 1/day – *desecrate*, *unholy blight* (DC 19).

Simulacrum: Caster level 15, instantaneous effect (cannot be dispelled), those familiar with the original may be able to penetrate the ruse with a Sense Motive check (DC 20) or a Spot check opposed by the caster's Disguise check (DC 32 in this case). If reduced to zero hit points or otherwise destroyed, the simulacrum reverts to snow and melts instantly into nothingness.

Spells Known (6/8/7/5; save DC 15 + spell level): 0 – *arcane mark*, *detect magic*, *mending*, *message*, *prestidigitation*, *ray of frost*; 1st – *feather fall*, *mage armor*, *magic missile*, *protection from good*, *shield*; 2nd – *fog cloud*, *resist energy*, *scorching ray*; 3rd – *displacement*, *ray of exhaustion*.

Possessions: Shortspear, light crossbow, 40 bolts, spell component pouch, *potion of cure light wounds*, scroll of *resist energy* (caster level 7), scroll of *expeditious retreat* (caster level 5), *cloak of resistance* +1.

APL 8 Encounters

Encounter One

Ettercap, advanced 9 HD Rogz: Ettercap Rogz; CR 7; Large aberration; HD 9d8+2d6+44; hp 94; Init +5; Spd 30 ft, climb 30 ft.; AC 17, touch 14, flat-footed 12; Base Atk +7; Grp +19; Atk +14 melee (2d6+8 plus poison, bite); Full Atk +14 melee (1d8+8 plus poison, bite) and +12 melee (1d4+4, 2 claws); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, poison, web; SQ evasion, low-light vision; AL NE; SV Fort +9, Ref +11, Will +7; Str 26, Dex 20, Con 18, Int 9, Wis 12, Cha 8.

Skills: Climb +16, Craft (trapmaking) +5, Hide +15, Listen +8, Move Silently +7, Spot +12. **Feats:** Combat Reflexes, Great Fortitude, Multiattack, Stealthy.

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

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 17 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened. 46+48=94

Encounter Three

Kobold Warriors: Kobold War6; CR 3; Small humanoid (reptilian); HD 6d8; hp 27; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +6; Grp +2; Atk +8 melee (1d6/19-20, masterwork longsword) or +8 ranged (1d6/19-20, longbow); Full Atk +8/+3 melee (1d6/19-20, masterwork longsword) or +8/+3 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +5, Will +3; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +2, Listen +3, Move Silently -3, Search +2, Spot +3. **Feats:** Iron Will, Lightning Reflexes, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Sorcerer: Male kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+9; hp 25; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +3; Grp -3; Atk +2 melee (1d3-2/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d3-2/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +5, Will +6; Str 6, Dex 16, Con 12, Int 12, Wis 10, Cha 17.

Skills: Bluff +7, Concentration +10, Craft (trapmaking) +3, Knowledge (arcana) +8, Search +3, Spellcraft +10. **Feats:** Empower Spell, Extend Spells, Toughness.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Spells Known (6/7/6/4; save DC = 13 + spell level): 0 – *acid splash*, *detect magic*, *prestidigitation*, *read magic*, *mage hand*, *resistance*, *touch of fatigue*, 1st – *enlarge*

person, color spray, mage armor, magic missile, 2nd – scorching ray, Tasha's hideous laughter, 3rd – haste.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, *potion of cure serious wounds*, scroll of *haste*, *ring of protection +1*.

Encounter Six

Shadow, Advanced 7 HD: CR 4; Medium undead; HD 7d12; hp 45; Init +2; Spd Fly 40 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +3; Grp –; Atk +5 melee (1d6 Str, incorporeal touch); Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft.; incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +4, Will +6; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 14.

Skills: Hide +8*, Listen +11, Search +4, Spot +11.
Feats: Alertness, Dodge, Mobility.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

* A shadow gains a +4 racial bonus on Hide checks of areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Encounter Eight

Chuul, Advanced 14 HD: CR 9; large aberration (aquatic); HD 14d8+56; HP 119; Init +7; Spd 30 ft., swim 20 ft.; AC 22, touch 12, flat-footed 19; Base Atk +10; Grp +23; Atk +14 melee (2d6+5, claw); Full Atk +14 melee (2d6+5, 2 claws); Space/Reach 10 ft./5 ft.; SA constrict 3d6+5, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +8, Ref +7, Will +11; Str 20, Dex 17; Con 18, Int 10, Wis 14, Cha 5; Weight 650 lbs.

Skills: Hide +15, Listen +12, Spot +12, Swim +15 (Swim +23 for special swim actions or to avoid hazards; can take 10 on a swim action even if distracted; can use run action while swimming in a straight line). *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Grapple, Improved Initiative.

Constrict (Ex): On a successful grapple check, a Chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a Chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Physical Description: A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

Encounter Nine

Kobold Warriors: Kobold War6; CR 3; Small humanoid (reptilian); HD 6d8; hp 27; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +6; Grp +2; Atk +8 melee (1d6/19-20, masterwork longsword) or +8 ranged (1d6/19-20, longbow); Full Atk +8/+3 melee (1d6/19-20, masterwork longsword) or +8/+3 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +5, Will +3; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +2, Listen +3, Move Silently -3, Search +2, Spot +3. *Feats:* Iron Will, Lightning Reflexes, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Barbarian: Male kobold Brb7; CR 7; Small humanoid (reptilian); HD 7d12+7; hp 58; Init +3; Spd 30 ft.; AC 21, touch 14, flat-footed 18; Base Atk +7; Grp +6; Atk +12 melee (1d10+5/19-20, +1 *greatsword*) or +11 ranged (1d4+3, javelin); Full Atk +12/+7 melee (1d10+5/19-20, +1 *greatsword*) or +11/+6 ranged (1d4+3, javelin); SQ DR 1/—, darkvision 60 ft., improved uncanny dodge, light sensitivity, rage 2/day, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +5, Will +2; Str 16, Dex 16, Con 12, Int 8, Wis 11, Cha 8.

