

URD5-I03

Dead In The Water

(APLs 2-8)

A One-Round D&D LIVING GREYHAWK[®]

Duchy of Urnst Regional Adventure

Version 1.2

Round 1

by the Duchy of Urnst Interactive Team

The stagnant waters on the Nesser River require a stiff breeze to restart their flow, but can you be as swift and silent as a zephyr, or will you be dead in the water? A Duchy of Urnst Interactive for APLs 2-8.

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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Adventure Background

In the early hours of CY 595, Prince Sewardt took Rel Mord in a surprise attack from within the city walls. He declared his brother, Lynwerd, deposed, and proclaimed that henceforth the land would be known as the Nyrond Imperium. King Lynwerd and Queen Xenia were not taken during the fighting, though it was months before reports confirming their survival reached the Duchy of Urnst. Civil war now rages in Nyrond, as Lynwerd marshals forces to drive Sewardt from power and end his threat once and for all.

Duke Karll reacted with tightly controlled anger to Sewardt's treason. Queen Xenia of Nyrond is also his distant cousin. The Duke has lost many family members over the years and reacts directly when his family is threatened. His blunt speech to the Nyrond ambassador on the banks of the Nesser stopped just short of a declaration of war.

The Honorable Chamber, slower and more cautious in its deliberations, has not given the Duke the free hand he desires to support Lynwerd's efforts to retake central Nyrond. Instead, the Honorable Chamber's deliberations have dragged on, and on, and on, with no end in sight. Even the provocation of Nyrond Imperial blockades on the Nesser at Nessermonth and near Nellix has not moved the nobles to act.

Frustrated beyond words, Duke Karll has turned to some extraordinary measures. He intends to end the blockade, both above the Celadon and at Nessermonth, so that assistance can flow freely over the Nesser to Lynwerd. He has called adventurers to assemble at Aldan's Watch, there to join a fleet of Rhennee barges. He intends to smash both blockades and expose the Honorable Chamber's cowardice for all to see.

But the enemy makes plans too. Sewardt has laid a trap, and in cooperation with elements within the Duchy he's preparing to bloody the Duke's nose and rub the Rhennee out in the bargain.

Adventure Summary

The characters arrive at Aldan's Watch, where a force of Rhennee barges have gathered in the naval anchorage there. The Duke addresses the characters in ringing tones, calling them to fight for the Duchy. He is interrupted by a party from the Celadon, and elects to deal with that interruption rather than accompanying the characters into battle. His retainers brief the characters on what is expected.

On the next day, Nyrond Imperial ships are sighted and engaged on the Nesser. At first, things go as expected as the Imperial ships are attacked by PC and Rhennee-crewed barges.

Then treachery strikes as fire elementals are released en masse from the Nyrond Imperial flagship. The flagship is destroyed in the process, but many Rhennee barges are savagely attacked and the fleet withdraws to the west bank in a running battle.

Once the ships arrive at the west bank, fiendish bees carrying kobold riders arrive and attack from above. The kobold forces are in the pay of groups operating within the Duchy, and have specific instructions to kill as many Rhennee as possible.

After the battle, the Duke arrives to survey the wreck of his expedition and count the cost.

Preparation for Play

Assign each player 1 or 2 Rhennee crewman to run. The crewman will go on the same initiative order as the PC of the player. Determine which crewman gets what weapon – there are a limited supply of weapons, consisting of six spears, a trident, and three light crossbows with a total of 80 bolts. The characters may supply personal weapons to the Rhennee (simple or martial) if they wish. Weapons are not available for purchase here.

For this portion of the interactive, there are two ways to affect another table. One is to provide unspecific ranged spellcasting and missile fire support. In this case, track the amount of damage delivered. Treat spells that do no physical damage as if they do 3 points per spell level. Track only damage delivered while opponents remain directly engaged with the PC's table; once the last opponent drops at the PC's table, do not track further damage. This is used to adjust the overall results of this portion of the interactive. For every 100 hit points of damage delivered, treat the overall interactive results as if one fewer Rhennee is killed.

The second method (not recommended) is to maneuver to directly join with another table. This is difficult as the Rhennee barges are slow, and without coordination between the barges, the gap between individual ship battles will remain approximately 100 ft. apart as the battle becomes a swirling dogfight across an area about 1,000 ft x 1,000 ft.

It is possible for a character from the APL 10-16 tables to arrive at a low APL table, but only via teleportation magic. It takes a standard action at the table one is departing from, and a full action at the table one is arriving at. Recalculate the APL at the low table for any further encounters; if Encounter 3 is in progress, add additional forces as needed to bring the fight to the appropriate APL for the new table strength.

The second and third encounters potentially can run together. Once the Encounter Two begins its first full round of initiative, begin counting rounds. Encounter Three joins the initiative order after 4 full rounds of combat. Remember to track how many Rhennee crew die, since this affects the awards on the AR.

Introduction:

Aldan's Watch soars above you as you stand on the quays. On one side of you is the fortress, perched atop a low bluff. On the other side is the island, crowded with the repair sheds and depots of a naval base, and dominated by a slender, heavily fortified granite spire at the north end, "The Pinnacle", where Aldan stood his famous watch. Between is a low causeway that provides access to the island and forms a breakwater for the moorage. Beyond the island is main channel of the Nesser, only a mile and a half- wide at this point, but swift and deep.

Though few Ducal Navy crews or Ducal Guards are visible, the base is busy. Rhennee barges ride at anchor in the moorage where usually Ducal Navy galleys lie, and adventurers mill about on the causeway and docks.

Abruptly the crowds along the causeway begin parting for a party in uniform. It becomes clear after a moment that it is the Duke himself, though he is dressed in House Lorinar colors rather than the customary Ducal ones. He appears to be arguing with one of the bolder Rhennee captains as they stride toward the island. Karil's voice rises in irritation and you can clearly hear what he says:

"I don't care what your excuse is this time. You make too many excuses as it is. No more of your 'but just a couple more weeks'. Do you think I don't see that your vaunted Dharka fighters stay away, and your best barges are

not here? I cannot afford to fritter away the rest of the summer waiting for you.

You have forgotten who your friends are. You have forgotten that I have held the Houses back the last four years, while you sought a patron. You have even forgotten the award of ships this summer."

The Duke cuts off the Rhennee captain's protest:

"You owe me aid now. No more excuses, no more delays."

The Duke's party continues on out of earshot toward The Pinnacle. You can see retainers gathering people for what is obviously a public address at the base of the Pinnacle. About fifteen minutes later, the Duke finally appears on a low battlement partway up the side of the spire.

"Brave adventurers, hear me!

During the Greyhawk Wars, when evil struck our neighbors, we acted. Our troops served in the County and in Nyronnd, and we aided our friends lest evil spread even to the borders of the Duchy.

But these days, there are few who would support that. They are too blinded by their own concerns to heed events outside our lands. Last year, our cousins in the County bled and died while the Honorable Chamber debated whether we should intervene. The Pale annexed Tenh, and they said nothing. Sewardt takes Rel Mord by treachery and still, they cannot be moved to act.

Everyone knows they won't act. Sewardt thinks he can ignor Urnst. He has just weakened his patrols on the Nesser, sure that no one will challenge his ships.

Heroes and heroines of Urnst! Will you sit idle? Or will you strike with me at the tyrant now, while he is weak?"

Let the players' reactions speak for themselves.

As the cheers are dying down, a group of elves entreat the Lorinar guards to let them past to speak with the Duke. At first they look like they will be turned away, but then the Duke sees them and comes over to them himself. You can't hear what the elves are discussing with the Duke, but he appears to grow more sober as they speak. He appears to be controlling his emotions with some effort. ***"Must it be now, of all times?"*** The elf

silently nods. Finally he assents (you're not sure to what), and curtly nods as he strides back to the edge of the battlement.

"I had intended to accompany you myself, to strike alongside you. But that is not to be; there are some things I cannot delegate.

Can I trust you, the good and true adventurers of Urnst, to take the fight to that swine Sewarndt without me?"

Again, let the players' reactions speak for themselves.

Development:

After the Duke departs, House Lorinar retainers gather adventurers in small groups. Some are taken to The Pinnacle. Others, like yourselves, are brought to Rhennee barges, introduced to the barge captain, and asked to wait for further instructions. Allow characters to make introductions and meet Captain Brono.

After a few minutes, a harried young Suel woman boards your barge, dressed in a red and blue livery. Characters who make a DC 10 Knowledge (Nobility and Royalty) check recognize it as a House Reede uniform. Characters who have played the mini-mission "A Walk in the Park" from URD5-101 Amongst the Hills recognize her as Lady Jerdisel Reede, but they recall her as a Subaltern. There is no sign of Ducal Guard insignia on her today, but the scowl is still firmly in place as she begins to speak:

"Listen up! Sewarndt (she grimaces) has a tidy little naval base downstream, and a squadron of ships on the Nesser running blockade patrols. We're going to fix that. You're going to take out those ships, and others (she nods towards The Pinnacle) are going to wreck that base.

Their best ships and finest crews have already pulled out for Nesser mouth, so the going should be easy. We'd prefer you capture these ships, but if it comes to it, sink them rather than letting them get away.

A final word. Not everyone on those ships are necessarily there by choice. I'm sure you all know what a press-gang is? Keep that in mind when you're boarding those ships.

Results for Divinatory Magics:

Auguries and similar magics yield results of weal and woe for fighting on the morrow, and results of woe if the fighting is delayed. (An assault

tomorrow may or may not be successful. A delay will allow the Duke to participate ... with fateful and possibly fatal consequences.)

Divinations asking about the nature of the opposing forces get only the following answer if successful: ***"Hell spits its very breath at thee tomorrow."***

Scrying or other remote viewing attempts on the Nyron Imperial fleet or naval base get results which match the description in the briefing: the ships are definitely second-rate units with weak crews. The base appears only partially complete and most of the garrison are still living in tents within the earthworks. Attempts to scry on the Nyron Imperial flagship or command tents fail completely.

Encounter One: In the Navy

The Rhennee clearly know what they're about. They scuttle across the barge with colorful efficiency, though they are clearly distracted today by grimmer thoughts. The smells of pitch and tar contrast strongly with the lingering odor of fish carcasses.

After what feels like a short passage of time, the Nyron patrol vessels are spotted, and they clearly notice your approach. Sails and decks are wetted down, buckets of sand and water are placed near to hand, and weapons are prepared for action on both sides as the two fleets come together...

Tactics: The combat opens at a range of 600 feet, with the Nyron Imperial and Rhennee ships closing on converging courses. The wind is moderate from the east, and the current is 20 ft. per round southward. Both sides are under sail, with the Rhennee ship making 60 ft per round downstream (40 sail + 20 current) and the Nyron ship making 40 ft per round upstream (60 sail – 20 current). The ships are in the middle of the river with about 4000 ft. to either bank.

The Nyron patrol vessel (one of many in the enemy squadron) will try to close and ram the PCs' Rhennee barge (one of many in the allied fleet). At lower APLs, the cleric will try to boost the effectiveness of the marines. At APL 8, the large Air Elemental will immediately go into vortex mode and try to suck as many PCs and Rhennee NPCs into itself as it can. It won't worry about trying to fly up high and drop PCs and NPCs; it would rather drop captured prey into the waters of the Nesser away from the ship. Etrian, if present, will make ruthless use of his wands (including dual wand

wielding at APL 8) and summon monsters every round as well as trying to web the surface of the Rhennee barge.

It requires a DC 10 Jump check to cross from the Nyronnd ship to the Rhennee barge. It requires a DC 10 Climb check or DC 20 Jump check to cross from the Rhennee barge to the Nyronnd ship.

Unless 'Captain' Brono has fallen, the Rhennee will not agree to ram an enemy ship.

'Captain' Brono: Male Rhennee Exp3/War2; hp 19, see Combat Appendix.

Rhennee crewmen (6): Male Rhennee Exp2/War1; hp 14, see Combat Appendix.

APL 2 (EL 5)

Amelie: hp 11; see Combat Appendix.

Garles: hp 5; see Combat Appendix.

Nyronnd Imperial Marines (3): hp 11 each; see Combat Appendix.

Human (Press-Ganged) Sailors (non-combatants) (8): hp 4.

APL 4 (EL 7)

Amelie: hp 16; see Combat Appendix.

Lord Fontis: hp 36; see Combat Appendix.

Nyronnd Imperial Marines (3): hp 17 each; see Combat Appendix.

Human (Press-Ganged) Sailors (non-combatants) (6): hp 4.

APL 6 (EL 9)

Lady Biella: hp 39; see Combat Appendix.

Etrian: hp 26; see Combat Appendix.

Lord Fontis: hp 36; see Combat Appendix.

Nyronnd Imperial Marines (3): hp 17 each, see Combat Appendix.

Human (Press-Ganged) Sailors (non-combatants) (8): hp 4.

APL 8 (EL 11)

Lady Biella: hp 39; see Combat Appendix.

Etrian: hp 35; see Combat Appendix.

Lord Fontis: hp 36; see Combat Appendix.

Air Elemental, Large: hp 60; see *Monster Manual* page 96.

Nyronnd Imperial Marines (6): hp 30 each, see Combat Appendix.

Human (Press-Ganged) Sailors (non-combatants) (8): hp 4.

Encounter Two: Flame On!

The fighting begins to die down. On the eastern fringe of the battle, the Nyronnd Imperial flagship still hasn't struck its colors. From this distance you can make out a group of adventurers fighting their way onto the ship.

Suddenly there is a loud explosion, and a great ball of fire rises up from the middle of the flagship. At first you think it's just a fireball, but the flames do not fade out as a fireball does. It spreads, becoming darker as it grows, until a malevolent cloud of flame envelops the entire ship. The screams of the dying are mercifully cut short, and the cloud begins to break apart.

You can see now that it consists of several large living fires, flying on wings of flame. At the center you see a dark roiling cloud of hundreds of small living flames dancing and cackling with glee.

The Rhennee barges begin making for the western bank of the Nesser immediately. None of the captains are willing to face that!

Rhennee Barge: (see Appendix X).

Creatures: The Fire Elemental NPC looks unusual in that it has multiple fiery wings sprouting from its sides.

'Captain' Brono: Male Rhennee Exp3/War2; hp 19, see Combat Appendix.

Rhennee crewmen (6): Male Rhennee Exp2/War1; hp 14, see Combat Appendix.

APL 2 (EL 3)

Fire Elemental, Small, Half-Fiend: hp 16; see Combat Appendix.

APL 4 (EL 5)

Fire Elemental, Medium, Half-Fiend: hp 45; see Combat Appendix.

APL 6 (EL 7)

Fire Elemental, Large, half-fiend: hp 68; see Combat Appendix.

APL 8 (EL 9)

Fire Elemental, Large, half-fiend, Advanced: hp 87; see Combat Appendix.

Tactics: The elemental begins the first round 100 ft. to the east of the PC's boat, at 10 ft. altitude. The opponent will quickly close the gap to the Rhennee barge and try to destroy it. If any PC damages them, they will target her as well. The opponent will target PCs over NPCs, as the NPCs are clearly not a threat. **Judges should keep these tactics firmly in mind as award results are determined in part by preventing Rhennee from being killed. The elementals will not attack Rhennee NPCs unless specifically attacked by them, and will prefer PC targets over NPC ones even then.**

For the purposes of spell effects, these elementals are NOT summoned.

At ANY APL, if the PCs appear overmatched, or cannot credibly damage the opponent, the opponent will ignore them and go all out in trying to sink the barge by destroying the rigging, then focusing full-attack sequences on sections of the barge. After destroying at least one section of the Rhennee ship (which will guarantee its loss), they will simply leave to find another vessel to sink.

At all APLs, Encounter Three joins the fight 4 rounds after Encounter Two begins.

Encounter Three: Life's a Beach!

Something went horribly wrong. The Imperials clearly knew ahead of time that something was up and planned an ambush to wipe out the Rhennee fleet once and for all. It is hard to tell how many ships escaped the unleashed fury of the fire elementals. Making for the western shore of the Nesser will provide a needed respite, allowing the survivors to muster, regroup and revise the plan. Luckily, there is a break in the low cliff ahead allowing the Rhennee to beach their barges temporarily.

Surviving Rhennee crew will busy themselves with getting the ship properly beached, and when the ambush breaks out, focus on hiding on the ship, taking cover whenever possible. A DC 25 Diplomacy or Intimidate check on crewmembers might convince them to man the ballista or take ranged potshots at the ambushers.

As the last ship beaches, you can hear an odd droning sound in the distance. It gets louder and louder, until a wave of human-sized insects flies into view over the hills. Kobolds jabber to each other from the backs of the giant bees. You can't make out what they said, but it becomes obvious a moment later as the fliers begin their diving attacks ...

'Captain' Brono: Male Rhennee Exp3/War2; hp 19, see Combat Appendix.

Rhennee crewmen (6): Male Rhennee Exp2/War1; hp 14, see Combat Appendix.

APL 2 (EL 4)

Kobold grenadier: hp 22, see Combat Appendix.

Fiendish giant honeybee: hp 22, see Combat Appendix.

APL 4 (EL 6)

Kobold grenadiers (2): hp 22 (each), see Combat Appendix.

Fiendish giant honeybees (2): hp 22 (each), see Combat Appendix.

APL 6 (EL 8)

Kobold grenadiers (2): hp 22 (each), see Combat Appendix.

Kobold Sorcerer: hp 25, see Combat Appendix.

Fiendish giant honeybees (3): hp 22 (each), see Combat Appendix.

APL 8 (EL 10)

Kobold grenadiers (2): hp 39 (each), see Combat Appendix.

Kobold Sorcerer: hp 33, see Combat Appendix.

Fiendish giant honeybees, advanced (3): hp 45 (each), see Combat Appendix.

Tactics: The kobolds and bees begin the encounter 100 ft. west of the PC's boat, at 60 ft. altitude. The kobolds' priority is to kill Rhennee; pesky adventurers are only worth attacking if they are getting in the way of killing Rhennee. If PCs happen to be in the area of area-effect attacks, so much the better. **Judges should keep these tactics firmly in mind as award results are determined in part by preventing Rhennee from being killed.**

Conclusion: Ashes of Victory (or The Bitter Taste of Defeat)

Everywhere, there are signs and scars of the battle. The once-proud Rhennee flotilla is a shadow of its former glory, but many ships were successfully beached and can be repaired. Nevertheless, the mood among the survivors is quiet and subdued. Everyone knows that the Imperial forces got the better of this exchange.

In the early afternoon, the Duke arrives and inspects the wreck of the expedition. He tours each surviving ship, visiting briefly with the Rhennee and adventurer survivors.

His mood is sober. As he departs your group he can be heard muttering, "I should have looked closer and seen the bait for what it was. I should have waited for more reports. I should have been here!"

"The price has been too heavy today. One more day like this will ruin us."

Development: Determine the award of the Enmity of Karll Lorinar, Recognition of Karll Lorinar, or Introduction to Friends of Karll Lorinar by reviewing the results of all the tables run at the interactive, including any zero tables.

If any the following conditions are met, award all tables the Enmity of Karll Lorinar:

- 50% or more of the Rhennee crewmen participating in the APL 2-8 tables die.
- More than one elemental per APL 10-16 table escapes into the Celadon.
- One or more elemental monoliths escape from APL 16 tables into the Celadon.
- For the purposes of elemental escape, consider the Celadon to begin one mile east of the base. If any elemental is able to reach the Celadon and travel through it for 600 ft., it will have started a sufficiently large fire to qualify as having "escaped" due to the subsequent damage to the Celadon.

If none of those conditions are met, then award all tables the Recognition of Karll Lorinar. In addition, particularly successful tables may gain the Introduction to the Friends of Karll Lorinar if they meet one of the following conditions:

- For an APL 2-8 table: Zero or one Rhennee from the PC's boat dies.
- For an APL 10-16 table: No villains escape from the PC's encounters at the Imperial base.

The End

Experience Point Summary

Encounter One

Experience objective

APL2 75 xp

APL4 105 xp

APL6 135 xp

APL8 165 xp

Encounter Two

APL2 45 xp

APL4 75 xp

APL6 105 xp

APL8 135 xp

Encounter Three

APL2 60 xp

APL4 90 xp

APL6 120 xp

APL8 150 xp

Story Award

For each surviving Rhennee crewman:

APL2 2 xp (maximum 12)

APL4 3 xp (maximum 18)

APL6 4 xp (maximum 24)

APL8 5 xp (maximum 30)

If the Rhennee captain survives:

APL2 10 xp

APL4 15 xp

APL6 20 xp

APL8 25 xp

Roleplaying Award

APL2 23 xp

APL4 35 xp

APL6 46 xp

APL8 58 xp

Total possible experience:

APL2 225 xp

APL4 338 xp

APL6 450 xp

APL8 563 xp

Treasure Summary

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

Encounter One: In The Navy

APL 2: L: 183 gp; C: 0 gp; M: 32 gp - *wand of cure light wounds* with 25 charges (32 gp each).

APL 4: L: 245 gp; C: 0 gp; M: 253 gp - +1 *ranseur* (193 gp each), *potion of cure moderate wounds* (25 gp each), 2 *potions of cure light wounds* (4 gp each), *wand of cure light wounds* with 25 charges (32 gp each).

APL 6: L: 222 gp; C: 0 gp; M: 600 gp - +1 *flail* (192 gp each), +1 *ranseur* (193 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of cure light wounds* (4 gp each), scroll of *disguise self* (4 gp each), scroll of *fireball* (6th level) (75 gp each), scroll of *mage armor* (4 gp each), scroll of *shield* (4 gp each), *wand of cure light wounds* with 25 charges (32 gp each), *wand of web* with 10 charges (38 gp each).

