

NMR3-05

Norebo's Luck & Bralm's Embrace

A Two-Round D&D LIVING GREYHAWK[®]

Nyrond and Environs Meta-Regional Adventure

Version 1.0

Round One & Two

by James Zwiers & John Jenks

Additional Materials: County of Urnst Triad.

Shadows creep across the landscape, and they are trying their best to ensnare you in their blackness. Can you discover the hand that guides them and put an end to it? A two-round continuous play adventure for Characters levels 4-14. Secrets on the Wind Part 2. It is highly recommended that Part 1, Xerbo's Fury (NMR3-01) be played before undertaking this adventure.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Reporting

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

Living Greyhawk

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: Living Greyhawk adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a Living Greyhawk adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

single round it flees, unless another check is successful.

Time Units and Upkeep

Time Units and Upkeep

This is a standard Two-round Meta-Regional adventure, set in the Nyron and Environs Meta-Region. Characters native to the Theocracy of the Pale, Ratik, Nyron, the Duchy of Urnst or the County of Urnst pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

In part one the heroes foiled the plans of the Cult, now the cult has devised a means to hopefully remove the heroes from the picture so that their plans are not disturbed again. The cult has decided to frame the heroes with a large theft.

The adventure begins in Trigol (in the County of Urnst). The heroes have just arrived for the night (as the cult of Syrul predicted). The agents of the cult have stolen the Singolin jewels, and are going to plant them on the heroes to frame them for the robbery.

Encounter One: The heroes are arrested and questioned over their doings and why they were found to be in the possession of the stolen jewels.

Encounter Two: The heroes can investigate the inn where their supposed assailants were staying. Here they will find the few pieces of evidence that they need to prove their innocence.

Encounter Three: The Merchant's Guild House is the other place to search for information. There is

nothing useful to be found at the Merchant's Guild House.

Encounter Four: The heroes can wander around town and explore. They will encounter gambling and a variety of other distractions.

Encounter Five: They return to the Captain of the Guard, who examines the evidence and pronounces them innocent. He then gives them their equipment back and tells them that there may be a reward for the capture of these bandits.

Encounter Six: Presuming that the heroes decide to chase their would-be framers they must ask at the gates to determine which direction their attackers have taken.

Encounter Seven: They give chase to their attackers. However, the attackers are warned and leave some of their number behind to delay the heroes.

Encounter Eight: The attackers have fled into the forest, however, the forest watches. When the heroes arrive the forest sends a green dragon to stop the heroes from entering (age very young to mature adult).

Encounter Nine: Giving the heroes the chance to prepare for their trip into the Gamboge.

Encounter Ten: The characters stumble across one of the newest peculiarities of the Gamboge... Dragon Droppings. They also run into the associated life forms – Giant Dung Beetles.

Encounter Eleven: Once past the Dung Beetles they are stopped by a band of sprites (or similar fey) that demand that the heroes leave before they anger 'her'. If the heroes attempt to be diplomatic about it then they are taken to meet with the Fairy Princess.

Encounter Twelve: The princess will help the heroes and lead them to the hidden base. If they don't get the help of the Fairy Lords (either by attacking the fey, or by just being rude) then they must track their attackers

through the woods (a difficult task since the trail is about 2 days old by this time).

Encounter Thirteen: The heroes have arrived at the base, and can explore the first floor. Inside they will find more stolen goods, and the 'pets' of the guards: a group of feral lizardfolk.

Encounter Fourteen: The second floor of the base, deeper into the dormant volcano contains a single guard and the sleeping chamber of the Yuan-ti master.

Encounter Fifteen: The heroes encounter the Yuan-ti and the draconic minder sent by Sasrakananakmasha (a really old green dragon, detailed in several Nyronid modules. Her actual abilities are not needed for this adventure, so she is not included).

After defeating the cultists and destroying this sect of the cult the heroes will discover the direct involvement of Sassy and at least one other sect. The further investigation of these parties takes place in other modules.

Introduction

A week has passed since the letter asking for your help in resolving the Tenha refugee crisis in Trigol arrived. It appealed to your sense of justice, or at the very least your purse. The sender, a presumably man by the name of Shanu promised you 300 nobles (gp) for your trouble.

It was after 10 bells of the night when Trigol came into view after a long day of travel. The night is cold, and the warm lights of the Rock of Trigol Inn are inviting. The guards at the gate look tired and bored, but nonetheless they record your entry into the city in their logs. They also recommend that you stay at the Rock of Trigol Inn, seeing as you're not the common refugees that they see far too much of now.