Skills: Craft (trapmaking) +1, Intimidate +9, Jump +9, Listen +10, Search +1. **Feats:** Dodge, Mobility, Power Attack.

Improved Uncanny Dodge: This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

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

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves; -2 to AC for up to 6 rounds.

Uncanny Dodge (Ex): This kobold can react to danger before his senses would normally allow it to do so. He retains his Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: +1 *breastplate*, +1 *greatsword*, 4 javelins, *silversheen*, *potion of cure moderate wounds*, *elixir of fire breath*, *gauntlets of ogre power*.

Kobold Diviner: Female kobold Div7; CR 7; Small humanoid (reptilian); HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +3; Grp -4; Atk +2 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d3-2/19-20, dagger) or +6 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +4, Will +6; Str 6, Dex 14, Con 12, Int 18, Wis 10, Cha 11.

Skills: Concentration +11, Craft (trapmaking) +6, Decipher Script +11, Knowledge (arcana) +17, Knowledge (nature) +11, Knowledge (planes) +14, Search +6, Spellcraft +16. **Feats:** Empower Spell, Extend Spell, Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus: Enchantment.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Wizard Spells Prepared (5/6/5/4/3; save DC 14 + spell level, 15 + spell level for Enchantments, specialist diviner, barred school illusion): 0 – *daze**, *detect magic*, *message*, *read magic*, *resistance*, 1st – *charm person**, *comprehend languages*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd – *alter self*, *detect thoughts*, *mage armor* (extended), *scorching ray*, *Tasha's hideous laughter**, 3rd – *arcane sight*, *deep slumber**, *false life* (extended), *haste*, 4th – *crushing despair**, *scorching ray* (empowered), *scrying*.

* Enchantment.

Spellbook: 0 – *daze*, *detect poison*, *detect magic*, *message*, *read magic*, *resistance*, 1st – *charm person*, *comprehend languages*, *detect secret doors*, *enlarge person*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, 2nd – *alter self*, *detect thoughts*, *false life*, *locate object*, *scorching ray*, *see invisibility*, *Tasha's hideous laughter*, 3rd – *arcane sight*, *deep slumber*, *haste*, *tongues*, 4th – *crushing despair*, *scrying*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, spellbook, *pearl of power* (1st level), *Quaal's feather token* (whip), scroll of *blink*, *portion of cure moderate wounds*, *Heward's handy haversack*, ivory lizard's head talisman.

Encounter Ten

Silovin's Simulacrum: Female half-fiend Wiz7; CR 9; Medium outsider (augmented humanoid, native, simulacrum); HD 7d4+21; hp 43; Init +3; Spd 30 ft., fly 30 ft. (average); AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d8+2/x3, lance) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6+2/x3, shortspear) or +7 ranged (1d8/19-20, light crossbow); SA smite good, spells, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, simulacrum, spell resistance 17; AL NE; Fort +6, Ref +6, Will +7; Str 14, Dex 16, Con 16, Int 16, Wis 12, Cha 21.

Skills: Bluff +15, Concentration +15, Disguise +12, Forgery +5, Knowledge (arcana) +13, Ride +8, Spellcraft +13. **Feats:** Deceitful, Extend Spell, Silent Spell, Skill Focus (Concentration).

Smite Good (Su): Once per day, this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 19); 1/day – *desecrate*, *unholy blight* (DC 19).

Simulacrum: Caster level 15, instantaneous effect (cannot be dispelled), those familiar with the original may be able to penetrate the ruse with a Sense Motive check (DC 20) or a Spot check opposed by the caster's Disguise check (DC 32 in this case). If reduced to zero hit points or otherwise destroyed, the simulacrum reverts to snow and melts instantly into nothingness.

Spells Known (6/8/7/5; save DC 15 + spell level): 0 – *arcane mark*, *detect magic*, *mending*, *message*, *prestidigitation*, *ray of frost*; 1st – *feather fall*, *mage armor*, *magic missile*, *protection from good*, *shield*; 2nd – *fog cloud*, *resist energy*, *scorching ray*; 3rd – *displacement*, *fireball*.

Possessions: Shortspear, light crossbow, 40 bolts, spell component pouch, *potion of cure moderate wounds*, *scroll of resist energy* (caster level 7), *cloak of resistance +1*, exotic military saddle, *ring of feather falling*.

Wyvern, Advanced 10 HD: CR 9; Huge dragon; HD 10d12+40; hp 105; Init +0; Spd 20 ft.; fly 60 ft. (poor); AC 18, touch 8, flat-footed 18; Base Atk +10; Grp +27; Atk +17 melee (1d8+9 plus poison, sting) or +17 melee (3d6+9, talon) or +17 melee (3d8+9, bite); Full Atk +17 melee (1d8+9 plus poison, sting) and +15 melee (3d8+9, bite) and +15 melee (2d6+4, 2 wings) and +15 melee (3d6+9, 2 talons); Space/Reach 15 ft./10 ft.; SA poison, improved grab; SQ darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +11, Ref +7, Will +8; Str 28, Dex 10, Con 19, Int 6, Wis 12, Cha 9.