APL 8: L: 280 gp; C: 0 gp; M: 1,221 gp - +1 *mithral breastplate* (433 gp each), +1 *flail* (192 gp each), +1 *ranseur* (193 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of cure light wounds* (4 gp each), scroll of *disguise self* (4 gp each), scroll of *fireball* (6th level) (75 gp each), scroll of *mage armor* (4 gp each), scroll of *shield* (4 gp each), *wand of cure light wounds* with 25 charges (32 gp each), *wand of summon monster III* with 10 charges (188 gp each), *wand of web* with 10 charges (38 gp each).

Encounter Two: Flame On!

APL 2: L: 0 gp; C: 0 gp; M: 0 gp

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

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

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

Encounter Three: Life's a Beach

APL 2: L: 114 gp; C: 0 gp; M: 244 gp - 2 +1 *burrowing bolts* (14 gp each), +1 *chain shirt* (104 gp each), +1 *cloak of resistance* (83 gp each), *potion of cure moderate wounds* (25 gp each), *potion of cure light wounds* (4 gp each).

APL 4: L: 228 gp; C: 0 gp; M: 710 gp - 5 +1 *burrowing bolts* (14 gp each), 5 +1 *humanbane bolts* (14 gp each), 2 +1 *chain shirt* (104 gp each), 2 +1 *cloak of resistance* (83 gp each), *necklace of fireballs, Type I* (138 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of cure light wounds* (4 gp each).

APL 6: L: 264 gp; C: 0 gp; M: 1,459 gp - 10 +1 *burrowing bolts* (14 gp each), 5 +1 *humanbane bolts* (14 gp each), 2 +1 *chain shirt* (104 gp each), 3 +1 *cloak of resistance* (83 gp each), *metamagic rod of silent, lesser* (250 gp each), *necklace of fireballs, Type I* (138 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of cure light wounds* (4 gp each), scroll of *fireball* (6th level) (75 gp each), *wand of orb of sound, lesser*, 7th caster level, 25 charges (221 gp each).

APL 8: L: 264 gp; C: 0 gp; M: 1,459 gp - 10 +1 *burrowing bolts* (14 gp each), 5 +1 *humanbane bolts* (14 gp each), 2 +1 *chain shirt* (104 gp each), 3 +1 *cloak of resistance* (83 gp each), *metamagic rod of silent, lesser* (250 gp each), *necklace of fireballs, Type I* (138 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of cure light wounds* (4 gp each), scroll of *fireball* (6th level) (75 gp each), *wand of orb of sound, lesser*, 7th caster level, 25 charges (221 gp each).

Total Possible Treasure

APL 2: 225 gp (573 available)

APL 4: 325 gp (1,436 available)

APL 6: 450 gp (2,545 available)

APL 8: 650 gp (3,224 available)

Items for the Adventure Record

Introduction to the Friends of Karlil Lorinar:

Karlil was impressed with the way you carried out your task despite unexpected developments. He's decided to introduce your group to some old adventuring friends of his who can mentor you. The benefits of this mentoring will be determined at a later date.

Recognition of Karll Lorinar: You carried out your task about as well as could be reasonably expected. A scroll recognizing your unspecified efforts on behalf of the Lorinar family bears Karll's signature. This does not count as a Ducal Favor for Duchy metaorgs.

Enmity of Karll Lorinar: You failed Karll in a public debacle, and no one wants to be associated with you. All Duchy of Urnst metaorg benefits that you gain are suspended for one calendar year. If you do not pay required metaorg costs at any point during that time, you are expelled from the metaorg and may never rejoin.

Item Access

APL 2:

- +1 *burrowing crossbow bolt* (Adventure, CW, 167 gp, maximum of 10)
- medal of gallantry* (Adventure, CV, 1,100 gp)
- wand of cure light wounds*, 25 charges (Adventure, DMG, 375 gp)

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

- +1 *humanbane* crossbow bolt (Adventure, DMG, 167 gp, maximum of 5)
- necklace of fireballs, Type I* (Adventure, DMG, 1650 gp)

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

- metamagic rod of silent, lesser* (Adventure, DMG, 3,000 gp)
- scroll of fireball* (6th caster level) (Adventure, DMG, 450 gp)
- wand of web*, 10 charges (Adventure, DMG, 900 gp)
- wand of orb of sound, lesser*, 7th caster level, 25 charges (Adventure, DMG, 2,650 gp)

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

- +1 *mithral breastplate* (Adventure, DMG, 5,200 gp)
- +1 *humanbane flail* (Adventure, DMG, 8,308 gp)
- wand of summon monster III*, 10 charges (Adventure, DMG, 2,250 gp)

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

- +1 *frost composite longbow* (+3 strength) (Adventure, DMG, 8,700 gp)

+4 *periapt of wisdom* (Adventure, DMG, 16,000 gp)

APL 12 (all of APLs 2--10 plus the following):

+4 *headband of intellect* (Adventure, DMG, 16,000 gp)

trumpeter's gift (Adventure, CV, 12,700 gp)

APL 14 (all of APLs 2-12 plus the following):

+2 *mithral breastplate of spearblock* (Adventure, DMG & CW, 20,200 gp)

pearl of power, 4th level (Adventure, DMG, 16,000 gp)

APL 16 (all of APLs 2-14 plus the following):

+4 *cloak of charisma* (Adventure, DMG, 16,000 gp)

metamagic rod of empower (Adventure, DMG, 32,500 gp)

Combat Appendix – APL 2

Encounter One: In the Navy

Amilie: female human Clr2 (Hexxor); CR 2; medium humanoid; HD 2d8+2 (Cleric); hp 11; Init +0; Spd 20; AC 16, touch 10, flat-footed 16; BAB/Grp: +1/+3; Atk: +5 (1d10+3, masterwork heavy flail) or +1 ranged (1d8, light crossbow); Full Atk: +5 (1d10+3, heavy flail, masterwork) or +1 ranged (1d8, light crossbow); AL LE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 13, Int 8, Wis 15, Cha 12.

Skills and Feats: Concentration +9, Spellcraft +4; Divine Vigor, Martial Weapon Proficiency: Flail, heavy, Skill Focus: Concentration, Weapon Focus (heavy flail).

Spells Prepared (4/4; base DC = 12 + spell level): 0—*cure minor wounds, guidance* x3; 1st—*bless, cause fear, magic weapon, sanctuary*.

Possessions: wand of cure light wounds with 10 charges, masterwork heavy flail, light crossbow, masterwork banded mail, 3x wooden holy symbol (Hexxor).

Physical Description: middle-aged Oeridian female, dark hair/eyes, slight scar on left cheek.

Garles: male human Clr1 (Hexxor); CR 1; medium humanoid; HD 1d8+1 (Cleric); hp 5; Init +0; Spd 20; AC 16, touch 10, flat-footed 16; BAB/Grp: +0/+2; Atk: +4 (1d10+3, heavy flail, masterwork) or +0 ranged (1d8, light crossbow); Full Atk: +4 (1d10+3, heavy flail, masterwork) or +0 ranged (1d8, light crossbow); AL LE; SV Fort +3, Ref +0, Will +4; Str 14, Dex 10, Con 13, Int 8, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Spellcraft +3; Divine Vigor, Martial Weapon Proficiency: Flail, heavy, Skill Focus: Concentration, Weapon Focus (heavy flail).

Spells Prepared (3/3; base DC = 12 + spell level): 0—*cure minor wounds, guidance* x2; 1st—*bless, cause fear, magic weapon*.

Possessions: masterwork heavy flail, light crossbow, masterwork banded mail, 3x wooden holy symbol (Hexxor).

Physical Description: young Oeridian male, dark hair/eyes, overly large hands.

Nyron Imperial Marines (x3): human Ftr1/Exp1; CR 1; medium humanoid; HD 1d10+1d6+2; hp 11; Init +2; Spd 30 ft.; AC 15, touch

12, flat-footed 13; BAB/Grp: +1/+3; Atk: +3 melee (1d8+2 trident) or +3 ranged (1d8+1 composite longbow (+1 Str)); Full Atk: +3 melee (1d8+2 trident) or +3 ranged (1d8+1 composite longbow (+1 Str)); AL N; SV Fort +3, Ref +2, Will +3; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +4, Climb +6, Jump +5, Profession (Sailor) +2, Swim +6; Far Shot, Point Blank Shot, Precise Shot.

Possessions: composite longbow (+1 Str), 20 arrows, dagger, trident, studded leather armor, light wooden shield.

Encounter Two: Flame On!

Fire Elemental, Small, Half-Fiend: CR 3; small native outsider (fire, extraplanar); HD 3d8+3 (elemental); hp 16; Init +9; Spd 50 ft., Fly 50 ft. (average); AC 19, touch 15, flat-footed 14; BAB/Grp: +2/+4; Atk: +7 melee (slam 1d4+2 plus 1d4 fire); Full Atk: +7 melee (slam 1d4+2 plus 1d4 fire) and +4 melee (bite 1d4+1); SA burn, *smite good*, spell-like abilities; SQ DR 5/magic, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, SR 16, vulnerability to cold; AL NE; SV Fort +2, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 11, Cha 13.

Skills and Feats: Listen +3, Search +2, Sense Motive +3, Spot +3; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +3 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 3, save DC (15) is Charisma based. *Darkness*, 3/day; *Desecrate*.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 12) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is constitution based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit

by the elemental's attack, and also catch on fire unless they make their save.

Encounter Three: Life's a Beach!

Kobold grenadier: Kobold War4; CR 2; Small humanoid (reptilian); HD 4d8+4; hp 22; Init +4; Spd 30 ft.; AC 22, touch 15, flat-footed 18; BAB +4; Grp -1; Atk and Full Atk +9 ranged (thrown object) or +10 ranged (1d6/19-20, masterwork light crossbow) or +5 melee (1d6-1/x3, lance); Reach 5 ft. (10 ft. with lance); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +6, Will +3; Str 9, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

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

Skills and Feats: Craft (trapmaking) + 2, Handle Animal +8, Ride +13, Search +2; Far shot, Point Blank Shot.

Possessions: +1 *chain shirt*, masterwork buckler, +1 *cloak of resistance*, masterwork light crossbow, 40 bolts, 2 +1 *burrowing* bolts, alchemist's fire (5), acid (5), tanglefoot bag (2), thunderstone (2), masterwork lance, masterwork leather barding, exotic military saddle, riding harness, saddlebags, rations for 1 week, *potion of cure moderate wounds*, *potion of cure light wounds*.

Fiendish giant honeybee: Fiendish giant bee; CR 2; Medium magical beast (augmented vermin); HD 3d8+9; hp 22; Init +3; Spd 20 ft, fly 80 ft. (good); AC 17, touch 13, flat-footed 14; BAB +2; Grp +4; Atk and Full Atk +4 melee (1d4+3 plus poison, sting); SA Poison, smite good; SQ Darkvision 60 ft., resistance to cold 5 and fire 5, SR 8, vermin traits; SV Fort +5, Ref +4, Will +2; Str 15, Dex 17, Con 14, Int 3, Wis 12, Cha 6.

Skills and Feats: Spot +8, Survival +1 (+5 for purposes of orientation); Ability Focus (poison), Improved Toughness.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Con. The save DC is Constitution-based, and includes +2 for the Ability Focus feat.

Smite Good (Su): 1/day, +3 damage on a successful melee attack to a good-aligned foe.

Possessions: Masterwork leather barding (listed above).

Combat Appendix – APL 4

Encounter One: In the Navy

Amilie: female human Clr3 (Hextor); CR 3; medium humanoid; HD 3d8+3 (Cleric); hp 16; Init +0; Spd 20; AC 16, touch 10, flat-footed 16; BAB/Grp: +2/+4; Atk: +6 (1d10+3, masterwork heavy flail) or +2 ranged (1d8, light crossbow); Full Atk: +6 (1d10+3, heavy flail, masterwork) or +2 ranged (1d8, light crossbow); AL LE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 10, Con 13, Int 8, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Spellcraft +5; Brew Potion, Divine Vigor, Martial Weapon Proficiency: Flail, heavy, Skill Focus: Concentration, Weapon Focus (heavy flail).

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*cure minor wounds, guidance* x3; 1st—*bless, cause fear, magic weapon, sanctuary*; 2nd—*hold person, silence, spiritual weapon*.

Possessions: wand of cure light wounds with 10 charges, *potion of cure moderate wounds*, masterwork heavy flail, light crossbow, masterwork banded mail, 3x wooden holy symbol (Hextor).

Physical Description: middle-aged Oeridian female, dark hair/eyes, slight scar on left cheek.

Lord Fontis: human Ari1/Ftr4; CR 4; medium humanoid; HD 1d8+4d10+10; hp 36; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp: +4/+7; Atk: +8 melee (2d4+5 ranseur +1) or +6 ranged (1d10 heavy repeating crossbow); Full Atk: +8 melee (2d4+5 ranseur +1) or +6 ranged (1d10 heavy repeating crossbow); AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Diplomacy +3, Gather Information +3, Intimidate +9, Knowledge (Local (Nyron Imperial MR)) +5, Knowledge (Nobility and Royalty) +5, Ride +5, Swim +8; Combat Expertise, Improved Disarm, Improved Feint, Improved Toughness, Persuasive, Run.

Possessions: *potion of cure light wounds* (x2), +1 ranseur, masterwork heavy repeating crossbow, masterwork spiked gauntlet, alchemist fire (x2), tanglefoot bag (x2), masterwork breastplate

Physical description: Early middle-aged Oeridian male. Possessed of a calm, saturnine facial expression with the hint of a sneer waiting

in the wings. A swath of white goes from the front to the back of his head, contrasting favorably with his otherwise jet black hair. Lord Fontis possesses a trim, muscular build with very little fat present on his body, yet strangely, his hands are not appreciably calloused (only his heart).

Nyron Imperial Marines (x3): human Ftr2/Exp1; CR 2; medium humanoid; HD 2d10+1d6+3; hp 17; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; BAB/Grp: +2/+4; Atk: +4 melee (1d8+2 trident) or +5 ranged (1d8+1/x3 composite longbow (+1 Str)); Full Atk: +4 melee (1d8+2 trident) or +5 ranged (1d8+1/x3 composite longbow (+1 Str)); AL N; SV Fort +4, Ref +2, Will +3; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +4, Climb +7, Jump +6, Profession (Sailor) +2, Swim +7; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: composite longbow (+1 Str), 20 arrows, dagger, trident, studded leather armor, light wooden shield.

Encounter Two: Flame On!

Fire Elemental, Medium, Half-Fiend: CR 5; medium native outsider (fire, extraplanar); HD 6d8+18 (elemental); hp 45; Init +9; Spd 50 ft., Fly 50 ft. (average); AC 19, touch 15, flat-footed 14; BAB/Grp: +4/+7; Atk: +9 melee (slam 1d6+3 plus 1d6 fire); Full Atk: +9 melee (slam 1d6+3 plus 1d6 fire) and +4 melee (bite 1d6+2); SA burn, *smite good*, spell-like abilities; SQ DR 5/magic, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, SR 16, vulnerability to cold; AL NE; SV Fort +5, Ref +10, Will +2; Str 16, Dex 21, Con 16, Int 8, Wis 11, Cha 13.

Skills and Feats: Listen +3, Search +3, Sense Motive +3, Spot +3; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +6 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 6, save DC (15) is Charisma based. *Darkness*, 3/day; *Desecrate*, *Unholy*

Blight. The *unholy blight* has been used for the day.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 15) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is constitution based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they make their save.

Encounter Three: Life's a Beach!

Kobold grenadier (x2): Kobold War4; CR 2; Small humanoid (reptilian); HD 4d8+4; hp 22; Init +4; Spd 30 ft.; AC 22, touch 15, flat-footed 18; BAB +4; Grp -1; Atk and Full Atk +9 ranged (thrown object) or +10 ranged (1d6/19-20, masterwork light crossbow) or +5 melee (1d6-1/x3, lance); Reach 5 ft. (10 ft. with lance); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +6, Will +3; Str 9, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

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

Skills and Feats: Craft (trapmaking) + 2, Handle Animal +8, Ride +13, Search +2; Far shot, Point Blank Shot.

Possessions: +1 *chain shirt*, masterwork buckler, +1 *cloak of resistance*, masterwork light crossbow, 40 bolts, alchemist's fire (5), acid (5), tanglefoot bag (2), thunderstone (2), masterwork lance, masterwork leather barding, exotic military saddle, riding harness, saddlebags, rations for 1 week, *potion of cure moderate wounds*, *potion of cure light wounds*.

One kobold has 5 +1 *burrowing* bolts, and the other kobold has 5 +1 *humanbane* bolts and a *necklace of fireballs, Type I*.

Fiendish giant honeybee: Fiendish giant bee; CR 2; Medium magical beast (augmented vermin); HD 3d8+9; hp 22; Init +3; Spd 20 ft, fly 80 ft. (good); AC 17, touch 13, flat-footed 14; BAB +2; Grp +4; Atk and Full Atk +4 melee (1d4+3 plus poison, sting); SA Poison, smite

good; SQ Darkvision 60 ft., resistance to cold 5 and fire 5, SR 8, vermin traits; SV Fort +5, Ref +4, Will +2; Str 15, Dex 17, Con 14, Int 3, Wis 12, Cha 6.

Skills and Feats: Spot +8, Survival +1 (+5 for purposes of orientation); Ability Focus (poison), Improved Toughness.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Con. The save DC is Constitution-based, and includes +2 for the Ability Focus feat.

Smite Good (Su): 1/day, +3 damage on a successful melee attack to a good-aligned foe.

Possessions: Masterwork leather barding (listed above).

Combat Appendix – APL 6

Encounter One: In the Navy

Lady Biella: female human Clr6 (Hextor); CR 6; medium humanoid; HD 6d8+12; hp 39; Init -1; Spd 20; AC 16, touch 9, flat-footed 16; BAB/Grp: +4/+5; Atk: +7 (1d8+2, +1 *flail*); Full Atk: +7 (1d8+2, +1 *flail*); AL LE; SV Fort +7, Ref +1, Will +8; Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills and Feats: Bluff +2, Concentration +14, Diplomacy +7, Knowledge (Religion) +5, Spellcraft +5; Craft Magic Arms and Armor, Divine Vigor, Martial Weapon Proficiency: Flail, Negotiator, Skill Focus: Concentration, Weapon Focus (flail).

Spells Prepared (5/5/5/3; base DC = 13 + spell level): 0—*cure minor wounds, guidance* x4; 1st—*cure light wounds, obscuring mist, protection from good, sanctuary, shield of faith*; 2nd—*lesser restoration, make whole, resist energy, silence, spiritual weapon*; 3rd—*animate dead, magic westment, water breathing, water walk*.

Possessions: *potion of cure moderate wounds, +1 flail, light wooden shield, masterwork banded mail, 2x wooden holy symbol (Hextor), silver holy symbol (Hextor).*

Physical Description: late to middle-aged Oeridian female, light brown hair/eyes, slender frame/build, short height.

Etrian: male human Rgr2/Wiz3; CR 5; medium humanoid; HD 2d8+3d4+10; hp 26; Init +5; Spd 30; AC 19 (dex +1, *mage armor, shield*), touch 11, flat-footed 19; BAB/Grp: +3/+2; Atk: +2 melee (1d4-1, dagger) or +4 ranged (1d8 light crossbow); Full Atk: +2 melee (1d4-1, dagger) or +4 ranged (1d8 light crossbow); AL NE; SV Fort +6, Ref +7, Will +4; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10.

Skills and Feats: Climb +4, Concentration +10, Hide +6, Knowledge (Arcana) +8, Knowledge (Geography) +8, Knowledge (History) +4, Knowledge (Planes) +5, Move Silent +6, Ride +6, Search +8, Spellcraft +8, Spot +6, Survival +6, Swim +4; Improved Initiative, Lightning Reflexes, Practiced Spellcaster, Scribe Scroll, Track, Two-Weapon Fighting.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*daze, flare, resistance, touch of*

fatigue; 1st—*magic missile, ray of enfeeblement* (x2); 2nd—*glitterdust, mirror image*.

Possessions: dagger, light crossbow, spell component pouch (x2), *potion of cure moderate wounds, Scroll (mage armor (x2), shield (x2), disguise self), scroll of fireball* (6th caster level), *wand of cure light wounds* with 10 charges, *wand of web* (10 charges).

Physical Description: Young Oeridian male, black hair, gray eyes, thin build, medium height, speaks with a slight eastern accent.

Lord Fontis: human Ari1/Ftr4; CR 4; medium humanoid; HD 1d8+4d10+10; hp 36; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp: +4/+7; Atk: +8 melee (2d4+5 ranseur +1) or +6 ranged (1d10 heavy repeating crossbow); Full Atk: +8 melee (2d4+5 ranseur +1) or +6 ranged (1d10 heavy repeating crossbow); AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Diplomacy +3, Gather Information +3, Intimidate +9, Knowledge (Local (Nyron MR)) +5, Knowledge (Nobility and Royalty) +5, Ride +5, Swim +8; Combat Expertise, Improved Disarm, Improved Feint, Improved Toughness, Persuasive, Run.

Possessions: *potion of cure light wounds* (x2), +1 *ranseur, masterwork heavy repeating crossbow, masterwork spiked gauntlet, alchemist fire* (x2), *tanglefoot bag* (x2), *masterwork breastplate*.

Physical description: Early middle-aged Oeridian male. Possessed of a calm, saturnine facial expression with the hint of a sneer waiting in the wings. A swath of white goes from the front to the back of his head, contrasting favorably with his otherwise jet black hair. Lord Fontis possesses a trim, muscular build with very little fat present on his body, yet strangely, his hands are not appreciably calloused (only his heart).

Nyron Imperial Marines (x3): human Ftr2/Exp1; CR 2; medium humanoid; HD 2d10+1d6+3; hp 17; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; BAB/Grp: +2/+4; Atk: +4 melee (1d8+2 trident) or +5 ranged (1d8+1/x3 composite longbow (+1 Str)); Full Atk: +4 melee (1d8+2 trident) or +5 ranged (1d8+1/x3 composite longbow (+1 Str)); AL N;

SV Fort +4, Ref +2, Will +3; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +4, Climb +7, Jump +6, Profession (Sailor) +2, Swim +7; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: composite longbow (+1 Str), 20 arrows, dagger, trident, studded leather armor, light wooden shield.