The streets of the city are still teeming with life. There are folks of all walks of life wandering the streets, passing from tavern to tavern. There are stretches where there are no nearby passerby's and other times when it is hard to move through the press.

The Rock of Trigol is an impressive place, carved into the sides of the hill in Trigol. Oskyl Tyll, a dwarf known for his Rock Stout brew, is the proprietor. The interior is nearly full with various patrons. In the corner is a young man, dressed in finery, who is playing a harp; despite his heavily scarred face his deadened, white eyes attested to his blindness. Helping serve beverages is a younger dwarf, who bears a resemblance to Oskyl. Seated near the fireplace is an Elven lady who is writing what might be a letter.

While the heroes are walking through the streets they are bumped into by a group of cloaked figures. These people are a group of cultists who have been ordered to frame the heroes in the theft of the Singolin Jewels (see sidebar). The reasons for the framing depend largely on whether any of the heroes have played *NMR3-01 Xerbo's Fury*. If none have then it is a case of mistaken identity. If anyone has then this is as retribution for their role in disrupting their operation on the Nyr Dyv. Give the heroes an opposed Spot check against the cultist (the DC will be 30, the cultists take 10 on the pick-pocket checks). If they succeed at that then they catch a glimpse of a

hand pulling away from their pouch. Ask for a second Spot check (DC 20) to notice the figure moving off through the crowd. If they make both checks then refer to *Optional Encounter One* for further instructions on how to modify the scenario.

Determine which hero has the evidence planted on them by looking at alignment. The most chaotic neutral character will be chosen.

☛ **Cultist:** Human/Elf mixed Rog12; Hide +30; Move Silently +25, Pick Pocket +20, Spot +15, Tumble +20.

Once inside the inn they will be similarly jostled and disturbed. In fact someone may try to steal stuff from one of the heroes (nothing more than 50 gp). A Spot check (DC 18) will let them catch the culprit. The culprit is a young boy who is poorly dressed and just trying to get food or money.

The Singolin Jewels

These pale blue stones are the heirlooms of the Gellor family. They exhibit magical properties at certain times of the year, but only for members of the Gellor family.

Market Value: 20000 gp

For descriptions of the other important folk in the Inn look to *Encounter Two*, however, keep in mind that they do not yet have any information about the framers.

Encounter One – Go directly to Jail, Do not pass Go

It is the middle of the night when a loud knock sounds on your door and a voice calls out, “The City Guard demands entrance.”

Allow the characters to respond in any way they choose, and then paraphrase the following:

The door opens to the sight of six well-armed men, the leader of who is holding a scroll of paper out as he speaks. “You are under arrest for the theft of the Singolin jewels from the Merchant’s Guildhall. Master Earten discovered their theft and determined by consulting the Temple of Zilchus that it is you who have them. Please come peacefully, we do not wish to fight you.”

If there are any heroes of Flan descent they will be arrested first, and any pleas for innocence will be met with scorn. This is due to the resentment in town over the influx of refugees both old (from the Greyhawk Wars) and new (from Tenh).

If the heroes protest their innocence then the guardsman will respond that it is a matter to be taken up with the Captain of the Guard in the morning.

If the heroes resist then use the stats below for the guardsmen; another 6 guardsmen will arrive every minute to a total of 30 guardsmen.

In the morning Captain Rennis Bort will interrogate them using the questions in *Appendix I*. For more details on Rennis Bort, and Trigol, see *Appendix II*. For each time the heroes protest their innocence have them roll a Diplomacy check. Roll an opposed Sense Motive for the Guard Captain, he needs to fail a number of these checks equal to the APL before he starts to believe the heroes when they say that they are innocent. If you run out of listed questions then feel free to repeat questions, or just make new ones up. If the heroes are role-playing well, or you're rolling exceptionally well you can give the character's circumstance bonuses to their Diplomacy check, and also don't forget that they can all assist each other (in fact they should be). The whole point of these questions is to aggravate and provoke the heroes into wanting to chase their would-be framers.

As he realizes that the heroes were framed he should sit down with a dejected sigh muttering that it means the *"bloody thieves have gotten off with it again, they're probably already out of the County and into Nyronnd."*

Once he realizes his mistake he'll apologize and tell the heroes that they are free to wander the city, but before they get their gear back or can leave town they have to find some proof of their innocence.

He asks them because he thinks that they'll have a real motive to look into the matter, instead of his regular troops who really don't care.