Skills: Hide +5, Listen +16, Move Silently +13, Spot +19. **Feats:** Ability Focus (poison), Alertness, Flyby Attack, Hover, Multiattack^B.

Special: Wyverns can slash with their talons only when making a flyby attack.

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

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

APL 10 Encounters

Encounter One

Ettercap, advanced 9 HD Rog4: Ettercap Rog4; CR 9; Large aberration; HD 9d8+4d6+56; hp 113; Init +5; Spd 30 ft, climb 30 ft.; AC 17, touch 14, flat-footed 12; Base Atk +9; Grp +21; Atk +16 melee (2d6+8 plus poison, bite); Full Atk +16 melee (1d8+8 plus poison, bite) and +14 melee (1d4+4, 2 claws); Space/Reach 10 ft./10 ft.; SA sneak attack +2d6, poison, web; SQ evasion, low-light vision, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +9, Ref +11, Will +9; Str 26, Dex 21, Con 18, Int 9, Wis 12, Cha 8.

Skills: Climb +16, Craft (trapmaking) +5, Hide +20, Listen +14, Move Silently +7, Spot +15. **Feats:** Combat Reflexes, Great Fortitude, Iron Will, Multiattack, Stealthy.

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

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Uncanny Dodge (Ex): This ettercap can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 17 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on

grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Encounter Three

Kobold Warriors: Kobold War8; CR 5; Small humanoid (reptilian); HD 8d8; hp 36; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +8; Grp +4; Atk +10 melee (1d6/19-20, masterwork longsword) or +11 ranged (1d6/19-20, longbow); Full Atk +10/+5 melee (1d6/19-20, masterwork longsword) or +11/+6 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +6, Will +3; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +3, Listen +4, Move Silently -2, Search +2, Spot +4. **Feats:** Iron Will, Lightning Reflexes, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Sorcerer: Male kobold Sor8; CR 8; Small humanoid (reptilian); HD 8d4+11; hp 32; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +4; Grp -2; Atk +3 melee (1d3-2/19-20, dagger) or +8 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d3-2/19-20, dagger) or +8 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +5, Will +7; Str 6, Dex 16, Con 12, Int 12, Wis 10, Cha 18.

Skills: Bluff +9, Concentration +12, Craft (trapmaking) +3, Knowledge (arcana) +9, Search +3, Spellcraft +12. **Feats:** Empower Spell, Extend Spells, Toughness.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Spells Known (6/7/7/6/4; save DC = 14 + spell level):
0 – *acid splash*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*, *mage hand*, *resistance*, *touch of fatigue*, 1st – *enlarge person*, *color spray*, *mage armor*, *magic missile*, *shield*, 2nd – *bull's strength*, *scorching ray*, *Tasha's hideous laughter*, 3rd – *greater magic weapon*, *haste*, 4th – *shout*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, *potion of cure serious wounds*, *ring of protection +1*, *bag of tricks (tan)*.

Encounter Six

Wraith, Advanced 10 HD: CR 5; Medium undead; HD 10d12; hp 65; Init +7; Spd Fly 60 ft. (good); AC 16, touch 16, flat-footed 13; Base Atk +5; Grp –; Atk +8 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +8 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, unnatural aura; AL CE; SV Fort +3, Ref +6, Will +8; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 16.

Skills: Diplomacy +6, Hide +16, Intimidate +15, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +2 (+4 following tracks). **Feats:** Alertness^B, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Mobility.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 18 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remained enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so;

they remain panicked as long as they are within that range.

Encounter Eight

Chuul, Advanced 14 HD: CR 9; large aberration (aquatic); HD 14d8+56; HP 119; Init +7; Spd 30 ft., swim 20 ft.; AC 22 (touch 12, flat-footed 19); Base Atk +10; Grp +23; Atk +14 melee (2d6+5, claw); Full Atk +14 melee (2d6+5, 2 claws); Space/Reach 10 ft./5 ft.; SA constrict 3d6+5, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +8, Ref +7, Will +11; Str 20, Dex 17; Con 18, Int 10, Wis 14, Cha 5; Weight 650 lbs.

Skills: Hide +15, Listen +12, Spot +12, Swim +15 (Swim +23 for special swim actions or to avoid hazards; can take 10 on a swim action even if distracted; can use run action while swimming in a straight line). **Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Grapple, Improved Initiative.

Constrict (Ex): On a successful grapple check, a Chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a Chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Physical Description: A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

Encounter Nine

Kobold Warriors: Kobold War8; CR 5; Small humanoid (reptilian); HD 8d8; hp 36; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +8; Grp +4; Atk +10 melee (1d6/19-20, masterwork longsword) or +11 ranged (1d6/19-20, longbow); Full Atk +10/+5 melee (1d6/19-20, masterwork longsword) or +11/+6 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +6, Will +3; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +3, Listen +4, Move Silently -2, Search +2, Spot +4. **Feats:** Iron Will, Lightning Reflexes, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Barbarian: Male kobold Brb9; CR 9; Small humanoid (reptilian); HD 9d12+9; hp 73; Init +3; Spd 30 ft.; AC 22, touch 14, flat-footed 19; Base Atk +9; Grp +8; Atk +14 melee (1d10+5/19-20, +1 *greatsword*) or +13 ranged (1d4+3, javelin); Full Atk +14/+9 melee (1d10+5/19-20, +1 *greatsword*) or +13/+8 ranged (1d4+3, javelin); SQ DR 1/-, darkvision 60 ft., improved uncanny dodge, light sensitivity, rage 3/day, trap sense +3, uncanny dodge; AL NE; SV Fort +7, Ref +6, Will +3; Str 17, Dex 16, Con 12, Int 8, Wis 11, Cha 8.