Encounter Two: Flame On!

Fire Elemental, Large, Half-Fiend: CR 7; large native outsider (fire, extraplanar); HD 8d8+32 (elemental); hp 68; Init +9; Spd 50 ft., Fly 50 ft. (average); AC 21, touch 16, flat-footed 14; BAB/Grp: +6/+14; Atk: +12 melee (slam 2d6+4 plus 2d6 fire); Full Atk: +12 melee (2 slams 2d6+4 plus 2d6 fire) and +7 melee (bite 1d8+2); SA burn, *smite good*, spell-like abilities; SQ DR 5/-, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, SR 18, vulnerability to cold; AL NE; SV Fort +6, Ref +13, Will +2; Str 18, Dex 25, Con 18, Int 10, Wis 11, Cha 13.

Skills and Feats: listen +5, search +5, sense motive +5, spot +6; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +8 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 8, save DC (15) is CHA based. *Darkness*, 3/day; *Desecrate*, *Unholy Blight*, *Poison* 3/day. The *poison* attacks have been used for the day.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is constitution based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they make their save.

Encounter Three: Life's a Beach!

Kobold grenadier (x2): Kobold War4; CR 2; Small humanoid (reptilian); HD 4d8+4; hp 22; Init +4; Spd 30 ft.; AC 22, touch 15, flat-footed 18; BAB +4; Grp -1; Atk and Full Atk +9 ranged (thrown object) or +10 ranged (1d6/19-20, masterwork light crossbow) or +5 melee (1d6-1/x3, lance); Reach 5 ft. (10 ft. with lance); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +6, Will +3; Str 9, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

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

Skills and Feats: Craft (trapmaking) + 2, Handle Animal +8, Ride +13, Search +2; Far shot, Point Blank Shot.

Possessions: +1 *chain shirt*, masterwork buckler, +1 *cloak of resistance*, masterwork light crossbow, 40 bolts, alchemist's fire (5), acid (5), tanglefoot bag (2), thunderstone (2), masterwork lance, masterwork leather barding, exotic military saddle, riding harness, saddlebags, rations for 1 week, *potion of cure moderate wounds*, *potion of cure light wounds*.

One kobold has 10 +1 *burrowing* bolts, and the other kobold has 5 +1 *humanbane* bolts and a *necklace of fireballs*, (1, 1x5d6, 2x 3d6).

Kobold sorcerer: Kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+6; hp 25; Init +3; Spd 30 ft.; AC 20 (assumes mage armor), touch 15, flat-footed 17; BAB +3; Grp -3; Atk and Full Atk +7 ranged (ray or ranged touch spell) or +8 ranged (1d6/19-20, masterwork light crossbow) or +2 melee (1d4-2/x3, shortspear); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +6, Will +6; Str 6, Dex 16, Con 12, Int 10, Wis 10, Cha 17.

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

Skills and Feats: Concentration +10, Craft (trapmaking) + 2, Ride +7, Search +2; Augment Summoning, Rapid Spell, Spell Focus (Conjuration).

Spells Known (6/7/6/4, save DC 13 + spell level, 14 + spell level for conjuration): 0 – *acid splash**, *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *read magic*; 1st – *feather fall*, *grease**, *mage armor*, *magic missile*;

2nd – *glitterdust**, *summon monster II**, 3rd – *stinking cloud**

* Conjuraton

Possessions: +1 *cloak of resistance*, masterwork light crossbow, 20 bolts, shortspear, masterwork leather barding, exotic military saddle, riding harness, saddlebags, rations for 1 week, *metamagic rod of silent, lesser*, *potion of cure moderate wounds (2)*, scroll of *fireball (6th level)*, *wand of orb of sound, lesser*, 7th caster level, 25 charges, 2 spell component pouches.

Fiendish giant honeybee: Fiendish giant bee; CR 2; Medium magical beast (augmented vermin); HD 3d8+9; hp 22; Init +3; Spd 20 ft, fly 80 ft. (good); AC 17, touch 13, flat-footed 14; BAB +2; Grp +4; Atk and Full Atk +4 melee (1d4+3 plus poison, sting); SA Poison, smite good; SQ Darkvision 60 ft., resistance to cold 5 and fire 5, SR 8, vermin traits; SV Fort +5, Ref +4, Will +2; Str 15, Dex 17, Con 14, Int 3, Wis 12, Cha 6.

Skills and Feats: Spot +8, Survival +1 (+5 for purposes of orientation); Ability Focus (poison), Improved Toughness.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Con. The save DC is Constitution-based, and includes +2 for the Ability Focus feat.

Smite Good (Su): 1/day, +3 damage on a successful melee attack to a good-aligned foe.

Possessions: Masterwork leather barding (listed above).

Combat Appendix – APL 8

Encounter One – In the Navy

Lady Biella: female human Clr6 (Hextor); CR 6; medium humanoid; HD 6d8+12; hp 39; Init -1; Spd 20; AC 16, touch 9, flat-footed 16; BAB/Grp: +4/+5; Atk: +7 (1d8+2, +1 *flail*); Full Atk: +7 (1d8+2, +1 *flail*); AL LE; SV Fort +7, Ref +1, Will +8; Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills and Feats: Bluff +2, Concentration +14, Diplomacy +7, Knowledge (Religion) +5, Spellcraft +5; Craft Magic Arms and Armor, Divine Vigor, Martial Weapon Proficiency: Flail, Negotiator, Skill Focus: Concentration, Weapon Focus (flail).

Spells Prepared (5/5/5/3; base DC = 13 + spell level): 0—*cure minor wounds, guidance* x4; 1st—*cure light wounds, obscuring mist, protection from good, sanctuary, shield of faith*; 2nd—*lesser restoration, make whole, resist energy, silence, spiritual weapon*; 3rd—*animate dead, magic westment, water breathing, water walk*.

Possessions: *potion of cure moderate wounds, +1 flail, light wooden shield, masterwork banded mail, 2x wooden holy symbol (Hextor), silver holy symbol (Hextor).*

Physical Description: late to middle-aged Oeridian female, light brown hair/eyes, slender frame/build, short height.

Etrian: male human Rgr2/Wiz5; CR 7; medium humanoid; HD 2d8+5d4+14; hp 35; Init +5; Spd 30; AC 21, touch 11, flat-footed 20; BAB/Grp: +4/+3; Atk: +3 melee (1d4-1, dagger) or +5 ranged (1d8 light crossbow); Full Atk: +3 melee (1d4-1, dagger) or +5 ranged (1d8 light crossbow); AL NE; SV Fort +6, Ref +7, Will +5; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10.

Skills and Feats: Climb +4, Concentration +12, Hide +6, Knowledge (Arcana) +10, Knowledge (Geography) +8, Knowledge (History) +5, Knowledge (Planes) +8, Move Silent +6, Ride +6, Search +8, Spellcraft +10, Spot +6, Survival +6, Swim +4; Craft Wand, Dual Wand Wielding, Improved Initiative, Lightning Reflexes, Practiced Spellcaster, Scribe Scroll, Track, Two-Weapon Fighting.

Spells Prepared (4/4/3/2; base DC = 13 + spell level, 15% arcane spell failure): 0—*daze, flare, resistance, touch of fatigue*; 1st—*magic missile*

(x2), *ray of enfeeblement* (x2); 2nd—*glitterdust, invisibility, mirror image*; 3rd—*fly, water breathing*.

Possessions: dagger, light crossbow, spell component pouch (x2), +1 *mithral breastplate, potion of cure moderate wounds, Scroll (mage armor (x2), shield (x2), disguise self), wand of cure light wounds* with 10 charges, *wand of summon monster III* (10 charges), *wand of web* (10 charges).

Physical Description: Young Oeridian male, black hair, gray eyes, thin build, medium height, speaks with a slight eastern accent.

Lord Fontis: human Ari1/Ftr4; CR 4; medium humanoid; HD 1d8+4d10+10; hp 36; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp: +4/+7; Atk: +8 melee (2d4+5 ranseur +1) or +6 ranged (1d10 heavy repeating crossbow); Full Atk: +8 melee (2d4+5 ranseur +1) or +6 ranged (1d10 heavy repeating crossbow); AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Diplomacy +3, Gather Information +3, Intimidate +9, Knowledge (Local (Nyron MR)) +5, Knowledge (Nobility and Royalty) +5, Ride +5, Swim +8; Combat Expertise, Improved Disarm, Improved Feint, Improved Toughness, Persuasive, Run.

Possessions: *potion of cure light wounds* (x2), +1 *ranseur, masterwork heavy repeating crossbow, masterwork spiked gauntlet, alchemist fire* (x2), *tanglefoot bag* (x2), *masterwork breastplate*

Physical description: Early middle-aged Oeridian male. Possessed of a calm, saturnine facial expression with the hint of a sneer waiting in the wings. A swath of white goes from the front to the back of his head, contrasting favorably with his otherwise jet black hair. Lord Fontis possesses a trim, muscular build with very little fat present on his body, yet strangely, his hands are not appreciably calloused (only his heart).

Air Elemental, Large: hp 60; see *Monster Manual* page 96.

Nyron Imperial Marines (x6): human Ftr4/Exp1; CR 3; medium humanoid; HD 4d10+1d6+5; hp 30; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp: +4/+6; Atk: +6 melee (1d8+2 trident) or +7 ranged (1d8+4

composite longbow (+2 Str)); Full Atk: +6 melee (1d8+2 trident) or +7 ranged (1d8+4 composite longbow (+2 Str)); AL N; SV Fort +4, Ref +3, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +5, Climb +8, Jump +6, Profession (Sailor) +2, Swim +8; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Specialization (composite longbow), Weapon Focus (composite longbow).

Possessions: composite longbow (+2 Str), dagger, trident, studded leather armor, light wooden shield.

Encounter Two – Flame On!

Fire Elemental, Large, Half-Fiend: CR 9; large native outsider (fire, extraplanar); HD 8d8+2d10+40; hp 87; Init +10; Spd 50 ft., fly 50 ft. (average); AC 22, touch 17, flat-footed 14; BAB/Grp: +8/+17; Atk: +15 melee (slam 2d6+5 plus 2d6 fire); Full Atk: +15 melee (2 slams 2d6+5 plus 2d6 fire) and +10 melee (bite 1d8+2); SA burn, *smite good*, spell-like abilities; SQ DR 5/-, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, vulnerability to cold; SR 20; AL NE; SV Fort +6, Ref +14, Will +6; Str 20, Dex 27, Con 18, Int 8, Wis 14, Cha 17.

Skills and Feats: Jump +6, Listen +5, Search +5, Sense Motive +5, Spot +6; Combat Reflexes, Dodge, Hover, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 8, save DC (18) is Charisma-based. *contagion*, *darkness*, 3/day; *desecrate*, *unholy blight*, *poison* 3/day. The *poison* attacks have been used for the day.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit

by the elemental's attack, and also catch on fire unless they make their save.

Encounter Three – Life's a Beach

Kobold grenadier: Kobold War6; CR 4; Small humanoid (reptilian); HD 6d8+12; hp 39; Init +4; Spd 30 ft.; AC 22, touch 15, flat-footed 18; BAB +6; Grp +1; Atk +11 ranged (thrown object) or +12 ranged (1d6-1/x3, masterwork composite longbow) or +7 melee (1d6-1/x3, lance); Full Atk +11 ranged (thrown object) or +12/+7 ranged (1d6-1/x3, masterwork composite longbow) or +7/+2 melee (1d6-1/x3, lance Reach 5 ft. (10 ft. with lance)); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +7, Will +4; Str 9, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

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

Skills and Feats: Craft (trapmaking) + 2, Handle Animal +10, Ride +15, Search +2; Far shot, Improved Toughness, Point Blank Shot.

Possessions: +1 *chain shirt*, masterwork buckler, +1 *cloak of resistance*, masterwork composite longbow, 40 arrows, alchemist's fire (5), acid (5), tanglefoot bag (2), thunderstone (2), masterwork lance, masterwork leather barding, exotic military saddle, riding harness, saddlebags, rations for 1 week, *potion of cure moderate wounds*, *potion of cure light wounds*, *necklace of fireballs* (1, 1x5d6, 2x 3d6).

One kobold has 10 +1 *burrowing* bolts, and the other kobold has 5 +1 *humanbane* bolts and a *necklace of fireballs*, (1, 1x5d6, 2x 3d6).

Kobold sorcerer: Kobold Sor8; CR 8; Small humanoid (reptilian); HD 8d4+8; hp 33; Init +3; Spd 30 ft.; AC 20 (assumes mage armor), touch 15, flat-footed 17; BAB +4; Grp -2; Atk and Full Atk +8 ranged (ray or ranged touch spell) or +9 ranged (1d6/19-20, masterwork light crossbow) or +3 melee (1d4-2/x3, shortspear); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +6, Will +7; Str 6, Dex 16, Con 12, Int 10, Wis 10, Cha 18.

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

Skills and Feats: Concentration +12, Craft (trapmaking) + 2, Ride +8, Search +2; Augment Summoning, Rapid Spell, Spell Focus (Conjuration).

Spells Known (6/7/7/6/4, save DC = 14 + spell level, 15 + spell level for Conjunction): 0 – *acid splash**, *detect magic*, *detect poison*, *light*, *mending*, *message*, *prestidigitation*, *read magic*; 1st – *feather fall*, *grease**, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *glitterdust**, *scorching ray*, *summon monster II**; 3rd – *stinking cloud**, *summon monster III**; 4th – *summon monster IV**.

* Conjunction

Possessions: +1 *cloak of resistance*, masterwork light crossbow, 20 bolts, shortspear, masterwork leather barding, exotic military saddle, riding harness, saddlebags, rations for 1 week, *metamagic rod of silent, lesser, potion of cure moderate wounds* (2), scroll of *fireball* (6th level), *wand of lesser sonic orb* (7th level, 25 charges), 2 spell component pouches.

Fiendish giant honeybees, advanced: Fiendish giant bee; CR 4; Medium magical beast (augmented vermin); HD 6d8+18; hp 45; Init +3; Spd 20 ft, fly 80 ft. (good); AC 17, touch 13, flat-footed 14; BAB +4; Grp +7; Atk and Full Atk +7 melee (1d4+4 plus poison, sting); SA Poison, smite good; SQ Darkvision 60 ft., DR 5/magic, resistance to cold 5 and fire 5, SR 11, vermin traits; SV Fort +6, Ref +5, Will +5; Str 16, Dex 17, Con 14, Int 3, Wis 12, Cha 6.

Skills and Feats: Spot +9, Survival +1 (+5 for purposes of orientation); Ability Focus (poison), Improved Toughness, Iron Will.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d4 Con. The save DC is Constitution-based, and includes +2 for the Ability Focus feat.

Smite Good (Su): 1/day, +5 damage on a successful melee attack to a good-aligned foe.

Possessions: Masterwork leather barding (listed above).

Combat Appendix – All APLs

'Captain' Brono: human Exp3/War2; CR 4; medium humanoid; HD 3d6+2d8; hp 19; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; BAB/Grp: +4/+3; Atk: +3 melee (1d8-1 longspear); Full Atk: +3 melee (1d8-1 longspear); AL N; SV Fort +4, Ref +2, Will +3; Str 9, Dex 13, Con 10, Int 12, Wis 11, Cha 14.

Skills and Feats: Appraise +7, Balance +7, Bluff +8, Climb +1, Diplomacy +14, Gather Information +8, Intimidate +8, Move Silent +5, Profession (Sailor) +6, Search +3, Sense Motive +2, Survival +5, Swim +5, Use Rope +4; Investigator, Negotiator, Persuasive.

Possessions: masterwork dagger, longspear, leather armor, *medal of gallantry* (Allows use of *sanctuary* as a swift action 3/day, caster level 3. If the wearer attacks while protected, he takes a -1 morale penalty on that attack and all other attacks for one hour).

Rhennee Crewman: human Exp2/War1; CR 2; medium humanoid; HD 2d6+1d8+3; hp 14; Init +2; Spd 30 ft.; AC 12, touch 10, flat-footed 12; BAB/Grp: +2/+3; Atk: +3 melee (1d8+1/x3 trident or 1d8+1/x3 spear) or +2 ranged 1d8/19-20, light crossbow); Full Atk: +6 melee (1d8+2 trident) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +3, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Balance +7, Climb +8, Escape Artist +2, Intimidate +5, Jump +6, Profession (Sailor) +5, Swim +8, Use Rope +5; Agile, Athletic, Toughness.

Possessions: leather armor.

DM Aid #1 – Rules for Ships

Sections: Ship's hulls are treated as several sections, each about 10 ft. x 10 ft. x 10 ft. Damage is generally done to sections of the ship. Small ships will sink if a section is destroyed.

Propulsion: A ship's sailing speed varies with the wind conditions. As long as the vessel is steering downwind or across the wind (within 90 degrees of downwind), the maximum speed is equal to the speed giving in the vessel's statistics block. Sailing within 45 degrees of the wind slows the ship to half speed. Tiring into the wind slows the ship to speed zero, it can make a 45 degree turn as a full round action to resume sailing.

Sailing speed is based on wind strength: x0 for no wind, x1 for light winds, x2 for moderate winds, x3 for strong, severe, or gale winds. During the interactive, winds are from the east at moderate strength. It requires the attention of at least the ship's watch complement to proceed under sail, otherwise speed is reduced by 50% after any course change. If no one is on watch, the ship will turn downwind and slow to 50% speed.

Under oar power, the ship moves at its oar speed in any direction chosen, without regard to wind. The ship must have the number of rowers indicated in its statistics block in order to make full speed. If there are at least 50% of the number of rowers, it can make half speed. This is in addition to watch requirements.

A ship can proceed under sail or under oar power, not both. Changing between oars and sails takes one full round.

Both ships in the interactive have good maneuvering. They can accelerate or decelerate by 20 ft. per round. They can turn 45 degrees per 30 ft. traveled. When propelled by oars, they can move in reverse at oar speed or 10 ft, whichever is less. It takes one full round at a full stop to change from forward to reverse or vice versa.

The Nesser has a strong current in this area which carries ships southward at 20 ft. per round.

Boats and the current move last in the round.

Ballista: A ballista is a huge crossbow. It requires 2 full rounds to reload. As a huge weapon, size medium characters take a -4 penalty to hit and small characters take a -6 penalty to hit when shooting it. It does 3d8/19-20 damage to creatures, half damage to structures. Characters operating a ballista are treated as having cover. Each ballista has 10 bolts.

Magic: When attacking a ship with magic, you can choose which hull section you hit. You must be able to see the hull section to hit it. Vessels are unattended objects and always fail saves. Damage is applied to all hull sections in the area, and elemental damage is reduced as normal for attacking inanimate objects. Spells with unusual effects are listed below:

Acid fog, solid fog – the cloud doesn't move with the ship. The ship speed drops to 5 ft per round while any part is in the cloud.

Animate objects – an animated vessel can't attack characters who are on board, but it moves as the caster directs.

Animate rope – this can be used to foul a ship's rigging, reducing the ship's speed by 5 ft..

Cloudkill – The cloud does not move with the ship; it moves away from the spot where it was cast at 10 ft per round.

Control water – the ship cannot move for the duration of the spell. The ship must succeed on a seaworthiness check (Profession Sailor plus seaworthiness modifier; DC equal to caster level) or sink.

Control winds – the area of effect does not move with the ship.

Earthquake – has no effect.

Evard's black tentacles – the tentacles do not attack ships, only characters aboard them.

Flaming sphere – requires a DC 22 spellcraft check to move across water, otherwise the sphere is extinguished.

Fog cloud, mind fog, obscuring mist, pyrotechnics, stinking cloud, storm of vengeance – the cloud doesn't move with the ship.

Gust of wind – can be used to increase the sailing speed of your ship to wind x3 for two movements on a DC 15 Profession (sailor) check. Can be used to produce a headwind that an enemy ship can't sail against for two movement steps.

Ironwood, magic missile, mending, make whole, polymorph any object, shatter, warp wood – the ships in the interactive are too large to be significantly affected by these spells.

Otiluke's freezing sphere – if at least 50% of the ship's length is coated in ice, ship speed falls to zero for the duration of the spell.

Repel wood – doesn't affect the caster's ship, but does affect any ship approaching within 60 ft. of the caster.

Sympathetic vibration – attacks one ship section at a time.

The following spells can start fires: *fires of purity* (on an offensive strike), *fire seeds, fireball, flame arrow, flame blade, flaming sphere, heat metal* (during rounds 3-5 of damage), *lightning bolt, meteor swarm, produce flame*. The following spells do not start fires: *fire shield, firestorm, flame strike, incendiary cloud, prismatic spray, scorching ray, wall of fire*. Use these listings as guidelines when adjudicating spells not listed.

A DC (10+spell level) Spellcraft check will provide a character with knowledge of how a spell will act at sea.

Fires: When a ship is exposed to an effect that can start a fire, make a fire check. This is a d20 check, modified only by +4 if the ship is prepared for battle (sails and lines wet down, buckets of sand and water close at hand). The DCs are:

DC 5 – Struck by flaming arrow

DC 8 – Struck by alchemist's fire or firebomb

DC 10+spell level – Struck by spell or effect that starts fires.

DC (Save DC) – Struck by monster with fire aura, breath weapon, or similar fire ability.

On a failure, half the squares exposed to the attack (minimum 1) ignite. A burning square is on fire, dealing 2d6 damage per round to the hull section and 2d6 to any character that enters the square. Each round, make a percentile check: 01-10 the fire goes out, 11-75 the fire doesn't change, 76-100 it spreads to an additional square.

As a full round action, a character can extinguish fires. A DC 10 strength check extinguishes one square, while a DC 20 check extinguishes two squares. *Create water* extinguishes one square per four gallons created. *Quench* extinguishes fires in its area of effect.