If they ask about a reward he will mutter something about ungrateful people, and say that he might be able to find something besides their freedom. If they ask for suggestions of where to start he will direct them to search the Merchant's Guild House and the Rock of Trigol Inn. He also tells the people who informed him that the heroes had the jewels looked like some sort of cultists. He also believed that they were at the Rock of Trigol Inn.

🐉 **Captain Rennis Bort:** Male Human Ftr5, LN; Sense Motive +6.

🐉 **Guards (7-30):** Mixed Ftr5.

Optional Encounter One – Derailed

What to do if the characters discover the framing before they get arrested:

It's simple. The city guard catches the would-be framer, but he kills himself to avoid questioning. His friends take off, something that the guards take note of and inform the characters about. The two groups were in the same room; it's a logical assumption.

This leads into the chase, and the rest of the module. If this occurs still award the characters the experience they would have gotten had they proven their innocence as they never got framed.

Encounter Two – The Inn

The Rock of Trigol is a much quieter place during the day. The rowdy common room is now empty save for a lone dwarven lass sweeping and the young bard sleeping in the corner. As you are surveying the scene, a greying dwarf enters from the kitchen. Upon seeing you he hurries over to you. As he passes the young dwarf he mutters something under his breath at her and then greets you. "Welcome to my Inn, I am Oskyl Tyll. How can I be of service to you?"

Oskyl will not remember the party from the previous evening unless they made a point of interacting with him before being carted off to jail. If anybody

speaks Dwarven and makes a Hear Noise check at DC 15 will be able to hear him tell his daughter that there are customers in the doorway.

Oskyl will allow the characters to inspect the room of the people that Captain Bort told them about. If they failed to get that information they can ask Oskyl if he knows what room the people that reported the attack on the Merchant's Guild House were staying in. However, if the heroes do not mention that they were framed he then expects a bribe of 10 gp per APL. If they mention that they were framed he lets them in for free to see the room.

The Patrons

🔥 **Oskyl Tyll:** Male Dwarf Ftr9; Profession (Brewster) +11.

Oskyl doesn't know a lot about the framers. The other occupants know more. This information is detailed below.

🔥 **Bartholomew the Blind:** Male Human Brd6; Perform (Harp) +15.

Bartholomew is the son of one of the minor lords in Radigast city. He was an adventurer for a while, but then was prosecuted in the Pale for preaching Skepticism (which he learnt in the Duchy of Urnst). He now no longer adventures, or preaches skepticism; they're simply too detrimental to the health. He has no information about the kidnappers; but he does have a good selection of rumors:

- There's been a strange clicking heard around the city lately; no one seems to know what it means.
- The Isles of Woe have risen and it's been heard that the Circle of Eight is worried, worried enough to send adventuring groups wandering the countryside looking for something.
- Many trade shipments have gone missing; just last week my father had to sell a ship to cut costs.
- If the heroes want suggestions of other people to talk to then he tells them to find: Oethiud or Renna.

🔥 **Oethiud Tyll:** Male Dwarf Ftr2.

Oethiud is visiting his uncle Oskyl for the week. He saw the framers and even spoke to them. However, he doesn't know that they are the framers, but he does know which room they were staying in (he is in the room right next door). If the characters can make either a Diplomacy or a Gather Information check (DC 15) then he will tell them one of the following things, plus one for each full five by which they make the DC:

- They argued late into the night three days ago about how to remove something, they never said what though.
- I heard one of them say something about the bosses being busy because something is nearly ready.
- One of them asked when they were going back to the forest (the Gamboge, although Oethiud doesn't know that). I heard immediately after some yelling and what sounded like someone getting punched.

Underworld Help

Heroes can also contact the Black Claw thieves' guild, if they have an influence with the Black Claw.

The guild is now ruled by "The Mistress" as she likes to be called (no one knows her real name).

The Black Claw will arrange the release of the heroes by providing evidence to the Captain of the Guard (Rennis Bort), but they require a fee of 750 gp per APL per player to do so.

He will give the heroes a description of them.

🔥 **Renna Oilüke:** Female High Elf Rog6; Bluff +10, Diplomacy +10, Gather Information +7, Innuendo +7, Knowledge (Duchy of Urnst) +5, Knowledge (County of Urnst) +5, Listen +6, Spot +7.

Renna is here on the orders of the Ducal Diplomatic Corps of the Duchy of Urnst. She was the elf writing the letter last night. She will come down to breakfast while the PCs are looking around.