Skills: Craft (trapmaking) +1, Intimidate +11, Jump +12, Listen +12, Search +1. **Feats:** Dodge, Mobility, Power Attack, Spring Attack.

Improved Uncanny Dodge: This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

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

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves; -2 to AC for up to 6 rounds.

Uncanny Dodge (Ex): This kobold can react to danger before his senses would normally allow it to do so. He retains his Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: +2 *breastplate*, +1 *greatsword*, 4 javelins, *silver sheen*, *potion of cure serious wounds*, *elixir of fire breath*, *gauntlets of ogre power*.

Kobold Diviner: Female kobold Div7/Loremaster 2; CR 9; Small humanoid (reptilian); HD 9d4+9; hp 33; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +4; Grp -3; Atk +3 melee (1d3-2/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d3-2/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity, lore, secret; AL LE; SV Fort +5, Ref +4, Will +9; Str 6, Dex 14, Con 12, Int 21, Wis 10, Cha 11.

Skills: Concentration +13, Craft (trapmaking) +7, Decipher Script +16, Knowledge (arcana) +20, Knowledge (nature) +16, Knowledge (planes) +17, Search +7, Spellcraft +19. **Feats:** Empower Spell, Extend Spell, Greater Spell Focus (Enchantment), Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus: Enchantment.

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

Lore: Knowledge of legends and lore (similar to bardic knowledge), +6 on check.

Secret: The lore of true stamina (+2 bonus on Fortitude saves).

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Wizard Spells Prepared (5/7/6/5/4/3; save DC 15 + spell level, 17 + spell level for Enchantments, specialist diviner, barred school illusion): 0 – *daze**, *detect magic*, *message*, *read magic*, *resistance*, 1st – *charm person**, *comprehend languages*, *magic missile* (2), *ray of enfeeblement*, *shield*, 2nd – *alter self*, *detect thoughts*, *mage armor* (extended), *resist energy*, *scorching ray*, *Tasha's hideous laughter**, 3rd – *arcane sight*, *deep slumber**, *false life* (extended), *haste*, *slow*, 4th – *crushing despair**, *enervation*, *scorching ray* (empowered), *scrying*, 5th – *contact other plane*, *feeblemind**, *fireball* (empowered).

* Enchantment.

Spellbook: 0 – *daze*, *detect poison*, *detect magic*, *message*, *read magic*, *resistance*, 1st – *charm person*, *comprehend languages*, *detect secret doors*, *enlarge person*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, 2nd – *alter self*, *detect thoughts*, *false life*, *locate object*, *resist energy*, *scorching*

ray, see invisibility, Tasha's hideous laughter, 3rd – arcane sight, deep slumber, fireball, haste, slow, tongues, 4th – crushing despair, enervation, locate creature, scrying, 5th – contact other plane, feeblemind.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, spellbook, *pearl of power* (1st level), *Quaal's feather token* (whip), scroll of *blink*, *potion of cure serious wounds*, *headband of intellect* +2, *Heward's handy haversack*, ivory lizard's head talisman.

Encounter Ten

Silovin's Simulacrum: Female half-fiend Wiz7; CR 9; Medium outsider (augmented humanoid, native, simulacrum); HD 7d4+21; hp 43; Init +3; Spd 30 ft., fly 30 ft. (average); AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/x3, shortspear) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/x3, lance) or +7 ranged (1d8/19-20, light crossbow); SA smite good, spells, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, simulacrum, spell resistance 17; AL NE; Fort +5, Ref +5, Will +6; Str 14, Dex 16, Con 16, Int 16, Wis 12, Cha 23.

Skills: Bluff +16, Concentration +15, Disguise +13, Forgery +5, Knowledge (arcana) +13, Ride +8, Spellcraft +13. **Feats:** Deceitful, Extend Spell, Silent Spell, Skill Focus (Concentration).

Smite Good (Su): Once per day, this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness, poison* (DC 19); 1/day – *desecrate, unholy blight* (DC 19).

Simulacrum: Caster level 15, instantaneous effect (cannot be dispelled), those familiar with the original may be able to penetrate the ruse with a Sense Motive check (DC 20) or a Spot check opposed by the caster's Disguise check (DC 32 in this case). If reduced to zero hit points or otherwise destroyed, the simulacrum reverts to snow and melts instantly into nothingness.

Spells Known (6/8/8/5; save DC 16 + spell level): 0 – *arcane mark, detect magic, mending, message, prestidigitation, ray of frost, 1st – feather fall, mage armor, magic missile, protection from good, shield, 2nd – fog cloud, resist energy, scorching ray, 3rd – displacement, fireball.*

Possessions: Shortspear, light crossbow, 40 bolts, spell component pouch, *potion of cure serious wounds*, *cloak of charisma* +2, exotic military saddle, 2 scrolls of

resist energy (caster level 7), scroll of *bear's endurance*, scroll of *haste, ring of feather falling*.

Wyvern, Advanced 15 HD: CR 12; Gargantuan dragon; HD 15d12+105; hp 202; Init +0; Spd 20 ft.; fly 60 ft. (poor); AC 20, touch 6, flat-footed 20; Base Atk +15; Grp +40; Atk +24 melee (2d6+13 plus poison, sting) or +24 melee (4d6+13, talon) or +24 melee (4d8+13, bite); Full Atk +24 melee (2d6+13 plus poison, sting) and +22 melee (4d8+13, bite) and +22 melee (3d6+6, 2 wings) and +22 melee (4d6+13, 2 talons); Space/Reach 20 ft./15 ft.; SA poison, improved grab; SQ darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +16, Ref +9, Will +12; Str 36, Dex 10, Con 24, Int 6, Wis 12, Cha 9.