Damage: When one section is reduced to 50% or less of its hit points, the ship's speed is reduced by 10 ft. When a hull section is destroyed, adjacent hull stations take 50% of their starting hit points in damage. If one rigging section is reduced to 50% or less of its hit points, the ship's speed is reduced 10 ft. If two rigging sections are damaged to 50% or less of its hit points, the wind category is treated as one class lighter for that ship. If all rigging sections are destroyed, the ship is dismasted and no longer has a sailing speed. Both ships in the interactive are small enough that the destruction of one section will sink them in 1d6 minutes. Sinking ships cannot move under oar or sail power, but do drift with the current.

Repairs: Repairing a damaged section takes one minute of uninterrupted work. For each point that a Craft (Carpentry) check exceeds DC 19, one hit point is restored. Up to five assists are allowed; each requires 1 minute uninterrupted work.

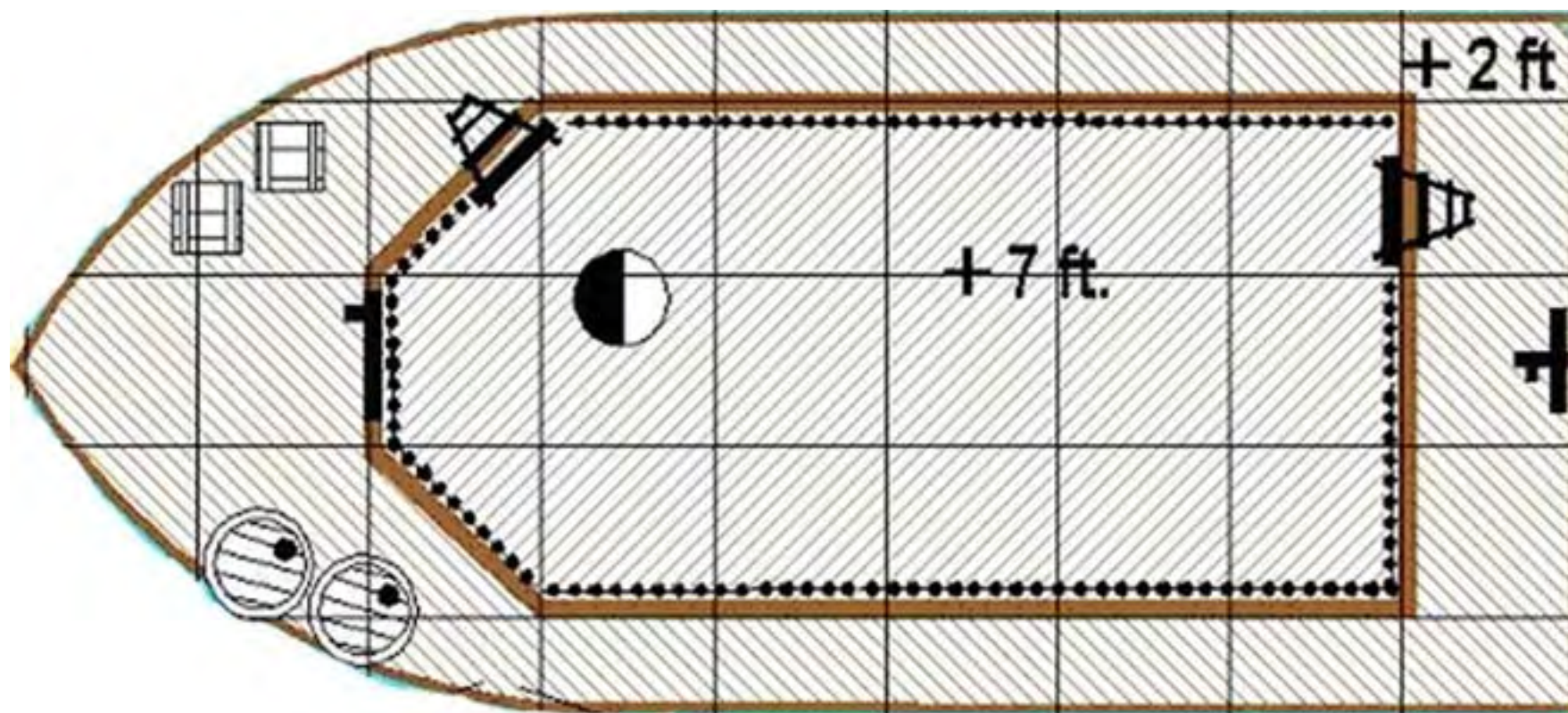
DM and Player Aid #2 – The Rhennee Barge

Barge (based on a modified Keelboat from Stormwrack): Gargantuan vehicle; Seaworthiness -2, Shiphandling +2, Speed wind x 20 ft. or oars 10 ft (good); overall AC 1, hull sections 3 (sink 1 section); section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging 60 hp (hardness 0), AC1; ram 3d6 x speed; mounts 1 light (ballista, 3d8/19-20, 120 ft. range increment, -4 to hit, two full rounds to reload, 10 bolts available, see DMG pg 100), space 30 ft. x 10 ft., height 5 ft. (draft 5 ft.); complement 16; watch 2 + 8 rowers; cargo 20 tons (speed wind x 10 ft or oars 5 ft. if 10 tons or more; no cargo currently); cost 3,500 gp.

Rhennee Crewman: human Exp2/War1; CR 2; medium humanoid; HD 2d6+1d8+3; hp 14; Init +2; Spd 30 ft.; AC 12, touch 10, flat-footed 12; BAB/Grp: +2/+3; Atk: +3 melee (1d8+1/x3 trident or 1d8+1/x3 spear) or +2 ranged (1d8/19-20, light crossbow); Full Atk: +6 melee (1d8+2 trident) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +3, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

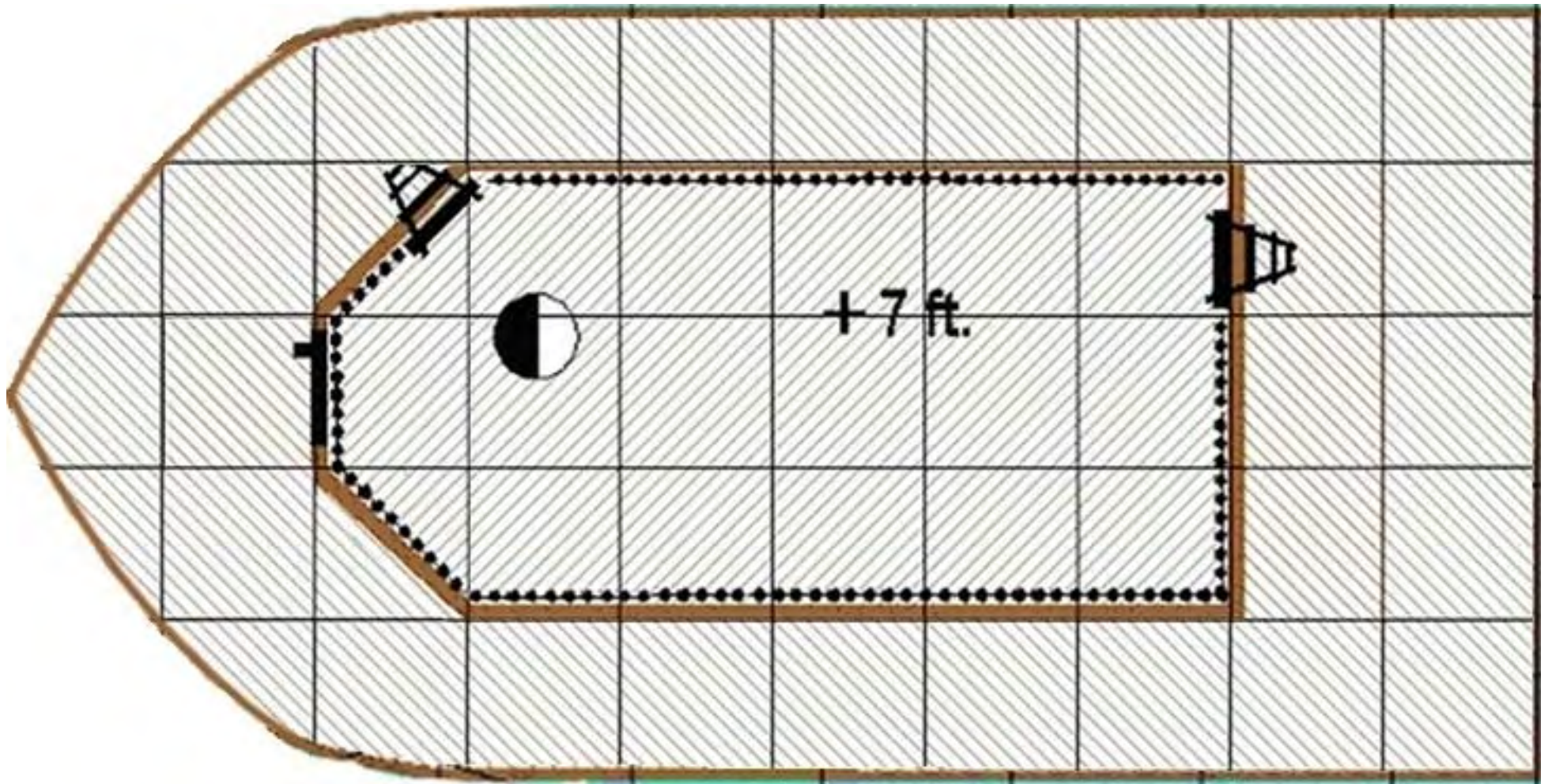
Skills and Feats: Balance +7, Climb +8, Escape Artist +2, Intimidate +5, Jump +6, Profession (Sailor) +5, Swim +8, Use Rope +5; Agile, Athletic, Toughness.

Possessions: leather armor.



DM Aid #3 – The Nyron Imperial Ship

Pinnacle: Gargantuan vehicle; Seaworthiness +2, Shiphandling +2, Speed wind x 30 ft. or oars 5 ft (good); overall AC 1, hull sections 4 (sink 1 section); section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging 60 hp (hardness 0), AC1; ram 3d6 x speed; mounts 2 light (2 ballista, 3d8/19-20, 120 ft. range increment, -4 to hit, two full rounds to reload, 10 bolts available per ballista, see DMG pg 100), space 30 ft. x 10 ft., height 10 ft. (draft 5 ft.); complement 15; watch 3 + 8 rowers; cargo 30 tons (speed wind x 20 ft if 15 tons or more; no cargo currently); cost 5,500 gp.



DM Aid #4 – New Rules

New Feats:

Improved Toughness (Complete Warrior):

Prerequisite: Base Fortitude save +2. Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a hit die (such as by gaining a level), you gain 1 additional hit point. If you lose a hit die (such as by losing a level), you lose 1 hit point permanently. A fighter may choose this feat as a bonus feat.

Practiced Spellcaster (Complete Divine):

Prerequisite: Spellcraft 4 ranks. Benefit: This feat improves the caster level for the chosen spellcasting class by +4. This cannot increase the caster level beyond the creature's hit dice.

Rapid Spell (Complete Divine): Only spells with a casting time greater than one standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in one full round. Rapid spells with casting times measured in minutes can be cast in one minute, and rapid spells with casting times measured in hours can be cast in one hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Note: for a sorcerer, this converts spell with a casting time of one full round to a spell that takes one full action to cast, so the spell completes on the same round it is cast instead of the beginning of the next round.

New Spells:

Orb of Sound, Lesser (Complete Arcane)

Conjuration

Level: Sorcerer/Wizard 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sound

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

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

New Weapon Enhancement:

Burrowing Arrow (Complete Warrior): This +1 arrow sticks into its target on a successful hit and embeds itself in the wound. A *burrowing arrow* must be pulled out before natural healing can occur, dealing a further 1d8 hit points damage upon removal. If the target receives magical healing, the *burrowing arrow* immediately deals 1d8 points of damage as the magic forces it out of the wound.

URD5-I03

Dead In The Water

(APLs 10-16)

A One-Round D&D LIVING GREYHAWK[®]

Duchy of Urnst Regional Adventure

Version 1.2

Round 1

by the Duchy of Urnst Interactive Team

The stagnant waters on the Nesser River require a stiff breeze to restart their flow, but can you be as swift and silent as a zephyr, or will you be dead in the water? A Duchy of Urnst Interactive for APLs 10-16.

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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Adventure Background

In the early hours of CY 595, Prince Sewardt took Rel Mord in a surprise attack from within the city walls. He declared his brother, Lynwerd, deposed, and proclaimed that henceforth the land would be known as the Nyrond Imperium. King Lynwerd and Queen Xenia were not taken during the fighting, though it was months before reports confirming their survival reached the Duchy of Urnst. Civil war now rages in Nyrond, as Lynwerd marshals forces to drive Sewardt from power and end his threat once and for all.

Duke Karll reacted with tightly controlled anger to Sewardt's treason. Queen Xenia of Nyrond is also his distant cousin. The Duke has lost many family members over the years and reacts directly when his family is threatened. His blunt speech to the Nyrond ambassador on the banks of the Nesser stopped just short of a declaration of war.

The Honorable Chamber, slower and more cautious in its deliberations, has not given the Duke the free hand he desires to support Lynwerd's efforts to retake central Nyrond. Instead, the Honorable Chamber's deliberations have dragged on, and on, and on, with no end in sight. Even the provocation of Nyrond Imperial blockades on the Nesser at Nessermonth and near Nellix has not moved the nobles to act.

Frustrated beyond words, Duke Karll has turned to some extraordinary measures. He intends to end the blockade, both above the Celadon and at Nessermonth, so that assistance can flow freely over the Nesser to Lynwerd. He has called adventurers to assemble at Aldan's Watch, there to join a fleet of Rhennee barges. He intends to smash both blockades and expose the Honorable Chamber's cowardice for all to see.

But the enemy makes plans too. Sewardt has laid a trap, and in cooperation with elements within the Duchy he's preparing to bloody the Duke's nose and rub the Rhennee out in the bargain.

Adventure Summary

The characters arrive at Aldan's Watch, where a force of Rhennee barges have gathered in the naval anchorage there. The Duke addresses the characters in ringing tones, calling them to fight for the Duchy. He is interrupted by a party from the Celadon, and elects to deal with that interruption rather than accompanying the characters into

battle. His retainers brief the characters on what is expected.

On the next day, Nyrond Imperial ships are sighted and engaged on the Nesser. At first, things go as expected as the Imperial ships are attacked by PC and Rhennee-crewed barges.

Then treachery strikes as fire elementals are released en masse from the Nyrond Imperial flagship. The flagship is destroyed in the process, but many Rhennee barges are savagely attacked and the fleet withdraws to the west bank in a running battle.

Once the ships arrive at the west bank, fiendish bees carrying kobold riders arrive and attack from above. The kobold forces are in the pay of groups operating within the Duchy, and have specific instructions to kill as many Rhennee as possible.

After the battle, the Duke arrives to survey the wreck of his expedition and count the cost.

Preparation for Play

It is possible to support another table during the interactive. Characters can move from one table to another in the APL 10-16 range. It requires a full round action at the table the character is leaving, and a full round action at the table the character joins via normal, flying, or mounted movement. If dimension door or teleportation are used to move from table to table, it takes a standard action at the table one is departing, and a full action at the table one is arriving at (3 full rounds if arriving at an APL 16 table), due to the anticipate teleportation magic in use in the base.

Characters can only move to low-level tables via teleportation magic. It takes a standard action at the table one is departing, and a full action at the table one is arriving at. If they do move to aid lower APL tables, recalculate the APL at the low table for any further encounters; if Encounter 3 is in progress, add additional forces as needed to bring the fight to the appropriate APL.

All three encounters potentially can run together. Once Encounter One begins its first full round of initiative, begin counting rounds. Depending on the APL, Encounter Two will begin two or three rounds later, regardless of whether the current encounter is completed. At APLs 10 and 12, Encounter Two is triggered after 3 full rounds of combat, and Encounter Three is

triggered 3 full rounds after that. At APLs 14 and 16, Encounter Two is triggered after 2 full rounds of combat, and Encounter Three is triggered 2 full rounds after that. Remember to track whether any villains escape and whether any elementals escape, since this affects the awards on the AR.

Introduction:

Aldan's Watch soars above you as you stand on the quays. On one side of you is the fortress, perched atop a low bluff. On the other side is the island, crowded with the repair sheds and depots of a naval base, and dominated by a slender, heavily fortified granite spire at the north end, "The Pinnacle", where Aldan stood his famous watch. Between is a low causeway that provides access to the island and forms a breakwater for the moorage. Beyond the island is the main channel of the Nesser, only a mile and a half-wide at this point, but swift and deep.

Though few Ducal Navy crews or Ducal Guards are visible, the base is busy. Rhennee barges ride at anchor in the moorage where usually Ducal Navy galleys lie, and adventurers mill about on the causeway and docks.

Abruptly the crowds along the causeway begin parting for a party in uniform. It becomes clear after a moment that it is the Duke himself, though he is dressed in House Lorinar colors rather than the customary Ducal ones. He appears to be arguing with one of the bolder Rhennee captains as they stride toward the island. Karll's voice rises in irritation and you can clearly hear what he says:

"I don't care what your excuse is this time. You make too many excuses as it is. No more of your 'but just a couple more weeks'. Do you think I don't see that your vaunted Dharka fighters stay away, and your best barges are not here? I cannot afford to fritter away the rest of the summer waiting for you.

You have forgotten who your friends are. You have forgotten that I have held the Houses back the last four years, while you sought a patron. You have even forgotten the award of ships this summer."

The Duke cuts off the Rhennee captain's protest:

"You owe me aid now. No more excuses, no more delays."

The Duke's party continues on out of earshot toward The Pinnacle. You can see retainers gathering people for what is obviously a public address at the base of the Pinnacle. About fifteen minutes later, the Duke finally appears on a low battlement partway up the side of the spire.

"Brave adventurers, hear me!

During the Greyhawk Wars, when evil struck our neighbors, we acted. Our troops served in the County and in Nyronnd, and we aided our friends lest evil spread even to the borders of the Duchy.

But these days, there are few who would support that. They are too blinded by their own concerns to heed events outside our lands. Last year, our cousins in the County bled and died while the Honorable Chamber debated whether we should intervene. The Pale annexed Tenh, and they said nothing. Sewardt takes Rel Mord by treachery and still, they cannot be moved to act.

Everyone knows they won't act. Sewardt thinks he can ignor Urnst. He has just weakened his patrols on the Nesser, sure that no one will challenge his ships.

Heroes and heroines of Urnst! Will you sit idle? Or will you strike with me at the tyrant now, while he is weak?"

Let the players' reactions speak for themselves.

As the cheers are dying down, a group of elves entreat the Lorinar guards to let them past to speak with the Duke. At first they look like they will be turned away, but then the Duke sees them and comes over to them himself. You can't hear what the elves are discussing with the Duke, but he appears to grow more sober as they speak. He appears to be controlling his emotions with some effort. ***"Must it be now, of all times?"*** The elf silently nods. Finally he assents (you're not sure to what), and curtly nods as he strides back to the edge of the battlement.

"I had intended to accompany you myself, to strike alongside you. But that is not to be; there are some things I cannot delegate.

Can I trust you, the good and true adventurers of Urnst, to take the fight to that swine Sewardt without me?"

Again, let the players' reactions speak for themselves.

Development:

After the Duke departs, House Lorinar retainers gather adventurers in small groups. Some are taken to Rhennee barges. Others, like yourselves, are brought to The Pinnacle, and asked to wait for further instructions. Allow characters to make introductions if needed.

Quite a while later, silver-haired, slim Suel man in House Lorinar colors greets you.

“Sorry. The Duke’s abrupt change of plans has made for a rather hectic morning.

My name is Brannon. Let me explain things succinctly.

The Duke has been watching developments in the east with growing impatience since the beginning of the year. As you know, the Honorable Chamber prefers a more ... deliberative approach? It has become clear that they will not act in favor of Lynwerd without some dramatic victory.

In short, they are likely to wait until events in Nyronnd have already run their course.

Officially, then, the Duke cannot act – not with the Navy and certainly not with the Ducal Guard – without provoking a crisis in the Honorable Chamber.

On the other hand, unofficial actions tend to be accepted as fait accompli. That is where you and the Rhennee come in.

The Duke intends to eliminate the Nyronnd Imperial presence on the Nesser as a first step toward aiding Lynwerd with the resources of our House, and such Houses as join us.

Your reputations precede you. We expect this task to be well within your capabilities. We’re counting on you to get this done with a minimum of fuss. Get in there and wipe them out quickly before they can cause any problems with the fleet. What say you?

Once the PCs have indicated their decision, Brannon will brief them on the specifics of what they need to do:

- Our intelligence is that Sewardndt has reacted to the liberation of Mithat by moving his river fleet to Nessermonth. Only older ships and less reliable crews remain on patrol on the upper Nesser. The less-noteworthy

adventurers and the Rhennee should suffice to deal with those ships.

- There are persistent rumors of powerful fiends at a river base constructed by Sewardndt’s forces. If those fiends did join the battle on the river, it could be a very bloody day for our forces. Your job will be to make sure that they never make it to that battle.
- Several teams like yourselves will be dropped on the east bank the night before the battle. Attack the base shortly after the dawn patrol has set sail upon the Nesser. Make sure that none of fiends or other forces in the base escape to attack the fleet.
- If you wish to use your own resources to travel to the base, you are free to do so. We ask only that you make the attack at the time we’ve requested. Avoid acts that might tip off the enemy to our plans. If you can’t follow those directions, you’ll do us more harm than good!
- Do not, under any circumstances, let the Rhennee know what we suspect. They are difficult enough to deal with as it stands.

Results for Divinatory Magics:

Auguries and similar magics yield results of weal and woe for fighting on the morrow, and results of woe if the fighting is delayed. (An assault tomorrow may or may not be successful. A delay will allow the Duke to participate ... with fateful and possibly fatal consequences.)