She is looking into the refugees from Tenh. She is trying to determine if there are any agents of the Old

One (Iuz) or the Scarlet Brotherhood hidden amongst them. She did see the framers, and even followed them for a while. She's not sure whom they are working for, but has sent a report back about them. She doesn't know anything else about them other than knowing that they are working against the interests of the Duchy of Urnst (and the County of Urnst, Nyronnd, Ratic and the Theocracy of the Pale). She will disclose her knowledge to the heroes if they indicate that they are working against these people. She will not disclose her allegiance, or whom she is working for, unless the person asking is a member of the Ducal Diplomatic Corps of the Duchy of Urnst (a Duchy of Urnst meta-gaming organization).

She is currently penning her report to Lord Kaern Grek, the director of the Ducal Diplomatic Corps.

The Room

The room that the people who framed you stayed in has eight beds. There is a chest at the foot of each bed, and a table under the left window. The right window has a brazier beneath it.

Use Map #1 – Room 16 to represent this room. There are several things that the characters can find here, the search check DC and location are listed in parentheses after the item:

- Partially burnt portraits of each of the heroes, with their name. (In the brazier, DC 10)
- A letter. Give them *Player's Handout #1*. (Under the mattress of the bed marked with an X, Search DC 25)

Encounter Three – The Merchant's Guild House

The Merchant's Guild House is a large imposing structure, which is attached to the Temple of Zilchus. The entrance is guarded by a pair of soldiers, wearing the livery of the Merchant's Guild and a second pair of guards wearing holy symbols of Zilchus.

If the heroes go to enter the guards stop them:

"Welcome to the Guild House. What kind of business are you here to transact?"

The Merchant's Guild House had any mess cleaned up the night before after the city guard had left. The heroes will be able to talk to a minor clerk, but they will not be able to discover any useful information. The clerk will not accept any bribes.

☛ **Iffitz:** Male Oeridian (Human) Exp3; Minor Clerk in the Trigol Merchant's Guild & Temple of Zilchus.

Encounter Four – Distractions

There are several other things that the heroes can do in Trigol, only one (talking with the Black Claw, if they can contact them) will result in anything.

Gambling Barges

There are gambling barges on the river. These are generally not profitable (the house typically wins).

If players wish to gamble then they may using the following rules.

Each side rolls a profession (gambling or gambler) check. The higher check wins. There are four gambling barges that are open while the heroes are there; the house employees on those barges have the following profession (gambling) modifiers: +10, +7, +8 and +12. The minimum bet on each roll is 5 silver; the maximum is 5 gold. The house always matches the bet (meaning if someone bets 1 gold and wins then they receive back 2 gold for a net profit of 1 gold).

Temples

None of the temples in town can provide any assistance beyond the normal spells (of up to 5th level) for the costs as described in the *Living Greyhawk Campaign Sourcebook* and the *County of Urnst Regional Documentation*. Look to the Divinations sidebar for additional information about those spells.

Encounter Five – Just Visiting

When the heroes return to the Guard station they are immediately taken to meet Rennis Bort, who starts by asking:

"Well, you're back so I'm assuming you've found something, what is it you've found?"

Assuming that the heroes present him with the two items that were in room 16 of the Inn he will return their gear and let them go. As they are leaving he will present them with a sealed letter, and tell them to deliver it to whichever gate they leave from.

Divinations

Divination spells, regardless of type (arcane or divine) are being blocked by powerful allies of the Syrulian cult. These forces are described in later events. Most divinations will result in forecasts of darkness and destruction.

If they do not have any evidence then he will tell them to go look some more, or accept their fate and return to their cells. If they accept their fate and return to their cells then the adventure is over for them, proceed to Conclusion B.

The letter, if they look, is a set of orders to help them in any way and to let them leave the city. Each gate has 6 guards if they decide to cause trouble. If they do cause trouble and reinforcements are needed then 6 more guards will arrive every minute to a maximum of 30. The actual interaction at the gate is presented in Encounter Six.

👤 **Captain Rennis Bort:** Male Human Ftr5, LN.

Encounter Six – Which way did they go?

Your gear has been returned to you. And you have been cleared to leave the city to continue on with your business.

When the heroes go to the gates to leave read or paraphrase the following:

The gatehouse is a short squat structure, made of wood. Flying above the gatehouse is a flag with the crest of the County of Urnst, a white swan on a green background. Standing outside warming themselves at a brazier are six soldiers, wearing a combination of scale mail and chain shirts and wielding longswords.