Skills: Hide +6, Listen +21, Move Silently +18, Spot +24. **Feats:** Ability Focus (poison), Alertness, Flyby Attack, Hover, Iron Will, Multiattack^B, Wingover.

Special: Wyverns can slash with their talons only when making a flyby attack.

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

Poison (Ex): Injury, Fortitude DC 26, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

APL 12 Encounters

Encounter One

Ettercap, advanced 9 HD Rog6: Ettercap Rog6; CR 11; Large aberration; HD 9d8+6d6+64; hp 128; Init +5; Spd 30 ft, climb 30 ft.; AC 17, touch 14, flat-footed 12; Base Atk +10; Grp +22; Atk +17 melee (2d6+8 plus poison, bite); Full Atk +17 melee (1d8+8 plus poison, bite) and +15 melee (1d4+4, 2 claws); Space/Reach 10 ft./10 ft.; SA sneak attack +3d6, poison, web; SQ evasion, improved uncanny dodge, low-light vision, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +10, Ref +14, Will +10; Str 26, Dex 21, Con 18, Int 9, Wis 12, Cha 8.

Skills: Climb +16, Craft (trapmaking) +5, Hide +25, Listen +19, Move Silently +7, Spot +19. **Feats:** Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Multiattack, Stealthy.

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

Improved Uncanny Dodge (Ex): This ettercap cannot be flanked except by a rogue of at least 10th level.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Uncanny Dodge (Ex): This ettercap can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 17 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web or they stumble into it and become trapped as though by a successful web attack.

Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Encounter Three

Kobold Warriors: Kobold War10; CR 7; Small humanoid (reptilian); HD 10d8; hp 45; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +10; Grp +6; Atk +12 melee (1d6/19-20, masterwork longsword) or +13 ranged (1d6/19-20, longbow); Full Atk +12/+7 melee (1d6/19-20, masterwork longsword) or +13/+8 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +9, Ref +7, Will +4; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +3, Listen +4, Move Silently -2, Search +2, Spot +4. **Feats:** Great Fortitude, Iron Will, Lightning Reflexes, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Sorcerer: Male kobold Sor10; CR 10; Small humanoid (reptilian); HD 10d4+13; hp 39; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +5; Grp -1; Atk +4 melee (1d3-2/19-20, dagger) or +9 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d3-2/19-20, dagger) or +9 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +6, Will +8; Str 6, Dex 16, Con 12, Int 12, Wis 10, Cha 18.

Skills: Bluff +10, Concentration +14, Craft (trapmaking) +3, Knowledge (arcana) +10, Search +3, Spellcraft +14. **Feats:** Empower Spell, Extend Spells, Silent Spell, Toughness.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Spells Known (6/7/7/6/3; save DC = 14 + spell level):
0 – *acid splash, detect magic, ghost sound, prestidigitation, read magic, mage hand, ray of frost, resistance, touch of fatigue*; 1st – *enlarge person, color spray, mage armor, magic missile, shield*; 2nd – *bear's endurance, bull's strength, scorching ray, Tasha's hideous laughter*; 3rd – *fireball, greater magic weapon, haste*; 4th – *greater invisibility, shout*; 5th – *hold monster*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, *potion of cure serious wounds, ring of protection +1, bag of tricks (tan)*.

Encounter Eight

Chuul, advanced: CR 11; Huge aberration (aquatic); HD 17d8+102; HP 179; Init +7; Spd 30 ft., swim 20 ft.; AC 24 (touch 11, flat-footed 23); Base Atk +12; Grp +33; Atk +19 melee (3d6+9, claw); Full Atk +19 melee (3d6+9, 2 claws); Space/Reach 15 ft./5 ft.; SA constrict 4d6+9, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +11, Ref +8, Will +14; Str 28, Dex 16; Con 22, Int 10, Wis 14, Cha 5; Weight 5200 lbs.

Skills: Hide +17, Listen +13, Spot +13, Swim +21 (Swim +29 for special swim actions or to avoid hazards; can take 10 on a swim action even if distracted; can use run action while swimming in a straight line). **Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Grapple, Improved Initiative, Iron Will.

Constrict (Ex): On a successful grapple check, a Chuul deals 4d6+9 points of damage.

Improved Grab (Ex): To use this ability, a Chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 21 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles,

paralyzed or not, a victim automatically takes 2d6+4 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Physical Description: A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A Chuul is about 13 feet long and weighs 5200 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

Encounter Nine

Kobold Warriors: Kobold War10; CR 7; Small humanoid (reptilian); HD 10d8; hp 45; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +10; Grp +6; Atk +12 melee (1d6/19-20, masterwork longsword) or +13 ranged (1d6/19-20, longbow); Full Atk +12/+7 melee (1d6/19-20, masterwork longsword) or +13/+8 ranged (1d6/19-20, longbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +9, Ref +7, Will +4; Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +3, Listen +4, Move Silently -2, Search +2, Spot +4. **Feats:** Great Fortitude, Iron Will, Lightning Reflexes, Weapon Focus (longsword).

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: Chain shirt, masterwork longsword, heavy steel shield, longbow, 20 arrows.