Divinations asking about the nature of the opposing forces get only the following answer if successful: ***“Hell spits its very breath at thee tomorrow.”***

Scrying or other remote viewing attempts on the Nyronnd Imperial fleet or naval base get results which match the description in the briefing: the ships are definitely second-rate units with weak crews. The base appears only partially complete and most of the garrison are still living in tents within the earthworks. Attempts to scry on the Nyronnd Imperial flagship or command tents fail completely.

High level tables may try to investigate directly.

Encounter One: Over the Top

The following box text assumes the PCs are landed by barge upstream of the base, and work their way down to attack it under cover of night,

arriving shortly after dawn. Adjust appropriately if the PCs use different travel methods.

The base is screened against *scrying* and similar magics, and many *anticipate teleportation* effects are in operation. If the players insist on teleporting or flying into the base, it is appropriate to begin the second encounter immediately after the first encounter, rather than allowing any pause.

Your force lands north of the base. The Nyron Imperial forces don't seem to operate any overland patrols at night, so your approach march is uneventful. Shortly after dawn you arrive outside the patrol base. The base has a broad ditch in front of an earthen rampart. A wooden palisade lines the top of the rampart.

True seeing or similar magic will reveal that the ditch and rampart are real, but the palisade is an illusion. Interacting with the illusion (by attacking structures within the illusion area or attempting to scale the palisade) allows a DC 20 Will save to disbelieve the illusion.

The ditch is 15 ft. wide but only 5 ft. deep; the rampart is 10 ft. wide and 8 ft high. Climbing up from the ditch to the rampart requires a DC 10 Climb check. On the side facing the camp, the rampart slopes down to ground level.

The real defenses lie behind the rampart, out of line of sight of spellcasters on the ground outside the rampart. This consists of several archery bunkers which provide cover against attacks from the front or sides, but not from the rear or above. If a PC is flying at least as far above the ground as the distance to the platform, then the bunkers do not provide cover. (For example, at 30 ft. away along the ground, the bunkers would not provide cover against a character 30 ft above the ground.) These bunkers are surrounded by obstacles on three sides, making those squares difficult terrain for the purposes of charging.

Shadowdancers, invisibility magic, or other means could allow the PCs to sneak over the rampart into the base. Listen and Spot scores are provided in the statistics block for adjudicating attempts to hide in plain sight. Remember that a DC 20 Spot check will detect the presense (though not the location) of a moving invisible character within 30 ft. of the spotter. If the PCs are successful in sneaking over the rampart, adjust the box text accordingly.

As you crest the rampart, you understand now why there were no troops and an

illusionary palisade. Behind the rampart is a row of bunkers, and already the archers in those bunkers are reacting to your approach, nocking arrows to shoot you down ...

APL 10 (EL 11)

Archers (4): hp 40 each, see Combat Appendix.

Madrick Dorgaine: hp 49; see Combat Appendix.

Yalin: hp 38; see Combat Appendix.

APL 12 (EL 14)

Archers (4): hp 51 each, see Combat Appendix.

Advanced Bezekira Rog4: hp 98; see Combat Appendix.

Madrick Dorgaine: hp 49; see Combat Appendix.

Yalin: hp 71; see Combat Appendix.

APL 14 (EL 15)

Archers (4): hp 68 each, see Combat Appendix.

Advanced Bezekira Rog4: hp 98; see Combat Appendix.

Madrick Dorgaine: hp 49; see Combat Appendix.

Yalin: hp 78; see Combat Appendix.

APL 16 (EL 17)

Archers (4): hp 76 each, see Combat Appendix.

Advanced Bezekira Rog4: hp 98; see Combat Appendix.

Madrick Dorgaine: hp 98; see Combat Appendix.

Yalin: hp 78; see Combat Appendix.

Tactics: Yalin and the archers will shoot spellcasters and archers first, then melee combatants. Madric will use *inspirational boost* and inspire courage as early as possible, then use his spells on the PCs. If undetected, the bezekira (if present) will delay until late in the round and pounce upon spellcasters or archers after the melee PCs have moved away toward the bunkers. If the bezekira realizes it has been detected, it will attempt to pounce on a character who is still flatfooted.

At APLs 10 and 12, Encounter Two joins the fight after 3 full rounds of combat (do not count the surprise round, if any). At APLs 14 and 16, Encounter Two joins the fight after 2 full rounds of combat.

At APL 16, Madrick will attempt to flee via dimension door if he is reduced to 20% or

fewer hit points and the battle seems clearly lost. Judges should keep this condition firmly in mind as award results are determined in part by preventing villains from escaping.

Encounter Two: In the Trenches

The fighting dies down. You've cleared the bunkers. Beyond lies an orderly encampment of tents, apparently temporary living quarters for the garrison and for the crews of ships docked at the base.

The villains are concealed inside an animated tent. The tent can be spotted as a creature (in a manner similar to a stationary gargoyle; DC 30 Spot to detect). Alternatively, PCs can overhear spellcasting by the villains (DC 20 Listen). Characters which make either check are not surprised.

Suddenly one of the tents stands up and begins striding on its poles towards you. The people who were concealed by the tent begin casting spells. It looks like the surprises aren't over for the day ...

APL 10 (EL 12)

Animated Tent: hp 148, see Combat Appendix.

Aydel Tazrish: hp 43; see Combat Appendix.

Gorak Banton: hp 82; see Combat Appendix.

APL 12 (EL 14)

Animated Tent: hp 148, see Combat Appendix.

Osyluth: hp 95; see *Monster Manual* page 52.

Aydel Tazrish: hp 81; see Combat Appendix.

Gorak Banton: hp 97; see Combat Appendix.

APL 14 (EL 17)

Animated Tent: hp 148, see Combat Appendix.

Gelugon: hp 147; see *Monster Manual* page 56.

Aydel Tazrish: hp 81; see Combat Appendix.

Gorak Banton: hp 112; see Combat Appendix.

APL 16 (EL 19)

Animated Tent: hp 148, see Combat Appendix.

Cornugon: hp 172; see *Monster Manual* page 55.

Aydel Tazrish: hp 103; see Combat Appendix.

Gorak Banton: hp 112; see Combat Appendix.

Tactics: The animated tent moves to attack the nearest PC. The devil (if present) will move to attack in melee or will use spell-like abilities, whichever is more appropriate at the moment. The wizard will attack with spells. If archer PCs are present, the wizard will use quickened *wind wall* to protect herself against archery fire at the earliest opportunity. The cleric will use spells first and resort to melee when the PCs approach.

At APLs 10 and 12, Encounter Three joins the fight 3 rounds after Encounter Two does. At APLs 14 and 16, Encounter Three joins the fight 2 rounds after Encounter Two does.

All NPC spellcasters are aware of NPC *anticipate teleportation* spells in effect, and will plan their use of teleportation magic upon that knowledge. They will flee they are reduced below 20% of starting hit points and the battle appears lost. Judges should keep this condition firmly in mind as award results are determined in part by preventing villains from escaping.

Encounter Three: In the Line of Fire

Something went horribly wrong. The Imperials clearly knew ahead of time that something was up and planned an ambush to wipe out the Rhennee fleet once and for all. While you fought the base camp, the fleet was assaulted by fire elementals ... unusual ones that can fly. Even now, some of them are flying into the Nyronde base. It seems they want vengeance on the Nyronde as well. But if you don't stop them here, what's to keep them from moving on to the forestlands afterward?

At APL 16, continue with the following text:

You see one of the large elementals shatter a gemlike statue against a fallen soldier's helm. Suddenly an enormous figure forms out of the shards, and speaks a couple short sentences in a strange language. (For PCs who speak Iguan, it says "Free at last! Let us avenge ourselves upon them!!!")

APL 10 (EL 13)

Cinder swarm: hp 72, see Combat Appendix.

APL 12 (EL 14)

Cinder swarm: hp 72, see Combat Appendix.

Fire Elemental, Large, half-fiend, Advanced (2): hp 87 each; see Combat Appendix.

APL 14 (EL 16)

Cinder swarm (2): hp 72 each, see Combat Appendix.

Fire Elemental, Large, half-fiend, Advanced (4): hp 87 each; see Combat Appendix.

APL 16 (EL 18)

Fire Monolith: hp 378, see Combat Appendix.

Cinder swarm (2): hp 72 each, see Combat Appendix.

Fire Elemental, Large, half-fiend, Advanced (4): hp 87 each; see Combat Appendix.

Tactics: The elementals begin 100 ft. west of the western mapedge. The elementals have returned to the patrol base to get vengeance by slaying the people and creatures there, but they are not fanatic about it. If reduced below 25% of hit points, an elemental or monolith will try to escape to the east, into the Celadon Forest. Elementals or the monolith would be able to do a great deal of damage if they get loose in the Celadon, so it is important for the players to stop them here.

For the purposes of spell effects, these elementals are NOT summoned.

Conclusion: Ashes of Victory (or The Bitter Taste of Defeat)

Everywhere, there are signs and scars of the battle. The Nyronnd Imperial patrol base is a complete wreck. Nevertheless, it feels like victory until barges arrive to carry you to the west bank.

As you approach the west bank, you can see beached and burned ships. Clearly the fire elementals did grievous damage before they left to attack the patrol base.

In the early afternoon, the Duke arrives and inspects the wreck of the expedition. He tours each surviving ship, visiting briefly with the Rhennee and adventurer survivors.

His mood is sober. As he departs your group he can be heard muttering, "I should have looked closer and seen the bait for what it was. I should have waited for more reports. I should have been here!"

"The price has been too heavy today. One more day like this will ruin us."

Development: Determine the award of the Enmity of Karll Lorinar, Recognition of Karll Lorinar, or Introduction to Friends of Karll Lorinar by reviewing the results of all the tables run at the interactive, including any zero tables.

If any the following conditions are met, award all tables the Enmity of Karll Lorinar:

- 50% or more of the Rhennee crewmen participating in the APL 2-8 tables die.
- More than one elemental per APL 10-16 table escapes into the Celadon.
- One or more elemental monoliths escape from APL 16 tables into the Celadon.
- For the purposes of elemental escape, consider the Celadon to begin one mile east of the base. If any elemental is able to reach the Celadon and travel through it for 600 ft., it will have started a sufficiently large fire to qualify as having "escaped" due to the subsequent damage to the Celadon.

If none of those conditions are met, then award all tables the Recognition of Karll Lorinar. In addition, particularly successful tables may gain the Introduction to the Friends of Karll Lorinar if they meet one of the following conditions:

- For an APL 2-8 table: Zero or one Rhennee from the PC's boat dies.
- For an APL 10-16 table: No villains escape from the PC's encounters at the Imperial base.

The End

Experience Point Summary

Encounter One: Over the Top

APL10: 165 xp

APL12: 210 xp

APL14: 225 xp

APL16: 255 xp

Encounter Two: In the Trenches

APL10: 180 xp

APL12: 210 xp

APL14: 255 xp

APL16: 285 xp

Encounter Three: In the Line of Fire

APL10: 195 xp

APL12: 210 xp

APL14: 240 xp

APL16: 270 xp

Roleplaying Award

APL10: 135 xp

APL12: 157 xp

APL14: 180 xp

APL16: 202 xp

Total possible experience:

APL10: 675 xp

APL12: 787 xp

APL14: 900 xp

APL16: 1,012 xp

Treasure Summary

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

Encounter One: Over the Top

APL 10: L: 392 gp; C: 20 gp; M: 2,033 gp - +1 *frost composite longbow (+3 strength)* (725 gp each), +1 *chain shirt* (104 gp each), +1 *mithral breastplate* (433 gp each), +1 *cloak of resistance* (83 gp each), *cloak of charisma +2* (333 gp each), *ring of protection +1* (167 gp each), 5 potions of *cure moderate wounds* (25 gp each), potion of *cure serious wounds* (63 gp each).

APL 12: L: 392 gp; C: 20 gp; M: 3,129 gp - +1 *frost composite longbow (+3 strength)* (725 gp each), +1 *chain shirt* (104 gp each), +1 *mithral breastplate* (433 gp each), +1 *cloak of resistance* (83 gp each), *cloak of charisma +2* (333 gp each), *ring of protection +1* (167 gp each), *trumpeter's gift* (1,058 gp each), 4 potions of *cure moderate wounds* (25 gp each), 2 potions of *cure serious wounds* (63 gp each).

APL 14: L: 175 gp; C: 20 gp; M: 5,663 gp - 4 +1 *composite longbows (+2 strength)* (217 gp each), +1 *frost composite longbow (+3 strength)*

(725 gp each), 5 +1 *chain shirts* (104 gp each), +2 *mithral breastplate of spearblock* (1,683 gp each), +1 *cloak of resistance* (83 gp each), *cloak of charisma +2* (333 gp each), *ring of protection +1* (167 gp each), *trumpeter's gift* (1,058 gp each), 4 potions of *cure moderate wounds* (25 gp each), 2 potions of *cure serious wounds* (63 gp each).

APL 16: L: 175 gp; C: 20 gp; M: 6,663 gp - 4 +1 *composite longbows (+2 strength)* (217 gp each), +1 *frost composite longbow (+3 strength)* (725 gp each), 5 +1 *chain shirts* (104 gp each), +2 *mithral breastplate of spearblock* (1,683 gp each), +1 *cloak of resistance* (83 gp each), *cloak of charisma +4* (1,333 gp each), *ring of protection +1* (167 gp each), *trumpeter's gift* (1,058 gp each), 4 potions of *cure moderate wounds* (25 gp each), 2 potions of *cure serious wounds* (63 gp each).

Encounter Two: In the Trenches

APL 10: L: 178 gp; C: 6 gp; M: 2,107 gp - 2 +1 *cloaks of resistance* (83 gp each), *headband of intellect +2* (333 gp each), *metamagic rod of silent, lesser* (250 gp each), *periapt of wisdom +4* (1,333 gp each), *potion of cure moderate wounds* (25 gp each).

APL 12: L: 178 gp; C: 6 gp; M: 3,478 gp - *amulet of health +2* (333 gp each), 2 +1 *cloaks of resistance* (83 gp each), *headband of intellect +4* (1,333 gp each), *metamagic rod of silent, lesser* (250 gp each), *periapt of wisdom +4* (1,333 gp each), *potion of cure serious wounds* (63 gp each).

APL 14: L: 178 gp; C: 6 gp; M: 4,811 gp - *amulet of health +2* (333 gp each), 2 +1 *cloaks of resistance* (83 gp each), *headband of intellect +4* (1,333 gp each), *metamagic rod of silent, lesser* (250 gp each), *pearl of power (4th level spells)* (1,333 gp each), *periapt of wisdom +4* (1,333 gp each), *potion of cure serious wounds* (63 gp each).

APL 16: L: 178 gp; C: 6 gp; M: 7,519 gp - *amulet of health +2* (333 gp each), 2 +1 *cloaks of resistance* (83 gp each), *headband of intellect +4* (1,333 gp each), *metamagic rod of empower* (2,708 gp each), *metamagic rod of silent, lesser* (250 gp each), *pearl of power (4th level spells)* (1,333 gp each), *periapt of wisdom +4* (1,333 gp each), *potion of cure serious wounds* (63 gp each).

Encounter Three: In the Line of Fire

APL 2: L: 0 gp; C: 0 gp; M: 0 gp

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

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

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

Total Possible Treasure

APL 10: 1,150 gp (4,736 available)

APL 12: 1,650 gp (7,203 available)

APL 14: 3,300 gp (10,853 available)

APL 16: 4,950 gp (14,561 available)

Items for the Adventure Record

Introduction to the Friends of Karll Lorinar:

Karll was impressed with the way you carried out your task despite unexpected developments. He's decided to introduce your group to some old adventuring friends of his who can mentor you. The benefits of this mentoring will be determined at a later date.

Recognition of Karll Lorinar: You carried out your task about as well as could be reasonably expected. A scroll recognizing your unspecified efforts on behalf of the Lorinar family bears Karll's signature. This does not count as a Ducal Favor for Duchy metaorgs.

Enmity of Karll Lorinar: You failed Karll in a public debacle, and no one wants to be associated with you. All Duchy of Urnst metaorg benefits that you gain are suspended for one calendar year. If you do not pay required metaorg costs at any point during that time, you are expelled from the metaorg and may never rejoin.

Item Access

APL 2:

+1 *burrowing crossbow bolt* (Adventure, CW, 167 gp, maximum of 10)

medal of gallantry (Adventure, CV, 1,100 gp)

wand of cure light wounds, 25 charges (Adventure, DMG, 375 gp)

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

+1 *humanbane* crossbow bolt (Adventure, DMG, 167 gp, maximum of 5)

necklace of fireballs, Type I (Adventure, DMG, 1650 gp)

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

metamagic rod of silent, lesser (Adventure, DMG, 3,000 gp)

scroll of fireball (6th caster level) (Adventure, DMG, 450 gp)

wand of web, 10 charges (Adventure, DMG, 900 gp)

wand of orb of sound, lesser, 7th caster level, 25 charges (Adventure, DMG, 2,650 gp)

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

+1 *mithral breastplate* (Adventure, DMG, 5,200 gp)

+1 *humanbane flail* (Adventure, DMG, 8,308 gp)

wand of summon monster III, 10 charges (Adventure, DMG, 2,250 gp)

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

+1 *frost composite longbow (+3 strength)* (Adventure, DMG, 8,700 gp)

+4 *periapt of wisdom* (Adventure, DMG, 16,000 gp)

APL 12 (all of APLs 2-10 plus the following):

+4 *headband of intellect* (Adventure, DMG, 16,000 gp)

trumpeter's gift (Adventure, CV, 12,700 gp)

APL 14 (all of APLs 2-12 plus the following):

+2 *mithral breastplate of spearblock* (Adventure, DMG & CW, 20,200 gp)

pearl of power, 4th level (Adventure, DMG, 16,000 gp)

APL 16 (all of APLs 2-14 plus the following):

+4 *cloak of charisma* (Adventure, DMG, 16,000 gp)

metamagic rod of empower (Adventure, DMG, 32,500 gp)

Combat Appendix – APL 10

Encounter One: Over the Top

Archer: Ftr 4; CR 4; medium humanoid (human); HD 4d10+18; hp 40; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +4/+5; Atk +5 melee (1d10+1/x3, halberd) or +9 ranged (1d8+3/x3, composite longbow); Full Atk +5 melee (1d10+1/x3, halberd) or +7/+7 ranged (1d8+3/x3, composite longbow); SA -; SQ -; AL LE; SV Fort +6, Ref +3, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (Bowyer) +7, Listen +4, Spot +4; Improved Toughness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: potion of *cure moderate wounds*, chain shirt, masterwork composite longbow (+1 strength), halberd, 40 arrows, backpack, explorer's outfit, waterskin, 20 gp.

Madrack Dorgaine: human male (Oeridian) Brd 9; CR 9; medium humanoid (human); HD 9d6+18; hp 49; Init +6; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk/Grp +6/+7; Atk +8 melee (1d6+1/18-20, rapier) or +9 ranged (1d6+1/x3, composite shortbow); Full Atk +8/+3 melee (1d6+1/18-20, rapier) or +9/+4 (1d6+1/x3, composite shortbow); SA -; SQ bardic knowledge +9, bardic music 9/day, countersong, fascinate, inspire courage +2, inspire competence, inspire greatness; AL NE; SV Fort +4, Ref +8, Will +7; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 18.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the

creature. The distraction of nearby combat or other dangers prevents the ability from working. Madrick can target 3 creatures with a single use of this ability. To use the ability, the bard makes a Perform check. His check result is the DC for each affected creature's will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play (to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and be able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as

long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Inspire Greatness (Su): A bard of 9rd level or higher with 12 or more ranks in a Perform skill can use his music or poetics to inspire greatness in himself or a single willing ally within 30 ft. For every three levels a bard attains above 9th, he can target an additional ally with a single use of this ability (2 targets at 12th, 3 targets at 15th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus hit dice (d10s), the commensurate number of temporary hit points (include the ally's Constitution bonus), a +2 competence bonus to attack rolls, and a +1 competence bonus on Fortitude saves. The bonus hit dice count as regular hit dice for determining the effect of spells. Inspire greatness is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will save (DC 17) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Skills and Feats: Bluff +16, Concentration +14, Diplomacy +17, Disguise +5 (+7 to act in character), Intimidate +7, Perform (wind instrument) +18, Sense Motive +11, Spellcraft +9; Use Magic Device +14 (+16 using scrolls), Improved Initiative, Improved Toughness, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Spells Known (4/4/4/3; base DC = 14 + spell level, 16 + spell level for enchantments):
0—*daze, detect magic, know direction, message, read magic, summon instrument*;
1st—*alarm, cure light wounds, grease, inspirational boost*;
2nd—*cure moderate wounds, glitterdust, mirror image, wave of grief*;
3rd—*confusion, dispel magic, slow*.

Possessions: +1 chain shirt, cloak of charisma +2, potion of cure moderate wounds, ring of protection +1, masterwork rapier,

masterwork composite shortbow (+1 strength), 20 arrows, masterwork bugle, backpack, spell component pouch, explorer's outfit, waterskin, 20 gp.

Yalin: wood elf male Rgr 7; CR 7; medium humanoid (elf); HD 7d8+7; hp 38; Init +8; Spd 30 ft. (40 ft. with *longstrider*); AC 20, touch 14, flat-footed 16; Base Atk/Grp +7/+10; Atk +11 melee (2d6+4/19-20, greatsword) or +12 ranged (1d8+3+1d6 cold/x3, composite longbow); Full Atk +11/+6 melee (2d6+4/19-20, greatsword) or +10/+10/+5 (1d8+3+1d6 cold/x3, composite longbow); SA -; SQ animal companion, improved combat style (archery), favored enemy human +4, favored enemy orc +2, woodland stride, wild empathy; AL NE; SV Fort +7, Ref +10, Will +4; Str 16, Dex 18, Con 12, Int 8, Wis 14, Cha 8.