When the heroes approach one of the guards will get the ledger, and ask their destination and their names for their records. The heroes should likely answer. If they don't have the captain's letter then they will be firmly, but gently, turned away from leaving. If they do give the letter and ask which way they assailants went (as well as give some basic description which they will have by now) then they are told that they said they were going east, but were seen going north after leaving the town.

👤 **Gate Guards (6):** Mixed Ftr5.

If the heroes do not set off after their assailants then the adventure is over. Proceed to Conclusion C.

Encounter Seven – Chasing a Phantom Steed

The last few days have been tiring, but nice. Forging the river was relatively easy when you found the shallows about a day upstream from Trigol. The weather has held out, and there haven't been many

people. The tracks on the people who framed you have been growing fresher each day.

Have the heroes make a Spot check (DC 5 + APL) if they do so then they will get a surprise round on their attackers, who are just setting camp when the heroes catch up with them. Half of the attackers have pressed on ahead, as the obvious tracks show. The heroes can spot their quarry when they are 50 feet distant. This encounter takes place at the second X on Map #2.

Creatures

APL 4 (EL 6):

👤 **Fighter 4:** hp 35; See *Appendix II*.

👤 **Shadow Cleric 4:** hp 21; See *Appendix II*.

APL 6 (EL 8):

👤 **Fighter 4:** hp 35; See *Appendix II*.

👤 **Shadow Cleric 4:** hp 21; See *Appendix II*.

👤 **Rogue 4:** hp 19; See *Appendix II*.

👤 **Sorcerer 4:** hp 21; See *Appendix II*.

APL 8 (EL 10):

👤 **Fighter 6:** hp 59; See *Appendix II*.

👤 **Shadow Cleric 6:** hp 32; See *Appendix II*.

👤 **Rogue 6:** hp 27; See *Appendix II*.

👤 **Sorcerer 6:** hp 31; See *Appendix II*.

APL 10 (EL 12):

👤 **Fighter 8:** hp 75; See *Appendix II*.

👤 **Shadow Cleric 8:** hp 46; See *Appendix II*.

👤 **Rogue 8:** hp 42; See *Appendix II*.

👤 **Sorcerer 8:** hp 40; See *Appendix II*.

APL 12 (EL 14):

👤 **Fighter 10:** hp 96; See *Appendix II*.

👤 **Shadow Cleric 10:** hp 54; See *Appendix II*.

👤 **Rogue 10:** hp 53; See *Appendix II*.

👤 **Sorcerer 10:** hp 47; See *Appendix II*.

APL 14 (EL 16):

🐉 **Fighter 12:** hp 115; See *Appendix II*.

🐉 **Shadow Cleric 12:** hp 66; See *Appendix II*.

🐉 **Rogue 12:** hp 60; See *Appendix II*.

🐉 **Sorcerer 12:** hp 57; See *Appendix II*.

Tactics

Fighter: The fighter will remain mounted and will use his Ride-by Attack combined with his reach weapon to attack opponents without entering their weapon range.

Cleric: The cleric will not remain mounted and will start by using any attack spells, like *blade barrier* and *unholy blight*, if he has them, before using boost spells, like *bull's strength* or *righteous might*, and entering melee. He will attempt to heal any of his allies who are injured, but will concentrate on eliminating the characters.

Rogue: The rogue will attempt to gain flanking and sneak attack opportunities in any way possible.

Sorcerer: The sorcerer will concentrate on using necromantic spells to disable opponents. He will open with a *haste* spell if he has it.

Encounter Eight – Flight of Fear

As the last of the raiders slump to the ground the dust from the remainder of the framers is just settling to the ground.

They will likely want to camp, if they don't then they just won't get any rest before the next combat. If the heroes don't camp then don't read the following text to them.

The night passed uneventfully, and the morning dawns bright and clear. The trail of your quarry is obvious even in the morning dew.

Have the heroes roll Spot checks (DC 5 + APL) to notice their quarry in the distance after they have ridden for about an hour. They will be able to catch up to their quarry when they are about 300 feet from the Gamboge. When that happens have everyone make a listen check (DC 10 + APL) to hear the following called out:

“Dref zin; igrenf zufab.”

The speech, in Draconic, roughly translated it reads: *“By our pact; defend us.”*

With that you can see movement from within the forest and as you watch birds take flight crying out in

fear. Moment's pass before the first glimpses of the source of their terror becomes obvious. A small squadron of Green Dragons is taking flight in your direction.

The players have 2 rounds to prepare for the attack of the dragons.

Creatures:

APL 4 (EL 5):

🐉 **Very Young Green Dragon (2):** hp 68; See *Appendix IV*.