Kobold Barbarian: Male kobold Brb11; CR 11; Small humanoid (reptilian); HD 11d12+11; hp 88; Init +3; Spd 30 ft.; AC 22, touch 14, flat-footed 19; Base Atk +11; Grp +10; Atk +17 melee (1d10+7/19-20, +1 *greatsword*) or +15 ranged (1d4+4, javelin); Full Atk +17/+12/+7 melee (1d10+7/19-20, +1 *greatsword*) or +15/+10/+5 ranged (1d4+4, javelin); SQ DR 2/–, darkvision 60 ft., improved uncanny dodge, greater rage, light sensitivity, rage 3/day, trap sense +3, uncanny dodge; AL NE; SV Fort +8, Ref +6, Will +3; Str 19, Dex 16, Con 12, Int 8, Wis 11, Cha 8.

Skills: Craft (trapmaking) +1, Intimidate +13, Jump +14, Listen +14, Search +1. **Feats:** Dodge, Mobility, Power Attack, Spring Attack.

Improved Uncanny Dodge: This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

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

Rage (Ex): +6 to Str, +6 to Con, +3 on Will saves; -2 to AC for up to 6 rounds.

Uncanny Dodge (Ex): This kobold can react to danger before his senses would normally allow it to do so. He retains his Dexterity bonus to AC even when caught flat-footed or attacked by an invisible opponent.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Possessions: +2 breastplate, +1 elf bane greatsword, 6 javelins, silversheen, potion of cure serious wounds, elixir of fire breath, belt of giant strength +4, amulet of natural armor +1.

Kobold Diviner: Female kobold Div7/Loremaster 4; CR 11; Small humanoid (reptilian); HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +5; Grp -1; Atk +4 melee (1d3-2/19-20, dagger) or +8 ranged (1d6/19-20, light crossbow); Full Atk +4 melee (1d3-2/19-20, dagger) or +8 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity, lore, secret; AL LE; SV Fort +6, Ref +7, Will +10; Str 6, Dex 14, Con 12, Int 21, Wis 10, Cha 11.

Skills: Appraise +7, Concentration +15, Craft (trapmaking) +7, Decipher Script +19, Knowledge (arcana) +22, Knowledge (nature) +19, Knowledge (planes) +19, Search +7, Spellcraft +21. **Feats:** Empower Spell, Extend Spell, Greater Spell Focus (Enchantment), Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus: Enchantment.

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

Lore: Knowledge of legends and lore (similar to bardic knowledge), +6 on check.

Secrets: The lore of true stamina (+2 bonus on Fortitude saves), secret knowledge of avoidance (+2 bonus on Reflex saves).

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. These bonuses are included above.

Wizard Spells Prepared (5/7/6/6/5/4/2; save DC 15 + spell level, 17 + spell level for Enchantments, specialist diviner, barred school illusion): 0 – *daze**, *detect magic*, *message*, *read magic*, *resistance*; 1st – *charm person**, *comprehend languages*, *magic missile* (2), *ray of enfeeblement*, *shield*; 2nd – *alter self*, *detect thoughts*, *mage armor* (extended), *resist energy*, *scorching ray*, *Tasha's hideous laughter**; 3rd – *arcane sight*, *deep slumber**, *fireball*, *false life* (extended), *haste*, *slow*; 4th – *crushing despair**, *enervation* (2), *scorching ray* (empowered), *scrying*; 5th – *contact other plane*, *feeblemind**, *fireball* (empowered), *waves of fatigue*; 6th – *analyze dweomer*, *eyebite*.

* Enchantment.

Spellbook: 0 – *daze*, *detect poison*, *detect magic*, *message*, *read magic*, *resistance*; 1st – *charm person*, *comprehend languages*, *detect secret doors*, *enlarge person*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*; 2nd – *alter self*, *detect thoughts*, *false life*, *locate object*, *resist energy*, *scorching ray*, *see invisibility*, *Tasha's hideous laughter*; 3rd – *arcane sight*, *deep slumber*, *fireball*, *haste*, *slow*, *tongues*; 4th – *crushing despair*, *enervation*, *locate creature*, *scrying*; 5th – *contact other plane*, *feeblemind*, *prying eyes*, *waves of fatigue*; 6th – *analyze dweomer*, *eyebite*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch, spellbook, *pearl of power* (1st level), *Quaal's feather token* (whip), scroll of *blink*, *potion of cure serious wounds*, *headband of intellect* +2, *Heward's handy haversack*, ivory lizard's head talisman.

Encounter Ten

Silovin's Simulacrum: Female half-fiend Wiz7; CR 9; Medium outsider (augmented humanoid, native, simulacrum); HD 7d4+21; hp 43; Init +3; Spd 30 ft., fly 30 ft. (average); AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/x3, shortspear) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/x3, lance) or +7 ranged (1d8/19-20, light crossbow); SA smite good, spells, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, simulacrum, spell resistance 17; AL NE; Fort +5, Ref +5, Will +6; Str 14, Dex 16, Con 16, Int 16, Wis 12, Cha 23.

Skills: Bluff +16, Concentration +15, Disguise +13, Forgery +5, Knowledge (arcana) +13, Ride +8, Spellcraft +13. **Feats:** Deceitful, Extend Spell, Silent Spell, Skill Focus (Concentration).

Smite Good (Su): Once per day, this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 19); 1/day – *desecrate*, *unholy blight* (DC 19).

Simulacrum: Caster level 15, instantaneous effect (cannot be dispelled), those familiar with the original may be able to penetrate the ruse with a Sense Motive check (DC 20) or a Spot check opposed by the caster's Disguise check (DC 32 in this case). If reduced to zero hit points or otherwise destroyed, the simulacrum reverts to snow and melts instantly into nothingness.