Animal Companion (Ex): Yalin currently does not have an animal companion. Normally, he would have a creature that is a loyal companion that accompanies him on adventures as appropriate for its kind.

Favored Enemy (Ex): Yalin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Improved Combat Style (Ex): Yalin has selected archery. He gains the Rapid Shot and Manyshot feats without the normal prerequisites. These apply only when he wears light or no armor. He loses the benefits when wearing medium or heavy armor.

Wild Empathy (Ex): Yalin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+6, or 1d20+2 if attempting to influence magical beasts with an intelligence of 1 or 2.

Woodland Stride (Ex): Yalin may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed, and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Skills and Feats: Hide +9, Knowledge (Nature) +4, Listen +14, Move Silently +9, Search +8, Spot +14, Survival +12; Endurance, Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2; base DC = 12 + spell level): 1st—*arrowmind*, ~~*longstrider*~~.

Precast: *Longstrider*.

Possessions: +1 *frost composite longbow* (+3 strength), +1 *mithral breastplate*, *cloak of resistance* +1, *potion of cure serious wounds*, *masterwork greatsword*, 60 arrows, *backpack*, *spell component pouch*, *explorer's outfit*, *waterskin*, 20 gp.

Encounter Two: In the Trenches

Animated tent: 16 HD; CR 7; gargantuan construct; HD 16d10+60; hp 148; Init -2; Spd 30 ft., fly 5 ft; AC 12, touch 4, flat-footed 12; Base Atk/Grp +12/+31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); SA constrict 2d8+10; SQ construct traits, darkvision 60 ft, improved speed, low light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Possessions: none.

Aydel Tazrish: human female (Flan) Wiz7; CR 7; medium humanoid; HD 7d4+14; hp 31 [43 with *false life*]; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (includes *greater mage armor*); Base Atk/Grp +3/+3; Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Familiar: Aydel has a shocker lizard as a familiar. Its abilities and characteristics are summarized below.

Shocker Lizard Familiar: CR -; Small magical beast; 7HD; hp 15; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft. AC 26, touch 13, flat-footed 23 (includes *greater mage armor*); Base Atk +3; Grp -1; Atk +3 melee (1d4, bite); Full Atk +3 melee (1d4, bite); SA stunning shock, lethal shock; SQ darkvision 60 ft., deliver touch spells, electricity sense immunity to electricity, improved evasion, low-light vision, speak with master, speak with animals of its kind, granted abilities; AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 15, Con 13, Int 9, Wis 12, Cha 6.

Skills and Feats: Climb +11, Concentration +11, Decipher Script +4, Hide +11, Jump +7, Knowledge (Arcana) +9, Knowledge (Architecture & Engineering) +0, Knowledge

(History) +0, Knowledge (Local, Core) +0, Knowledge (Local, Nyrond Metaregion) +0, Knowledge (Nobility and Royalty) +0, Knowledge (Planes) +0, Listen +4, Spellcraft +6, Spot +4, Swim+10, Use Magic Device +8, Improved Initiative.

Electricity Sense (Su): A shocker lizard automatically detects any electrical discharges within 100 ft.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 ft. of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft., centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10+number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): A shocker lizard can deliver an electrical shock to a single opponent within 5 ft. once per round. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution based.

Skills and Feats: Concentration +12, Decipher Script +9, Knowledge (Arcana) +14, Knowledge (Architecture & Engineering) +5, Knowledge (History) +5, Knowledge (Local, Core) +5, Knowledge (Local, Nyrond Metaregion) +5, Knowledge (Nobility and Royalty) +5, Knowledge (Planes) +5, Listen +2, Spellcraft +11, Spot +2, Use Magic Device +10 (+14 when using scrolls); Improved Familiar, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll, Silent Spell.

Spells Prepared (4/6/4/3/2; base DC = 14 + spell level): 0—*daze*, *detect magic*(2), *message*; 1st—*magic missile* (2), *ray of enfeeblement* (2), *shield*; 2nd—~~*false life*~~, ~~*resist energy* (fire)~~, *scorching ray* (2); 3rd—*dispel magic*, ~~*greater mage armor*~~, *lightning bolt*; 4th—~~*anticipate teleportation*~~, *confusion*.

Precast: *Anticipate teleportation*, *false life*, *greater mage armor*, *resist energy* (fire) for 20 points of protection.

Possessions: Light crossbow with 10 bolts, dagger, *cloak of resistance* +1, *headband of intellect* +2, *metamagic rod of silent*, *lesser*, *potion of cure moderate wounds*, *backpack*, *spell component pouch*, *traveller's clothes*, *waterskin*, 10 gp.

Gorak Banton: human male (Oeridian) Clr11; CR 11; medium humanoid; HD 11d8+33; hp 82; Init +5; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk/Grp +8/+10; Atk +12 melee (1d8+4, flail) or +9 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+4, heavy mace) or +9 (1d8/19-20, light crossbow); SA rebuke undead; SQ -. AL LE; SV Fort +10, Ref +6, Will +14; Str 14, Dex 10, Con 14, Int 10, Wis 22, Cha 10.

Skills and Feats: Concentration +16, Knowledge (Arcana) +5, Knowledge (Religion) +12, Knowledge (the planes) +5, Spellcraft +6; Improved Initiative, Improved Toughness, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment).

Turn Undead (Su): Gorrak can rebuke, command, or bolster undead. He can turn undead 3/day as a 11th level cleric.

Spells Prepared (6/7/6/5/4/3/2; base DC = 16 + spell level, 17 + spell level for enchantments; channels negative energy): 0—*create water, cure minor wounds (2), detect magic, mending, ~~read magic~~*; 1st—*inflict light wounds**, *bane, bless, ~~comprehend languages, divine favor, obscuring mist, shield of faith (2)~~*; 2nd—*shatter**, *align weapon, lesser restoration, ~~resist energy (cold), resist energy (fire), silence, spiritual weapon~~*; 3rd—*suggestion**, *cure serious wounds, dispel magic, invisibility purge, ~~magic vestment (2)~~*; 4th—*dominate person**, *divination, divine power, ~~freedom of movement, greater magic weapon~~*; 5th—*greater command**, *righteous might, quickened shield of faith, slay living*; 6th—*harm**, *quickened cause moderate wounds, ~~stalwart pact~~*. *Domain spell.

Deity: Hextor; **Domains:** Destruction (smite at +4 to hit, +11 damage, 1/day); Domination (Spell Focus (Enchantment) feat).

Precast: *Freedom of movement, greater magic weapon, magic vestment (2), resist energy (fire) and (cold)* for 30 points of protection, *stalwart pact*.

Possessions: *Cloak of resistance +1*, Masterwork flail, light crossbow with 20 bolts, full plate, masterwork heavy steel shield, *peripart of wisdom +4*, backpack, silver holy symbol of Hextor (2), spell component pouch, explorer's outfit, waterskin, 25 gp.

Encounter Three: In The Line Of Fire

Cinder Swarm: CR 13; elemental (fire, swarm); HD 16d8; hp 72; Init +10; Spd 40 ft., fly 40 ft. (good); AC 25, touch 24, flat-footed 19; Base

Atk/Grp +12-; Atk swarm (4d6 +3d6 fire); Full Atk swarm (4d6 +3d6 fire); Space/Reach: 10ft./0 ft.; SA burn, distraction; SQ darkvision 60 ft., elemental traits, immunity to fire, swarm traits, vulnerability to cold; AL NE; SV Fort +7, Ref +18, Will +7; Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Hide +16, Spot +9; Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Burn (Ex): A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a DC 20 Reflex save.

Distraction (Ex): Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Possessions: none.

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Encounter One: Over the Top

Archer: Ftr 6; CR 6; medium humanoid (human); HD 6d10+18; hp 51; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp +6/+7; Atk +7 melee (1d10+1/x3, halberd) or +11 ranged (1d8+3/x3, composite longbow); Full Atk +7/+2 melee (1d10+1/x3, halberd) or +9/+9/+4 ranged (1d8+3/x3, composite longbow); SA -; SQ -; AL LE; SV Fort +7, Ref +4, Will +5; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (Bowyer) +9, Listen +5, Spot +5; Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: +1 chain shirt, potion of *cure moderate wounds*, masterwork composite longbow (+1 strength), halberd, 40 arrows, backpack, explorer's outfit, waterskin, 20 gp.

Bezekira (Hellcat) Rog4: CR 11; large outsider (evil, extraplanar, lawful); HD 8d8+4d6+48; hp 98; Init +11; Spd 30 ft.; AC 23, touch 16, flat-footed 16; Base Atk/Grp +11/+23; Atk +18 melee (1d8+7, claw); Full Atk +18/+18 melee (1d8+7, claw) and +16 melee (2d8+4, bite); SA improved grab, pounce, rake 1d8+4, sneak attack +2d6; SQ DR5/good, darkvision 60 ft., evasion, invisible in light, resistance to fire 10, scent, SR 19, telepathy 100 ft., trap sense +1, uncanny dodge; AL LE; SV Fort +11, Ref +17, Will +9; Str 26, Dex 24, Con 19, Int 10, Wis 14, Cha 8.

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

Improved Grab (Ex): To use this ability, the bezekira must hit with its bite attack. It can then 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 rake.

Invisible in Light (Ex): A bezekira is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 ft. away (60 ft. if the viewer has low light vision). Magical darkness smothers the glow and conceals the outline.

Pounce (Ex): If a bezekira charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18, damage 1d8+4.

Trap Sense (Ex): The bezekira gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The bezekira retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Skills and Feats: Balance +19, Climb +18, Hide +16, Jump +24, Listen +19, Move Silently +23, Spot +15, Survival +9, Swim +18, Tumble +17; Dodge, Improved Initiative, Mobility, Multiattack, Track.

Possessions: none.

Madrick Dorgaine: human male (Oeridian) Brd 9; CR 9; medium humanoid (human); HD 9d6+18; hp 49; Init +6; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk/Grp +6/+7; Atk +8 melee (1d6+1/18-20, rapier) or +9 ranged (1d6+1/x3, composite shortbow); Full Atk +8/+3 melee (1d6+1/18-20, rapier) or +9/+4 (1d6+1/x3, composite shortbow); SA -; SQ bardic knowledge +9, bardic music 9/day, countersong, fascinate, inspire courage +2, inspire competence, inspire greatness; AL NE; SV Fort +4, Ref +8, Will +7; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 18.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working.

Madrick can target 3 creatures with a single use of this ability. To use the ability, the bard makes a Perform check. His check result is the DC for each affected creature's will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play (to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and be able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use his music or poetics to inspire greatness in himself or a single willing ally within 30 ft. For every three levels a bard attains above 9th, he can target an additional ally with a single use of this ability (2 targets at 12th, 3 targets at 15th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus hit dice (d10s), the commensurate number of temporary hit points (include the ally's Constitution bonus), a +2 competence bonus to attack rolls, and a +1 competence bonus on Fortitude saves. The bonus hit dice count as regular hit dice for determining the effect of spells. Inspire greatness is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will save (DC 17) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Skills and Feats: Bluff +16, Concentration +14, Diplomacy +17, Disguise +5 (+7 to act in character), Intimidate +7, Perform (wind instrument) +18, Sense Motive +11, Spellcraft +9; Use Magic Device +14 (+16 using scrolls), Improved Initiative, Improved Toughness, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Spells Known (4/4/4/3; base DC = 14 + spell level, 16 + spell level for enchantments): 0—*daze, detect magic, know direction, message, read magic, summon instrument*; 1st—*alarm, cure light wounds, grease, inspirational boost*; 2nd—*cure moderate wounds, glitterdust, mirror image, wave of grief*; 3rd—*confusion, dispel magic, slow*.

Possessions: +1 chain shirt, cloak of charisma +2, potion of cure serious wounds, ring of protection +1, trumpeter's gift, masterwork rapier, masterwork composite shortbow (+1 strength), 20 arrows, masterwork bugle, backpack, spell component pouch, explorer's outfit, waterskin, 20 gp.

Yalin: wood elf male Rgr 11; CR 11; medium humanoid (elf); HD 11d8+22; hp 71; Init +8; Spd 30 ft. (40 ft. with *longstrider*); AC 21, touch 15, flat-footed 17; Base Atk/Grp +11/+14; Atk +15 melee (2d6+4/19-20, greatsword) or +16 ranged (1d8+3+1d6 cold/x3, composite longbow); Full Atk +15/+10/+5 melee (2d6+4/19-20, greatsword) or +14/+14/+9/+4 (1d8+3+1d6 cold/x3, composite longbow); SA -; SQ animal companion, combat style mastery (archery), evasion, favored enemy human +4, favored enemy orc +4, favored enemy magical beast +2, swift tracker, woodland stride, wild empathy; AL NE; SV Fort +9, Ref +12, Will +6; Str 16, Dex 18, Con 12, Int 8, Wis 14, Cha 8.

Animal Companion (Ex): Yalin currently does not have an animal companion. Normally, he would have a creature that is a loyal companion that accompanies him on adventures as appropriate for its kind.

Combat Style Mastery (Ex): Yalin has selected archery. He gains the Improved Precise Shot, Manyshot, and Rapid Shot feats without the normal prerequisites. These apply only when he wears light or no armor. He loses the benefits when wearing medium or heavy armor.

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

Favored Enemy (Ex): Yalin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Swift Tracker (Ex): Yalin can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): Yalin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+10, or 1d20+6 if attempting to influence magical beasts with an intelligence of 1 or 2.

Woodland Stride (Ex): Yalin may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed, and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or

magically manipulated to impede motion still affect him.

Skills and Feats: Hide +11, Knowledge (Nature) +6, Listen +18, Move Silently +11, Search +10, Spot +18, Survival +16; Endurance, Improved Initiative, Improved Precise Shot, Improved Toughness, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2/2; base DC = 12 + spell level): 1st—*arrowmind*, *longstrider*; 2nd—*listening lorecall*, *protection from energy*.

Precast: *Longstrider*.

Possessions: +1 frost composite longbow (+3 strength), +1 mithral breastplate, cloak of resistance +1, potion of cure serious wounds, ring of protection +1, masterwork greatsword, 60 arrows, backpack, spell component pouch, explorer's outfit, waterskin, 20gp.

Encounter Two: In the Trenches

Animated tent: 16 HD; CR 7; gargantuan construct; HD 16d10+60; hp 148; Init -2; Spd 30 ft., fly 5 ft; AC 12, touch 4, flat-footed 12; Base Atk/Grp +12/+31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); SA constrict 2d8+10; SQ construct traits, darkvision 60 ft, improved speed, low light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Possessions: none.

Osyluth: hp 95; see *Monster Manual* page 52.

Aydel Tazrish: human female (Flan) Wiz12; CR 12; medium humanoid; HD 12d4+36; hp 66 [81 with *false life*]; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (includes *greater mage armor*); Base Atk/Grp +6/+6; Atk +6 melee (1d4/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d4/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 14, Con 16, Int 23, Wis 10, Cha 10.

Familiar: Aydel has a shocker lizard as a familiar. Its abilities and characteristics are summarized below.

Shocker Lizard Familiar: CR -; Small magical beast; 12HD; hp 33; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft. AC 28, touch 13, flat-footed 25 (includes *greater mage armor*); Base Atk +6; Grp +2; Atk +6 melee (1d4, bite); Full Atk +6 melee (1d4, bite); SA stunning shock, lethal shock; SQ darkvision

60 ft., deliver touch spells, electricity sense immunity to electricity, improved evasion, low-light vision, speak with master, speak with animals of its kind, SR 17, granted abilities; AL N; SV Fort +5, Ref +6, Will +9; Str 10, Dex 15, Con 13, Int 11, Wis 12, Cha 6.

Skills and Feats: Climb +11, Concentration +17, Decipher Script +5, Hide +11, Jump +7, Knowledge (Arcana) +15, Knowledge (Architecture & Engineering) +1, Knowledge (History) +5, Knowledge (Local, Core) +5, Knowledge (Local, Nyronid Metaregion) +1, Knowledge (Nobility and Royalty) +5, Knowledge (Planes) +7, Listen +4, Spellcraft +12, Spot +4, Swim+10, Use Magic Device +10, Improved Initiative.

Electricity Sense (Su): A shocker lizard automatically detects any electrical discharges within 100 ft.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 ft. of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft., centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10+number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): A shocker lizard can deliver an electrical shock to a single opponent within 5 ft. once per round. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution based.

Skills and Feats: Concentration +18, Decipher Script +11, Gather Information +0 (+2 in Core regions), Knowledge (Arcana) +21, Knowledge (Architecture & Engineering) +7, Knowledge (History) +11, Knowledge (Local, Core) +11, Knowledge (Local, Nyronid Metaregion) +7, Knowledge (Nobility and Royalty) +11, Knowledge (Planes) +13, Listen +2, Spellcraft +18, Spot +2, Survival +0 (+2 on other planes), Use Magic Device +12 (+16 when using scrolls); Craft Wondrous Item, Improved Familiar, Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration.

Spells Prepared (4/6/6/5/4/4/3; base DC = 16 + spell level): 0—*daze*, *detect magic*(2), *message*; 1st—*feather fall*, *magic missile* (2),

ray of enfeeblement (2), *shield*; 2nd—~~*false life*~~, ~~*resist energy (fire)*~~, ~~*resist energy (cold)*~~, *scorching ray* (2), see *invisibility*; 3rd—*dispel magic*, *haste*, ~~*greater mage armor*~~, *lightning bolt* (2); 4th—~~*anticipate teleportation*~~, ~~*confusion*~~, *orb of acid*, *solid fog*; 5th—*cone of cold*, *blink*, *greater*, *reciprocal gyre*, ~~*teleport*~~; 6th—*chain lightning*, *greater dispel magic*, ~~*imbue familiar with spell ability*~~.

Precast: *Anticipate teleportation*, *false life*, *imbue familiar with spell ability* (with *confusion* and *teleport*), *greater mage armor*, *resist energy* (fire) and (cold) for 30 points of protection.

Possessions: Light crossbow with 10 bolts, dagger, *amulet of health* +2, *cloak of resistance* +1, *headband of intellect* +4, metamagic rod of *silent*, *lesser*, *potion of cure serious wounds*, backpack, spell component pouch, traveller's clothes, waterskin, 10 gp.

Gorak Banton: human male (Oeridian) Clr13; CR 13; medium humanoid; HD 13d8+39; hp 97; Init +5; Spd 20 ft.; AC 26, touch 10, flat-footed 26; Base Atk/Grp +9/+11; Atk +14 melee (1d8+5, flail) or +10 ranged (1d8/19-20, light crossbow); Full Atk +14/+9 melee (1d8+5, heavy mace) or +10 (1d8/19-20, light crossbow); SA rebuke undead; SQ -. AL LE; SV Fort +11, Ref +7, Will +15; Str 14, Dex 10, Con 14, Int 10, Wis 23, Cha 10.

Skills and Feats: Concentration +18, Knowledge (Arcana) +5, Knowledge (Religion) +16, Knowledge (the planes) +5, Spellcraft +8; Extend Spell, Improved Initiative, Improved Toughness, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment).

Turn Undead (Su): Gorrak can rebuke, command, or bolster undead. He can turn undead 3/day as a 13th level cleric.

Spells Prepared (6/7/7/5/5/4/3/1; base DC = 16 + spell level, 17 for enchantments; channels negative energy): 0—*create water*, *cure minor wounds* (2), *detect magic*, *mending*, ~~*read magic*~~; 1st—*inflict light wounds**, *bane*, *bleed*, ~~*comprehend languages*~~, *divine favor*, *obscuring mist*, *shield of faith* (2); 2nd—*shatter**, *align weapon*, *cure moderate wounds*, *lesser restoration* (2), *silence*, *sound burst*, *spiritual weapon*; 3rd—*suggestion**, *cure serious wounds*, *dispel magic*, ~~*extended resist energy (cold)*~~, ~~*extended resist energy (fire)*~~, *invisibility purge*; 4th—*dominate person**, *air walk*, *divination*, *divine power*, ~~*extended magic vestment*~~ (2). 5th—*greater command**, ~~*extended freedom of movement*~~, ~~*extended greater magic weapon*~~, *righteous might*, *quicken shield of*

faith; 6th—*harm**, ~~*planar ally (2)*~~, ~~*stalwart pact*~~, 7th—*disintegrate**, quickened *cause serious wounds*. *Domain spell.

Deity: Hextor; **Domains:** Destruction (smite at +4 to hit, +13 damage, 1/day); Domination (Spell Focus (Enchantment) feat).

Precast: *Freedom of movement*, *greater magic weapon*, *magic vestment (2)*, *resist energy* (fire) and (cold) for 30 points of protection, *stalwart pact*.

Possessions: *Cloak of resistance +1*, Masterwork flail, light crossbow with 20 bolts, full plate, masterwork heavy steel shield, *peripat of wisdom +4*, backpack, silver holy symbol of Hextor (2), spell component pouch, explorer's outfit, waterskin, 25 gp.

Encounter Three: In The Line Of Fire

Cinder Swarm: CR 13; elemental (fire, swarm); HD 16d8; hp 72; Init +10; Spd 40 ft., fly 40 ft. (good); AC 25, touch 24, flat-footed 19; Base Atk/Grp +12-; Atk swarm (4d6 +3d6 fire); Full Atk swarm (4d6 +3d6 fire); Space/Reach: 10ft./0 ft.; SA burn, distraction; SQ darkvision 60 ft., elemental traits, immunity to fire, swarm traits, vulnerability to cold; AL NE; SV Fort +7, Ref +18, Will +7; Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Hide +16, Spot +9; Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Burn (Ex): A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a DC 20 Reflex save.

Distraction (Ex): Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20

Concentration check. The save DC is Constitution-based.

Possessions: none.