Spells Known (6/8/8/5; save DC 16 + spell level): 0 – *arcane mark*, *detect magic*, *mending*, *message*, *prestidigitation*, *ray of frost*; 1st – *feather fall*, *mage armor*, *magic missile*, *protection from good*, *shield*; 2nd – *fog cloud*, *resist energy*, *scorching ray*; 3rd – *displacement*, *fireball*.

Possessions: Shortspear, light crossbow, 40 bolts, spell component pouch, *potion of cure serious wounds*, *cloak of charisma* +2, exotic military saddle, 2 scrolls of *resist energy* (caster level 7), *scroll of bear's endurance*, scroll of *haste*, *ring of feather falling*.

Wyvern, Advanced 19 HD: CR 14; Gargantuan dragon; HD 19d12+133; hp 256; Init +0; Spd 20 ft.; fly 60 ft. (poor); AC 20, touch 6, flat-footed 20; Base Atk +19; Grp +44; Atk +28 melee (2d6+13 plus poison, sting) or +28 melee (4d6+13, talon) or +28 melee (4d8+13, bite); Full Atk +28 melee (2d6+13 plus poison, sting) and +26 melee (4d8+13, bite) and +26 melee (3d6+6, 2 wings) and +26 melee (4d6+13, 2 talons); Space/Reach 20 ft./15 ft.; SA poison, improved grab; SQ darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL NE; SV Fort +18, Ref +11, Will +14; Str 37, Dex 10, Con 24, Int 6, Wis 12, Cha 9.

Skills: Hide +10, Listen +25, Move Silently +23, Spot +28. **Feats:** Alertness, Cleave, Flyby Attack, Hover, Iron Will, Multiattack^B, Power Attack, Wingover.

Special: Wyverns can slash with their talons only when making a flyby attack.

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

Poison (Ex): Injury, Fortitude DC 26, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

Appendix II: Laletherin, Elven Ranger

Laletherin: Male wood elf Rgr6; CR 6; Medium humanoid; HD 6d8+6; hp 36; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +6, Grp +8, Atk +9 melee (1d8+2/19-20, masterwork longsword) or +11 ranged (1d8+3/x3, +1 *composite longbow* [+2 *Str bonus*]); Full Atk +9/+4 melee (1d8+2, 19-20, masterwork longsword) or +9/+9/+7 ranged (1d8+3/x3, +1 *composite longbow* [+2 *Str bonus*]); SQ animal companion, animal empathy +7, elven traits, favored enemy giants +4, favored enemy undead +2, link with companion, low-light vision, share spells; AL CG; SV Fort +7, Ref +10, Will +3; Str 14, Dex 18, Con 12, Int 8, Wis 13, Cha 6.

Skills: Heal +7, Hide +6, Knowledge (nature) +4, Move Silently +6, Listen +12, Search +6, Spot +12, Survival +13 (+15 for following tracks or above ground, +17 for following tracks above ground). *Feats:* Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus: Survival, Track. *Languages:* Common, Elven.

Elven Traits (Ex): Immunity to *sleep* spells and effects, +2 racial saving throw bonus against enchantment spells or effects, low-light vision, +2 racial bonus on Listen, Spot and Search checks, chance to automatically detect secret or concealed doors within 5 feats.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st – *longstrider*.

Possessions: +1 *mithral chain shirt*, +1 *composite longbow* [+2 *Str bonus*], 60 arrows, masterwork longsword, +1 *cloak of resistance*, *potion of cure moderate wounds*, riding gear, healing kit.

Rosethorn, Animal companion: Light warhorse; Large animal; HD 5d8+15; hp 37; Init +2; Spd 60 ft.; AC 17, touch 11, flat-footed 15; Base Atk +3; Grp +11; Atk +6 melee (1d4+4, hoof); Full Atk +6 melee (1d4+4, 2 hooves), +0 melee (1d3+2, bite); Face 10 ft.; SQ evasion, low-light vision, scent; AL N; SV Fort +7, Ref +6, Will +2; Str 18, Dex 14, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +5, Spot +5. *Feats:* Endurance, Run. *Tricks:* attack, attack unnatural, come, defend, down, fetch, guard, heel.

Laletherin is a Ranger of the Stalwart Pines, further increasing his track checks while in the Celadon to +20 (+2 from Search, +2 from Knowledge: nature, +3 from his rank in the Stalwart Pines). He adopts a rather aloof attitude those not of the forest, but aids them to the best of abilities. Laletherin avoids getting in the thick of battle, but does contribute from a distance with ranged fire. Rosethorn, a roan mare, stays close by his side at all times.

Laletherin is average sized for an elf at five and a half feet. He has copper-red hair, tanned skin, and brown eyes. Like the other ranges, Laletherin dresses in mail underneath brown cloak and clothing, and wears a tabard bearing the evergreen crest of the Stalwart Pines.

Once the documents are retrieved, Laletherin makes a case for turning them over to the Stalwart Pines. His main argument is that clearly the documents are of interest to evil forces, so they should be turned over to those who can defend them properly without using them for evil purposes. If the College is mentioned, Laletherin expresses his doubts that wizards could ever be expected to work for good purposes.

When portraying Laletherin, be sure to keep in mind his low Charisma score. While not an unattractive elf, he is clearly of a coarse and uncivilized nature.

Appendix III: Travel Log

To use the table, log the party's position at the end of each day. "Day 1" is the end of the day the party reached the ruined tower of Imiriana. The tower is at mile 0, the edge of the Celadon at 140 miles, the start of the Gnatmarsh at 160 miles, and the kobold's destination at 260 miles (100 miles into the Gnatmarsh).

The rear guard of kobolds is following the main group, watching for signs of pursuit. They attempt to cover their tracks as they go. The main group is forging on ahead at an aggressive pace, taking some subdual damage in the process. If they are intercepted before they encamp, treat each kobold as having taken 5 points of subdual damage.

On day 6, the main group of kobolds reaches the edge of the Celadon. The next day, they quickly cross the clear ground between the Celadon and the Gnatmarsh and camp inside the swamp. From there, they reach their destination in the Gnatmarsh (near the junction of the Nesser and the Duntide) on the evening of the 14th day of pursuit. After two days of waiting, they are met by their contact with the scaled cult, and disperse two days later.

The rear guard camps at the edge of the Celadon (inside the forest) on the 7th day of pursuit, watching for signs of any groups following them. If none are detected, they move on 3 days later.

Day of Pursuit	Rear Guard	Main Group	Party
3 days ago	Tower	Tower	N/A
Tower Reached by Party	40-60 miles	40-60 miles	Tower (0 miles)
Day 1	72 miles	60 miles	
Day 2	84 miles	80 miles	
Day 3	96 miles	100 miles	
Day 4	108 miles	120 miles	
Day 5: main group exits the Celadon	120 miles	140 miles	
Day 6: main group enters Gnatmarsh	132 miles	160 miles	
Day 7: rear guard encamps	140 miles	175 miles	
Day 8	140 miles	190 miles	
Day 9	(140 miles)	205 miles	
Day 10: rear guard moves on	160 miles	220 miles	
Day 11: rear guard disperses	(160 miles)	225 miles	
Day 12	N/A	240 miles	
Day 13	N/A	255 miles	
Day 14: main group encamps	N/A	260 miles	
Day 15	N/A	260 miles	
Day 16: rendezvous with scaled cult	N/A	(260 miles)	
Day 17:	N/A	(260 miles)	
Day 18: main group disperses	N/A	(260 miles)	

Estimated Travel Speeds

Daily estimates assume 8 hours of travel at normal movement rate. Hustling and forced marching can improve these travel rates, consult the hourly chart for how much of an increase. See the Adventuring chapter of the *Player's Handbook* for more information. Once the Gnatmarsh is reached, most mounts will need to be lead by hand rather than ridden.

Daily Speed

Movement Rate	Example	Clear Terrain	Woods	Swamp
15 feet per round	Gnome in plate	12 miles	9 miles	6 miles
20 feet per round	Dwarf	16 miles	12 miles	8 miles
30 feet per round	Human in leather	24 miles	18 miles	12 miles
40 feet per round	Burdened light horse	32 miles	24 miles	16 miles*
45 feet per round	Burdened heavy horse	36 miles	27 miles	18 miles*
50 feet per round	Light horse	40 miles	30 miles	20 miles*
60 feet per round	Heavy horse	48 miles	36 miles	24 miles*

Hourly Speeds (to nearest quarter mile)

Movement Rate	Example	Clear Terrain	Woods	Swamp
15 feet per round	Gnome in plate	1.50 miles	1.25 miles	0.75 miles
20 feet per round	Dwarf	2.00 miles	1.50 miles	1.00 miles
30 feet per round	Human in leather	3.00 miles	2.25 miles	1.50 miles
40 feet per round	Burdened light horse	4.00 miles	3.00 miles	2.00 miles*
45 feet per round	Burdened heavy horse	4.50 miles	3.50 miles	2.25 miles*
50 feet per round	Light horse	5.00 miles	3.75 miles	2.50 miles*
60 feet per round	Heavy horse	6.00 miles	4.50 miles	3.00 miles*

* Only possible for mounts if the mount has some means of crossing swamp terrain without being led on foot

Handling the Party's Progress

Most adventuring groups will have to travel more than 8 hours a day in order to have a chance of catching up to the kobolds before the rendezvous. Slower characters may need to use mounts or hustle to keep up the pace. Mounts traveling at below their maximum speed should be allowed a free hour or two of extra travel without taking damage, since they aren't being pushed to their limits. In general, be sure that the party is informed if they start falling further and further behind, and provide suggestions on increasing travel speed if they're unsure what to do.

If Laletherin is tracking for the party, he takes the -5 penalty to track at full speed (30 feet per round), and makes use of his *longstrider* spell to gain extra movement for 3 hours a day. He's also willing to track for 9 or 10 hours a day to keep up the pace. He won't take the -20 penalty for tracking at double movement, however.

A map of the Eastern Abbor-Alz region. The map is divided into several colored areas: a yellow area at the top labeled 'Celado Fores', a green area in the middle labeled 'Western', and an orange area at the bottom labeled 'Bright Desert'. A blue river flows from the top right towards the bottom right. A red path starts at a point labeled 'a' on the river, goes south to 'b', then west to 'c', then south to 'd', and finally west to 'e'. A black circle with a dot inside is labeled 'Nellix'. A black square is labeled 'The Reeks'. The text 'Eastern Abbor-Alz' is written vertically on the left side. The text 'Chatt' is partially visible on the right side.

- Abandoned Tower
- Crossing the Nesser
- The Rendezvous

- d. Rear guard (Encounter 3)
- e. Undead (Encounter 6)
- f. Campsite (Encounter 7)
- g. Chuul pond (Encounter 8)

the path to the tower

the trail of the kobolds

One hex is 20 miles

Note: Most encounters in this module occur after a given distance, or after the party catches up to one of the groups. Place the encounters by those rules, the map is just a guideline.