Fire Elemental, Large, Half-Fiend: CR 9; large native outsider (fire, extraplanar); HD 8d8+2d10+40; hp 87; Init +10; Spd 50 ft., fly 50 ft. (average); AC 22, touch 17, flat-footed 14; BAB/Grp: +8/+17; Atk: +15 melee (slam 2d6+5 plus 2d6 fire); Full Atk: +15 melee (2 slams 2d6+5 plus 2d6 fire) and +10 melee (bite 1d8+2); Space/Reach: 10ft./10 ft.; SA burn, *smite good*, spell-like abilities; SQ DR 5/-, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, vulnerability to cold; SR 20; AL NE; SV Fort +6, Ref +14, Will +6; Str 20, Dex 27, Con 18, Int 8, Wis 14, Cha 17.

Skills and Feats: Jump +6, Listen +5, Search +5, Sense Motive +5, Spot +6; Combat Reflexes, Dodge, Hover, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 8, save DC (18) is Charisma-based. *contagion*, *darkness*, 3/day; *desecrate*, *unholy blight*, *poison* 3/day. The *unholy blight* and *poison* attacks have been used for the day.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they make their save.

Combat Appendix – APL 14

Encounter One: Over the Top

Archer: Ftr 8; CR 8; medium humanoid (human); HD 8d10+24; hp 68; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp +8/+10; Atk +10 melee (1d10+3/x3, halberd) or +14 ranged (1d8+5/x3, composite longbow); Full Atk +10/+5 melee (1d10+3/x3, halberd) or +12/+12/+7 ranged (1d8+5/x3, composite longbow); SA -; SQ -; AL LE; SV Fort +8, Ref +4, Will +5; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (Bowyer) +11, Listen +6, Spot +6; Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Greater Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: +1 composite longbow (+2 strength), +1 chain shirt, potion of cure moderate wounds, halberd, 40 arrows, backpack, explorer's outfit, waterskin, 20 gp.

Advanced Bezekira (Hellcat) Rog4: CR 11; large outsider (evil, extraplanar, lawful); HD 8d8+4d6+48; hp 98; Init +11; Spd 30 ft.; AC 23, touch 16, flat-footed 16; Base Atk/Grp +11/+23; Atk +18 melee (1d8+7, claw); Full Atk +18/+18 melee (1d8+7, claw) and +16 melee (2d8+4, bite); SA improved grab, pounce, rake 1d8+4, sneak attack +2d6; SQ DR5/good, darkvision 60 ft., evasion, invisible in light, resistance to fire 10, scent, SR 19, telepathy 100 ft., trap sense +1, uncanny dodge; AL LE; SV Fort +11, Ref +17, Will +9; Str 26, Dex 24, Con 19, Int 10, Wis 14, Cha 8.

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

Improved Grab (Ex): To use this ability, the bezekira must hit with its bite attack. It can then 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 rake.

Invisible in Light (Ex): A bezekira is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 ft. away (60 ft. if the viewer has low light vision). Magical

darkness smothers the glow and conceals the outline.

Pounce (Ex): If a bezekira charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18, damage 1d8+4.

Trap Sense (Ex): The bezekira gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The bezekira retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Skills and Feats: Balance +19, Climb +18, Hide +16, Jump +24, Listen +19, Move Silently +23, Spot +15, Survival +9, Swim +18, Tumble +17; Dodge, Improved Initiative, Mobility, Multiattack, Track.

Possessions: none.

Madrick Dorgaine: human male (Oeridian) Brd 9; CR 9; medium humanoid (human); HD 9d6+18; hp 49; Init +6; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk/Grp +6/+7; Atk +8 melee (1d6+1/18-20, rapier) or +9 ranged (1d6+1/x3, composite shortbow); Full Atk +8/+3 melee (1d6+1/18-20, rapier) or +9/+4 (1d6+1/x3, composite shortbow); SA -; SQ bardic knowledge +9, bardic music 9/day, countersong, fascinate, inspire courage +2, inspire competence, inspire greatness; AL NE; SV Fort +4, Ref +8, Will +7; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 18.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the

creature. The distraction of nearby combat or other dangers prevents the ability from working. Madrick can target 3 creatures with a single use of this ability. To use the ability, the bard makes a Perform check. His check result is the DC for each affected creature's will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play (to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and be able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in

himself. Inspire competence is a mind-affecting ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use his music or poetics to inspire greatness in himself or a single willing ally within 30 ft. For every three levels a bard attains above 9th, he can target an additional ally with a single use of this ability (2 targets at 12th, 3 targets at 15th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus hit dice (d10s), the commensurate number of temporary hit points (include the ally's Constitution bonus), a +2 competence bonus to attack rolls, and a +1 competence bonus on Fortitude saves. The bonus hit dice count as regular hit dice for determining the effect of spells. Inspire greatness is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will save (DC 17) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Skills and Feats: Bluff +16, Concentration +14, Diplomacy +17, Disguise +5 (+7 to act in character), Intimidate +7, Perform (wind instrument) +18, Sense Motive +11, Spellcraft +9; Use Magic Device +14 (+16 using scrolls), Improved Initiative, Improved Toughness, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Spells Known (4/4/4/3; base DC = 14 + spell level, 16 + spell level for enchantments): 0—*daze, detect magic, know direction, message, read magic, summon instrument*; 1st—*alarm, cure light wounds, grease, inspirational boost*; 2nd—*cure moderate wounds, glitterdust, mirror image, wave of grief*; 3rd—*confusion, dispel magic, slow*.

Possessions: +1 chain shirt, cloak of charisma +2, potion of cure serious wounds, ring of protection +1, trumpeter's gift, masterwork rapier, masterwork composite shortbow (+1 strength), 20 arrows, masterwork bugle,

backpack, spell component pouch, explorer's outfit, waterskin, 20 gp.

Yalin: wood elf male Rgr 12; CR 12; medium humanoid (elf); HD 12d8+24; hp 78; Init +8; Spd 30 ft. (40 ft. with *longstrider*); AC 22, touch 15, flat-footed 18; Base Atk/Grp +12/+15; Atk +16 melee (2d6+4/19-20, greatsword) or +17 ranged (1d8+3+1d6 cold/x3, composite longbow); Full Atk +16/+11/+6 melee (2d6+4/19-20, greatsword) or +15/+15/+10/+5 (1d8+3+1d6 cold/x3, composite longbow); SA -; SQ animal companion, combat style mastery (archery), DR5/bludgeoning or slashing, evasion, favored enemy human +4, favored enemy orc +4, favored enemy magical beast +2, swift tracker, woodland stride, wild empathy; AL NE; SV Fort +10, Ref +13, Will +8; Str 16, Dex 19, Con 12, Int 8, Wis 14, Cha 8.

Animal Companion (Ex): Yalin currently does not have an animal companion. Normally, he would have a creature that is a loyal companion that accompanies him on adventures as appropriate for its kind.

Combat Style Mastery (Ex): Yalin has selected archery. He gains the Improved Precise Shot, Manyshot, and Rapid Shot feats without the normal prerequisites. These apply only when he wears light or no armor. He loses the benefits when wearing medium or heavy armor.

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

Favored Enemy (Ex): Yalin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Swift Tracker (Ex): Yalin can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): Yalin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+11, or 1d20+7 if attempting to influence magical beasts with an intelligence of 1 or 2.

Woodland Stride (Ex): Yalin may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and

similar terrain) at his normal speed, and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Skills and Feats: Hide +12, Knowledge (Nature) +6, Listen +19, Move Silently +12, Search +10, Spot +19, Survival +17; Endurance, Improved Initiative, Improved Precise Shot, Improved Toughness, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2/2/1; base DC = 12 + spell level): 1st—*arrowmind*, *longstrider*; 2nd—*listening lorecall*, *protection from energy*; 3rd—*water walk*.

Precast: *Longstrider*.

Possessions: +1 frost composite longbow (+3 strength), +2 mithral breastplate of spearblock, cloak of resistance +1, potion of cure serious wounds, ring of protection +1, masterwork greatsword, 60 arrows, backpack, spell component pouch, explorer's outfit, waterskin, 20 gp.

Encounter Two: In the Trenches

Animated tent: 16 HD; CR 7; gargantuan construct; HD 16d10+60; hp 148; Init -2; Spd 30 ft., fly 5 ft; AC 12, touch 4, flat-footed 12; Base Atk/Grp +12/+31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); SA constrict 2d8+10; SQ construct traits, darkvision 60 ft, improved speed, low light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Possessions: none.

Gelugon: hp 147; see *Monster Manual* page 56.

Aydel Tazrish: human female (Flan) Wiz12; CR 12; medium humanoid; HD 12d4+36; hp 66 [81 with *false life*]; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (includes *greater mage armor*); Base Atk/Grp +6/+6; Atk +6 melee (1d4/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d4/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 14, Con 16, Int 23, Wis 10, Cha 10.

Familiar: Aydel has a shocker lizard as a familiar. Its abilities and characteristics are summarized below.

Shocker Lizard Familiar: CR –; Small magical beast; 12HD; hp 33; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft. AC 28, touch 13, flat-footed 25 (includes *greater mage armor*); Base Atk +6; Grp +2; Atk +6 melee (1d4, bite); Full Atk +6 melee (1d4, bite); SA stunning shock, lethal shock; SQ darkvision 60 ft., deliver touch spells, electricity sense immunity to electricity, improved evasion, low-light vision, speak with master, speak with animals of its kind, SR 17, granted abilities; AL N; SV Fort +5, Ref +6, Will +9; Str 10, Dex 15, Con 13, Int 11, Wis 12, Cha 6.

Skills and Feats: Climb +11, Concentration +17, Decipher Script +5, Hide +11, Jump +7, Knowledge (Arcana) +15, Knowledge (Architecture & Engineering) +1, Knowledge (History) +5, Knowledge (Local, Core) +5, Knowledge (Local, Nyrond Metaregion) +1, Knowledge (Nobility and Royalty) +5, Knowledge (Planes) +7, Listen +4, Spellcraft +12, Spot +4, Swim +10, Use Magic Device +10, Improved Initiative.

Electricity Sense (Su): A shocker lizard automatically detects any electrical discharges within 100 ft.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 ft. of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft., centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10+number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): A shocker lizard can deliver an electrical shock to a single opponent within 5 ft. once per round. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution based.

Skills and Feats: Concentration +18, Decipher Script +11, Gather Information +0 (+2 in Core regions), Knowledge (Arcana) +21, Knowledge (Architecture & Engineering) +7, Knowledge (History) +11, Knowledge (Local, Core) +11, Knowledge (Local, Nyrond Metaregion) +7, Knowledge (Nobility and Royalty) +11, Knowledge (Planes) +13, Listen +2, Spellcraft +18, Spot +2, Survival +0 (+2 on other planes), Use Magic Device +12 (+16 when

using scrolls); Craft Wondrous Item, Improved Familiar, Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration.

Spells Prepared (4/6/6/5/4/4/3; base DC = 16 + spell level): 0—*daze*, *detect magic*(2), *message*; 1st—*feather fall*, *magic missile* (2), *ray of enfeeblement* (2), *shield*; 2nd—~~*false life*~~, ~~*resist energy* (fire)~~, ~~*resist energy* (cold)~~, *scorching ray* (2), *see invisibility*; 3rd—*dispel magic*, *haste*, ~~*greater mage armor*~~, *lightning bolt* (2); 4th—~~*anticipate teleportation*~~, *confusion*, *orb of acid*, *solid fog*; 5th—*cone of cold*, *blink*, *greater*, *reciprocal gyre*, ~~*teleport*~~; 6th—*chain lightning*, *greater dispel magic*, ~~*imbue familiar with spell ability*~~.

Precast: *Anticipate teleportation*, *false life*, *imbue familiar with spell ability* (with *confusion* and *teleport*), *greater mage armor*, *resist energy* (fire) and (cold) for 30 points of protection.

Possessions: Light crossbow with 10 bolts, dagger, *amulet of health* +2, *cloak of resistance* +1, *headband of intellect* +4, metamagic rod of *silent*, *lesser*, *potion of cure serious wounds*, backpack, spell component pouch, traveller's clothes, waterskin, 10 gp.

Gorak Banton: human male (Oeridian) Clr15; CR 15; medium humanoid; HD 15d8+45; hp 112; Init +5; Spd 20 ft.; AC 26, touch 10, flat-footed 26; Base Atk/Grp +11/+13; Atk +16 melee (1d8+5, flail) or +12 ranged (1d8/19-20, light crossbow); Full Atk +16/+11/+6 melee (1d8+5, heavy mace) or +12 (1d8/19-20, light crossbow); SA rebuke undead; SQ -. AL LE; SV Fort +12, Ref +8, Will +16; Str 14, Dex 10, Con 14, Int 10, Wis 23, Cha 10.

Skills and Feats: Concentration +20, Knowledge (Arcana) +5, Knowledge (Religion) +18, Knowledge (the planes) +5, Spellcraft +10; Extend Spell, Improved Initiative, Improved Toughness, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Turn Undead (Su): Gorak can rebuke, command, or bolster undead. He can turn undead 3/day as a 15th level cleric.

Spells Prepared (6/7/7/6/5/5/4/2/1; base DC = 16 + spell level, 18 + spell level for enchantments; channels negative energy): 0—*create water*, *cure minor wounds* (2), *detect magic*, *mending*, ~~*read magic*~~; 1st—*inflict light wounds**, *bane*, *bless*, ~~*comprehend languages*~~, *divine favor*, *obscuring mist*, *shield of faith* (2); 2nd—*shatter**, *align weapon*, *cure moderate wounds*, *lesser restoration* (2), *silence*, *sound*

burst, spiritual weapon; 3rd—suggestion, bestow curse, cure serious wounds, dispel magic, ~~extended resist energy (cold), extended resist energy (fire), invisibility purge;~~ 4th—dominate person*, air walk, ~~divination, divine power, extended magic vestment (2).~~ 5th—greater command*, ~~extended freedom of movement, extended greater magic weapon, righteous might, quickened shield of faith, slay living;~~ 6th—harm*, greater dispel magic, ~~planar ally, stalwart pact, word of recall,~~ 7th—disintegrate*, blasphemy, quickened cause serious wounds, 8th—true domination*, ~~greater planar ally.~~ *Domain spell.*

Deity: Hextor; **Domains:** Destruction (smite at +4 to hit, +15 damage, 1/day); Domination (Spell Focus (Enchantment) feat).

Precast: *Freedom of movement, greater magic weapon, magic vestment (2), resist energy (fire) and (cold) for 30 points of protection, stalwart pact.*

Possessions: *Cloak of resistance +1, Masterwork flail, light crossbow with 20 bolts, full plate, masterwork heavy steel shield, pearl of power (4th level), periapt of wisdom +4, backpack, silver holy symbol of Hextor (2), spell component pouch, explorer's outfit, waterskin, 25 gp.*

Encounter Three: In The Line Of Fire

Cinder Swarm: CR 13; elemental (fire, swarm); HD 16d8; hp 72; Init +10; Spd 40 ft., fly 40 ft. (good); AC 25, touch 24, flat-footed 19; Base Atk/Grp +12-; Atk swarm (4d6 +3d6 fire); Full Atk swarm (4d6 +3d6 fire); Space/Reach: 10ft./0 ft.; SA burn, distraction; SQ darkvision 60 ft., elemental traits, immunity to fire, swarm traits, vulnerability to cold; AL NE; SV Fort +7, Ref +18, Will +7; Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Hide +16, Spot +9; Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Burn (Ex): A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire

damage as though hit by the swarm, and also catch on fire unless they succeed on a DC 20 Reflex save.

Distraction (Ex): Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Possessions: none.

Fire Elemental, Large, Half-Fiend: CR 9; large native outsider (fire, extraplanar); HD 8d8+2d10+40; hp 87; Init +10; Spd 50 ft., fly 50 ft. (average); AC 22, touch 17, flat-footed 14; BAB/Grp: +8/+17; Atk: +15 melee (slam 2d6+5 plus 2d6 fire); Full Atk: +15 melee (2 slams 2d6+5 plus 2d6 fire) and +10 melee (bite 1d8+2); Space/Reach: 10ft./10 ft.; SA burn, smite good, spell-like abilities; SQ DR 5/-, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, vulnerability to cold; SR 20; AL NE; SV Fort +6, Ref +14, Will +6; Str 20, Dex 27, Con 18, Int 8, Wis 14, Cha 17. **Skills and Feats:** Jump +6, Listen +5, Search +5, Sense Motive +5, Spot +6; Combat Reflexes, Dodge, Hover, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 8, save DC (18) is Charisma-based. *contagion, darkness, 3/day; desecrate, unholy blight, poison 3/day.* The *unholy blight* and *poison* attacks have been used for the day.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they make their save.

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Encounter One: Over the Top

Archer: Ftr 9; CR 9; medium humanoid (human); HD 9d10+27; hp 76; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp +9/+11; Atk +11 melee (1d10+3/x3, halberd) or +15 ranged (1d8+5/19-20/x3, composite longbow); Full Atk +11/+6 melee (1d10+3/x3, halberd) or +13/+13/+8 ranged (1d8+5/19-20/x3, composite longbow); SA -; SQ -; AL LE; SV Fort +8, Ref +5, Will +6; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (Bowyer) +12, Listen +7, Spot +7; Improved Initiative, Improved Critical, Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Greater Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: +1 composite longbow (+2 strength), +1 chain shirt, potion of cure moderate wounds, halberd, 40 arrows, backpack, explorer's outfit, waterskin, 20 gp.

Bezekira (Hellcat) Rog4: CR 11; large outsider (evil, extraplanar, lawful); HD 8d8+4d6+48; hp 98; Init +11; Spd 30 ft.; AC 23, touch 16, flat-footed 16; Base Atk/Grp +11/+23; Atk +18 melee (1d8+7, claw); Full Atk +18/+18 melee (1d8+7, claw) and +16 melee (2d8+4, bite); SA improved grab, pounce, rake 1d8+4, sneak attack +2d6; SQ DR5/good, darkvision 60 ft., evasion, invisible in light, resistance to fire 10, scent, SR 19, telepathy 100 ft., trap sense +1, uncanny dodge; AL LE; SV Fort +11, Ref +17, Will +9; Str 26, Dex 24, Con 19, Int 10, Wis 14, Cha 8.

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

Improved Grab (Ex): To use this ability, the bezekira must hit with its bite attack. It can then 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 rake.

Invisible in Light (Ex): A bezekira is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 ft. away (60 ft. if the viewer has low light vision). Magical

darkness smothers the glow and conceals the outline.

Pounce (Ex): If a bezekira charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18, damage 1d8+4.

Trap Sense (Ex): The bezekira gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The bezekira retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Skills and Feats: Balance +19, Climb +18, Hide +16, Jump +24, Listen +19, Move Silently +23, Spot +15, Survival +9, Swim +18, Tumble +17; Dodge, Improved Initiative, Mobility, Multiattack, Track.

Possessions: none.

Madrick Dorgaine: human male (Oeridian) Brd 15; CR 15; medium humanoid (human); HD 15d6+45; hp 97; Init +6; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk/Grp +11/+12; Atk +13 melee (1d6+1/18-20, rapier) or +14 ranged (1d6+1/x3, composite shortbow); Full Atk +13/+8/+3 melee (1d6+1/18-20, rapier) or +14/+9/+4 (1d6+1/x3, composite shortbow); SA -; SQ bardic knowledge +15, bardic music 15/day, countersong, fascinate, inspire courage +3, inspire competence, inspire greatness, inspire heroics, song of freedom; AL NE; SV Fort +7, Ref +11, Will +10; Str 12, Dex 14, Con 14, Int 10, Wis 8, Cha 20.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to

him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. Madrick can target 3 creatures with a single use of this ability. To use the ability, the bard makes a Perform check. His check result is the DC for each affected creature's will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play (to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and be able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in

himself. Inspire competence is a mind-affecting ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use his music or poetics to inspire greatness in himself or a single willing ally within 30 ft. For every three levels a bard attains above 9th, he can target an additional ally with a single use of this ability (2 targets at 12th, 3 targets at 15th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus hit dice (d10s), the commensurate number of temporary hit points (include the ally's Constitution bonus), a +2 competence bonus to attack rolls, and a +1 competence bonus on Fortitude saves. The bonus hit dice count as regular hit dice for determining the effect of spells. Inspire greatness is a mind-affecting ability.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use his music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 ft. For every three levels a bard attains above 15th, he can inspire heroics in one additional creature. To inspire greatness, a bard must sing and an ally must hear him sing for a full round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature so inspired gains a +4 morale bonus on saves and a +4 dodge bonus to AC. Inspire heroics is a mind-affecting ability.

Song of Freedom (Su): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use his music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will save (DC 17) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Skills and Feats: Bluff +23, Concentration +20, Diplomacy +24, Disguise +5 (+7 to act in character), Intimidate +7, Perform (wind instrument) +25, Sense Motive +17, Spellcraft +15; Use Magic Device +20 (+22 using scrolls), Heighten Spell, Improved Initiative, Improved Toughness, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Widen Spell.

Spells Known (4/6/4/4/4/3; base DC = 15 + spell level, 17 + spell level for enchantments): 0—*daze, detect magic, know direction, message, read magic, summon instrument*; 1st—*alarm, cure light wounds, grease, inspirational boost*; 2nd—*cure moderate wounds, glitterdust, mirror image, wave of grief*; 3rd—*confusion, dispel magic, displacement, slow*; 4th—*dimension door, dominate person, freedom of movement, modify memory*; 5th—*greater dispel magic, mirage arcane, song of discord*.

Possessions: +1 chain shirt, cloak of charisma +4, potion of cure serious wounds, ring of protection +1, trumpeter's gift, masterwork rapier, masterwork composite shortbow (+1 strength), 40 arrows, masterwork bugle, backpack, spell component pouch, explorer's outfit, waterskin, 20 gp.

Yalin: wood elf male Rgr 12; CR 12; medium humanoid (elf); HD 12d8+24; hp 78; Init +8; Spd 30 ft. (40 ft. with *longstrider*); AC 22, touch 15, flat-footed 18; Base Atk/Grp +12/+15; Atk +16 melee (2d6+4/19-20, greatsword) or +17 ranged (1d8+3+1d6 cold/x3, composite longbow); Full Atk +16/+11/+6 melee (2d6+4/19-20, greatsword) or +15/+15/+10/+5 (1d8+3+1d6 cold/x3, composite longbow); SA -; SQ animal companion, combat style mastery (archery), DR5/bludgeoning or slashing, evasion, favored enemy human +4, favored enemy orc +4, favored enemy magical beast +2, swift tracker, woodland stride, wild empathy; AL NE; SV Fort +10, Ref +13, Will +8; Str 16, Dex 19, Con 12, Int 8, Wis 14, Cha 8.

Animal Companion (Ex): Yalin currently does not have an animal companion. Normally, he would have a creature that is a loyal companion that accompanies him on adventures as appropriate for its kind.

Combat Style Mastery (Ex): Yalin has selected archery. He gains the Improved Precise Shot, Manyshot, and Rapid Shot feats without the normal prerequisites. These apply only when he wears light or no armor. He loses

the benefits when wearing medium or heavy armor.

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

Favored Enemy (Ex): Yalin gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against that type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Swift Tracker (Ex): Yalin can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): Yalin can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The ranger rolls 1d20+11, or 1d20+7 if attempting to influence magical beasts with an intelligence of 1 or 2.

Woodland Stride (Ex): Yalin may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed, and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Skills and Feats: Hide +12, Knowledge (Nature) +6, Listen +19, Move Silently +12, Search +10, Spot +19, Survival +17; Endurance, Improved Initiative, Improved Precise Shot, Improved Toughness, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2/2/1; base DC = 12 + spell level): 1st—*arrowmind, longstrider*; 2nd—*listening lorecall, protection from energy*; 3rd—*water walk*.

Precast: *Longstrider*.

Possessions: +1 frost composite longbow (+3 strength), +2 mithral breastplate of spearblock, cloak of resistance +1, potion of cure serious wounds, ring of protection +1, masterwork greatsword, 60 arrows, backpack, spell component pouch, explorer's outfit, waterskin.

Encounter Two: In the Trenches

Animated tent: 16 HD; CR 7; gargantuan construct; HD 16d10+60; hp 148; Init -2; Spd 30 ft., fly 5 ft; AC 12, touch 4, flat-footed 12; Base Atk/Grp +12/+31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); SA constrict 2d8+10; SQ construct traits, darkvision 60 ft, improved speed, low light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Possessions: none.

Cornugon: hp 172; see *Monster Manual* page 55.

Aydel Tazrish: human female (Flan) Wiz16; CR 16; medium humanoid; HD 16d4+48; hp 88 [103 with *false life*]; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (includes *greater mage armor*); Base Atk/Grp +8/+8; Atk +8 melee (1d4/19-20, dagger) or +10 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d4/19-20, dagger) or +10 (1d8/19-20, light crossbow); SQ summon familiar; AL LE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 14, Con 16, Int 24, Wis 10, Cha 10.

Familiar: Aydel has a shocker lizard as a familiar. Its abilities and characteristics are summarized below.

Shocker Lizard Familiar: CR -; Small magical beast; 16HD; hp 44; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft. AC 30, touch 13, flat-footed 27 (includes *greater mage armor*); Base Atk +8; Grp +4; Atk +8 melee (1d4, bite); Full Atk +8 melee (1d4, bite); SA stunning shock, lethal shock; SQ darkvision 60 ft., deliver touch spells, electricity sense immunity to electricity, improved evasion, low-light vision, speak with master, speak with animals of its kind, SR 21, granted abilities; AL N; SV Fort +6, Ref +7, Will +11; Str 10, Dex 15, Con 13, Int 13, Wis 12, Cha 6.

Skills and Feats: Climb +11, Concentration +20, Decipher Script +6, Hide +11, Jump +7, Knowledge (Arcana) +20, Knowledge (Architecture & Engineering) +6, Knowledge (History) +6, Knowledge (Local, Core) +6, Knowledge (Local, Nyrond Metaregion) +6, Knowledge (Nobility and Royalty) +6, Knowledge (Planes) +19, Listen +4, Spellcraft +17, Spot +4, Swim+10, Use Magic Device +17, Improved Initiative.

Electricity Sense (Su): A shocker lizard automatically detects any electrical discharges within 100 ft.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 ft. of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft., centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10+number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): A shocker lizard can deliver an electrical shock to a single opponent within 5 ft. once per round. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution based.

Skills and Feats: Concentration +22, Decipher Script +12, Gather Information +0 (+2 in Nyrond metaregion or Core regions), Knowledge (Arcana) +26, Knowledge (Architecture & Engineering) +12, Knowledge (History) +12, Knowledge (Local, Core) +12, Knowledge (Local, Nyrond Metaregion) +12, Knowledge (Nobility and Royalty) +12, Knowledge (Planes) +25, Listen +2, Spellcraft +23, Spot +2, Survival +0 (+2 on other planes), Use Magic Device +19 (+23 when using scrolls); Craft Wondrous Item, Forge Ring, Improved Familiar, Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Greater Spell Penetration.

Spells Prepared (4/6/6/6/5/5/4/4/2; base DC = 17 + spell level): 0—*daze*, *detect magic*(2), *message*; 1st—*feather fall*, *magic missile* (2), *ray of enfeeblement* (2), *shield*; 2nd—~~*false life*~~, ~~*resist energy (fire)*~~, ~~*resist energy (cold)*~~, *scorching ray* (2), *see invisibility*; 3rd—*dispel magic*, *haste*, *greater mage armor* (~~x2~~), *lightning bolt* (2); 4th—~~*confusion*~~, *orb of acid* (2), *Otiluke's resilient sphere*, *solid fog*; 5th—*cone of cold*, *blink*, *greater*, *silent orb of acid*, ~~*reciprocal gyre*~~, *quicken shield*; 6th—*chain lightning*, *greater dispel magic*, ~~*imbue familiar with spell ability*~~, *silent teleport*, 7th—~~*greater anticipate teleportation*~~, *Bigby's grasping hand*, *waves of exhaustion*, *quicken wind wall*; 8th—*Bigby's clenched fist*, ~~*screen*~~.

Precast: *Greater anticipate teleportation*, *false life*, *imbue familiar with spell ability* (with *confusion* and *reciprocal gyre*), *greater mage*

armor, resist energy (fire) and (cold) for 30 points of protection, extended refusal, screen.

Possessions: Light crossbow with 10 bolts, dagger, amulet of health +2, cloak of resistance +1, headband of intellect +4, metamagic rod of empower, metamagic rod of silent, lesser, potion of cure serious wounds, backpack, spell component pouch, traveller's clothes, waterskin, 10 gp.

Gorak Banton: human male (Oeridian) Clr15; CR 15; medium humanoid; HD 15d8+45; hp 112; Init +5; Spd 20 ft.; AC 26, touch 10, flat-footed 26; Base Atk/Grp +11/+13; Atk +16 melee (1d8+5, flail) or +12 ranged (1d8/19-20, light crossbow); Full Atk +16/+11/+6 melee (1d8+5, heavy mace) or +12 (1d8/19-20, light crossbow); SA rebuke undead; SQ -. AL LE; SV Fort +12, Ref +8, Will +16; Str 14, Dex 10, Con 14, Int 10, Wis 23, Cha 10.

Skills and Feats: Concentration +20, Knowledge (Arcana) +5, Knowledge (Religion) +18, Knowledge (the planes) +5, Spellcraft +10; Extend Spell, Improved Initiative, Improved Toughness, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Turn Undead (Su): Gorrak can rebuke, command, or bolster undead. He can turn undead 3/day as a 15th level cleric.

Spells Prepared (6/7/7/6/5/5/4/2/1; base DC = 16 + spell level, 18 + spell level for enchantments; channels negative energy): 0—create water, cure minor wounds (2), detect magic, mending, ~~read magic~~; 1st—inflict light wounds*, bane, bless, ~~comprehend languages~~, divine favor, obscuring mist, shield of faith (2); 2nd—shatter*, align weapon, cure moderate wounds, lesser restoration (2), silence, sound burst, spiritual weapon; 3rd—suggestion*, bestow curse, cure serious wounds, dispel magic, ~~extended resist energy (cold)~~, ~~extended resist energy (fire)~~, invisibility purge; 4th—dominate person*, air walk, divination, divine power, ~~extended magic vestment (2)~~. 5th—greater command*, ~~extended freedom of movement~~, ~~extended greater magic weapon~~, righteous might, quickened shield of faith, slay living; 6th—harm*, greater dispel magic, ~~planar ally~~, ~~stalwart pact~~, word of recall, 7th—disintegrate*, blasphemy, quickened cause serious wounds, 8th—true domination*, ~~greater planar ally~~. *Domain spell.

Deity: Hextor; **Domains:** Destruction (smite at +4 to hit, +15 damage, 1/day); Domination (Spell Focus (Enchantment) feat).

Precast: Freedom of movement, greater magic weapon, magic vestment (2), resist energy (fire) and (cold) for 30 points of protection, stalwart pact.

Possessions: Cloak of resistance +1, Masterwork flail, light crossbow with 20 bolts, full plate, masterwork heavy steel shield, pearl of power (4th level), periapt of wisdom +4, backpack, silver holy symbol of Hextor (2), spell component pouch, explorer's outfit, waterskin, 25 gp.

Encounter Three: In The Line Of Fire

Cinder Swarm: CR 13; elemental (fire, swarm); HD 16d8; hp 72; Init +10; Spd 40 ft., fly 40 ft. (good); AC 25, touch 24, flat-footed 19; Base Atk/Grp +12-; Atk swarm (4d6 +3d6 fire); Full Atk swarm (4d6 +3d6 fire); Space/Reach: 10ft./0 ft.; SA burn, distraction; SQ darkvision 60 ft., elemental traits, immunity to fire, swarm traits, vulnerability to cold; AL NE; SV Fort +7, Ref +18, Will +7; Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Hide +16, Spot +9; Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Burn (Ex): A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a DC 20 Reflex save.

Distraction (Ex): Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Possessions: none.

Fire Monolith: CR 17; gargantuan elemental (extraplanar, fire); HD 36d8+216; hp 378; Init

+13; Spd 60 ft.; AC 29, touch 15, flat-footed 20; Base Atk/Grp +27/+50; Atk +35 melee (6d6+11/19-20, +4d6 fire, slam); Full Atk +35/+35 melee (6d6+11/19-20, +4d6 fire, slam); Space/Reach: 20ft./20 ft.; SA burn; SQ DR 15/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +20, Ref +29, Will +16; Str 32, Dex 29, Con 22, Int 12, Wis 15, Cha 17.

Skills and Feats: Balance +13, Diplomacy +5, Intimidate +16, Jump +25, Listen +43, Sense Motive +15, Spot +43, Tumble +24; Alertness, Blindfight, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (slam).

Burn (Ex): A fire monolith's slam attack deals bludgeoning damage plus fire damage because of the creature's flaming body. Anyone hit by a fire monolith's slam attack must succeed on a DC 34 Reflex save or catch on fire. The flame burns for 1d4 rounds. Unless it is still in contact with the fire monolith, a burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures that hit a fire monolith with natural weapons or unarmed attacks take fire damage as though hit by the monolith's attack, and also catch on fire unless they succeed on a DC 34 Reflex save.

Possessions: none.

Fire Elemental, Large, Half-Fiend: CR 9; large native outsider (fire, extraplanar); HD 8d8+2d10+40; hp 87; Init +10; Spd 50 ft., fly 50 ft. (average); AC 22, touch 17, flat-footed 14; BAB/Grp: +8/+17; Atk: +15 melee (slam 2d6+5 plus 2d6 fire); Full Atk: +15 melee (2 slams 2d6+5 plus 2d6 fire) and +10 melee (bite 1d8+2); Space/Reach: 10ft./10 ft.; SA burn, *smite good*, spell-like abilities; SQ DR 5/-, darkvision 60', elemental traits, immunity to fire and poison, resistance to acid/cold/electricity 10, vulnerability to cold; SR 20; AL NE; SV Fort +6, Ref +14, Will +6; Str 20, Dex 27, Con 18, Int 8, Wis 14, Cha 17.

Skills and Feats: Jump +6, Listen +5, Search +5, Sense Motive +5, Spot +6; Combat Reflexes, Dodge, Hover, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good-aligned foe.

Spell-Like Abilities (Sp): All caster abilities at caster level 8, save DC (18) is Charisma-based. *contagion*, *darkness*, 3/day; *desecrate*, *unholy blight*, *poison* 3/day. The *unholy blight* and *poison* attacks have been used for the day.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they make their save.

DM Aid #1: New Rules

New Feats:

Improved Toughness (Complete Warrior):

Prerequisite: Base Fortitude save +2. Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a hit die (such as by gaining a level), you gain 1 additional hit point. If you lose a hit die (such as by losing a level), you lose 1 hit point permanently. A fighter may choose this feat as a bonus feat.

New Spells:

Anticipate Teleportation (Complete Arcane)

Abjuration

Level: Sorcerer/Wizard 4

Components: V, S, F

Casting Time: 1 round

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't

give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Anticipate Teleportation, Greater (Complete Arcane)

Abjuration

Level: Sorcerer/Wizard 8

Components: V, S, F

Casting Time: 10 minutes

Duration: 24 hours

As *anticipate teleportation*, except that *greater anticipate teleportation* identifies the type of arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

Arrowmind (Complete Adventurer)

Divination

Level: Ranger 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level(D)

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow, composite greatbow, composite shortbow, or composite longbow, you threaten all squares within your normal melee reach (5 ft. if small or medium, 10 ft. if large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material component: A flint arrowhead.

Inspirational Boost (Complete Adventurer)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special, see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. While this spell is in effect, the morale bonus granted by you inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Blink, Greater (Complete Arcane)

Transmutation

Level: Bard 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Imbue Familiar With Spell Ability (Complete Arcane)

Universal

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as

sorcerers, can imbue a familiar with any spells they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum of 5th level). Multiple castings of *imbue familiar with spell ability* have no effects on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

The spell can be dispelled; if this spell fails, the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Listening Lorecall (Complete Adventurer)

Divination

Level: Druid 2, Ranger 2, Sorcerer/Wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain the ability to precisely and instantaneously identify and locate the origins of even the most minute sounds you detect. You gain a +4 insight bonus on Listen checks.

In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 ft. If you have 10 or more ranks in Listen, you gain blindsight out to 30 ft. instead.

A *silence* spell or effect negates blindsense or blindsight granted by a *listening lorecall* spell.

Mage Armor, Greater (Complete Arcane)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level(D)
Saving Throw: Will negates (harmless)
Spell Resistance: No
This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material component: A tiny platinum shield worth 25 gp.

Orb of Acid (Complete Arcane)

Conjuration (Creation) [Acid]
Level: Sorcerer/Wizard 4, Warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No
An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Wave of Grief (Complete Divine)

Enchantment [Evil, Mind-Affecting]
Level: Bard 2, Blackguard 2, Cleric 2
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Area: Cone
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material component: Three tears.

New Magic Items:

Burrowing Arrow (Complete Warrior):

This +1 *arrow* sticks into its target on a successful hit and embeds itself in the wound.

A *burrowing arrow* must be pulled out before natural healing can occur, and this removal deals a further 1d8 points of damage. If the target receives magical healing, the *burrowing arrow* immediately deals 1d8 points of damage as the magic forces it out of the wound.

Faint necromancy; CL 4th; Craft Magic Arms and Armor, *inflict light wounds*; Price 167 gp; Cost 87 gp + 6 XP.

Spearblock (Complete Warrior): Armor with this quality functions the same as *axeblock* armor, except that it provides damage reduction of 5/bludgeoning or slashing.

If a single shield or suit of armor has two of the three blocking armor qualities (*axeblock*, *hammerblock*, and *spearblock*), it grants its owner just 5 points of damage reduction by whatever damage type appears twice. For example, a +1 *chain shirt* with *axeblock* (5 DR/bludgeoning or piercing) and *hammerblock* (DR 5/piercing or slashing) special abilities only provides DR 5/piercing.

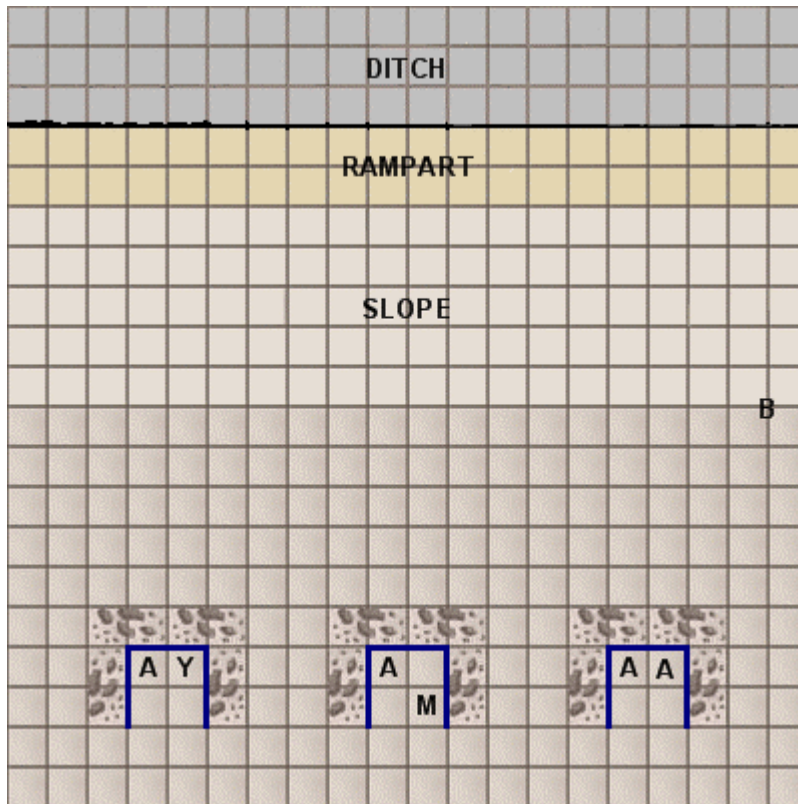
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus.

Trumpeter's Gift (Complete Adventurer):

This shiny mouthpiece fits any wind instrument, such as a trumpet or other horn. It grants a +5 competence bonus on Perform (wind instruments) checks using the instrument. Once per day, the trumpeter can use the horn to produce a *shout* effect. If the horn is not of masterwork quality, however, it is destroyed once this effect is produced.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 12,700 gp.

DM Aid #2: Map of Outer Defenses



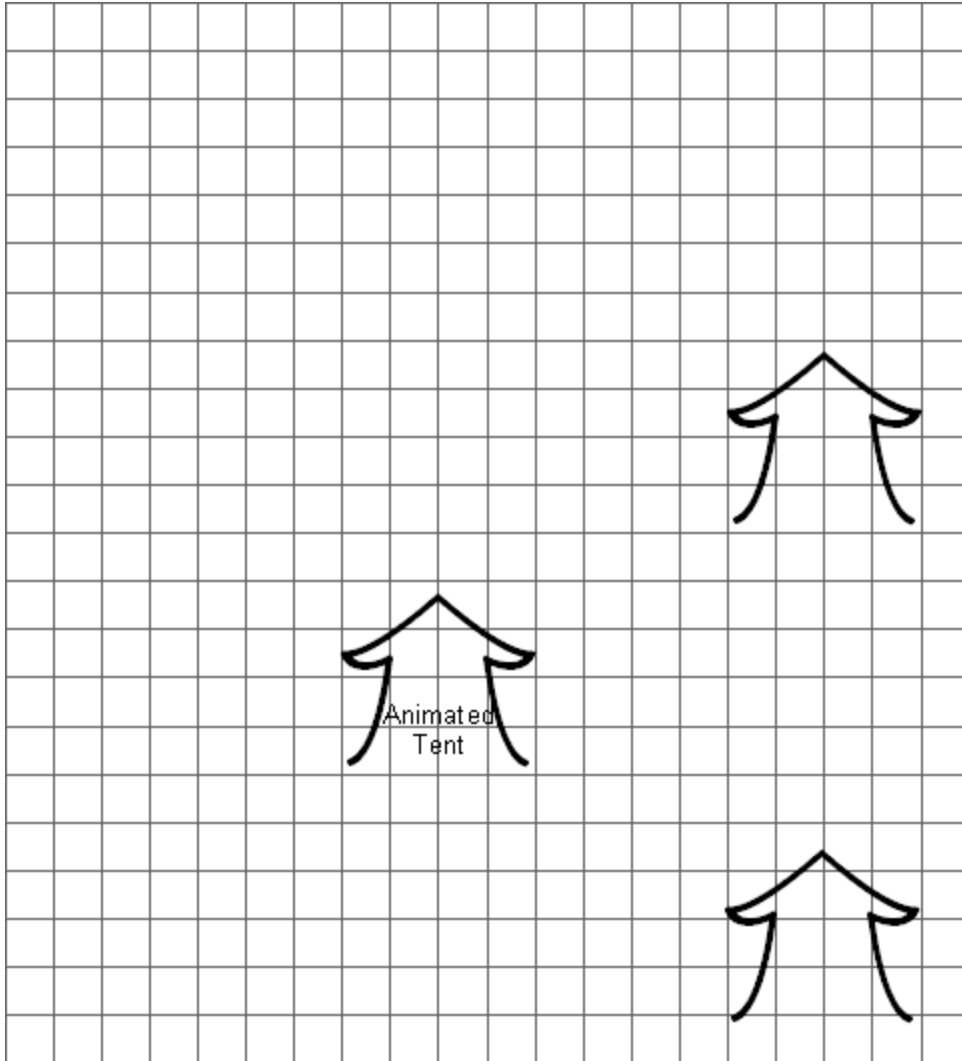
A – archer positions

B – bezekira position (if present)

M – Madrick's position

Y – Yalin's position

DM Aid #3: Inner Camp



The north edge of this map is the south edge of the map in DM Aid #2.