APL 6 (EL 7):

🐉 **Young Green Dragon (3):** hp 93; See *Appendix IV*.

APL 8 (EL 9):

🐉 **Juvenile Green Dragon (2):** hp 133; See *Appendix IV*.

APL 10 (EL 11):

🐉 **Juvenile Green Dragon (4):** hp 133; See *Appendix IV*.

APL 12 (EL 13):

🐉 **Young Adult Green Dragon (3):** hp 178; See *Appendix IV*.

APL 14 (EL 15):

🐉 **Adult Green Dragon (3):** hp 230; See *Appendix IV*.

Tactics

APL 4-6: The Dragons will use their fly-by attack and breath weapon to attack the heroes.

APL 8-14: The Dragon(s) will open with defensive spells before using the tactics presented for APL 4-6.

Encounter Nine - Preparations

Apparently the rumors you have been hearing about the recent dangers of the Gamboge are true. The draconic remains about you are sure proof of that. As you look again at the imposing trees in front of you, can it be that the woods look just a little more menacing and sinister? Ahead of you the trail you have been following passes between two particularly

gnarled and twisted trunks. Are you ready for whatever mysteries lie in the darkness beyond?

The cultists the PCs have been following in Round 1 of this scenario have traveled deeper into the Gamboge Forest towards their hidden lair. The trail is particularly easy to follow, as the cultists are confident that the draconic opposition the forest sent after the PCs would be enough to finish them. It is a very simple matter to follow the trail into the forest, therefore no tracking checks need to be made.

Find out what precautions or preparations the party wishes to take, and then continue with *Encounter Ten*.

Encounter Ten – A Big Pile of ...

In order to enhance the setting and feeling of the upcoming encounter, spend a few moments describing the scenery.

The Gamboge is a old-growth forest of huge trees, thick undergrowth and a low, but constant, background hum teeming with insect, mammalian, and reptilian life. While the forest has the standard carpet of fallen leaves, the footing underneath is a bit rougher than the typical forest floor. This is because the Gamboge is growing on top of an old lava flow.

Most of these rocks have been broken down into a nice rich soil, but enough pieces remain to cause loose footing and the occasional twisted ankle.

As the heroes proceed deeper into the forest, old lava-rock outcroppings will become more common, eventually leading to the cavern lair of the cultists.

After the PCs and player have acclimated themselves to the setting, they will be accosted by some indirect effects of the Great Green of the Gamboge, Sasrakananakmasha. This mighty dragon has been further detailed in the Nyrond regional scenarios “Silence of the Gnomes” and “Gnome Way Out”. To put it delicately, her and her children’s flights over the Gamboge have resulted in some rather large piles of dragon dung. While the dung isn’t a hazard in and of itself, its presence has attracted the Gamboge’s equivalent of dung beetles. As detailed in the two Nyrond scenarios, the green dragon has been experimenting with dragon growth formulas, artificially aging her broods to unnatural sizes.

The dung beetles that are feeding on the dragons’ wastes have been exposed to these formulas, resulting in them also attaining impressive sizes. The beetles can be avoided, but will attack any perceived threat to their new-found food supply. A group of PCs investigating the

pungent odor of the dragon offal will qualify as a perceived threat.

While the dense forest has many odors and aromas, this particular stench seems very out of place. You detected it long before you saw the source – a strong spicy odor, similar to manure but much more potent and pungent. Parting a few branches of the ever-present undergrowth, you finally see the source of the odor. A pile of some sort of dung, nearly three feet in height stands some ten feet before you. It is obvious from the broken branches and scattered leaves that this offal fell from the sky – probably from a great height. It also appears that there is some movement coming from within or behind the mound.

Within the mound of dung, one or more Brown Beetles (see appendix for more information) are doing their thing. Should the PCs approach to investigate further, the beetles will emerge and attack. This is a simple combat encounter. The beetles have no particular tactics they will employ, and damaging them beyond 50% of their starting hit points will cause them to seek a way to flee. They will continue to attack while fleeing, if it will help them escape. The only important element is for the party to recognize the offal as coming from a dragon, which a Knowledge: Nature check at DC15 will give them. Alternately, Knowledge: Arcana can also be used at the same DC. Giant Dung Beetles are similar to other vermin, except they have two distinct growth periods. In their juvenile state they are very similar to Giant Bombardier Beetles, except they are a bright green in color, and they will attack to defend their food source. The adult Giant Dung Beetle is nearly identical to the Giant Stag Beetle, except for the bright green coloring and a propensity to eat offal rather than fresh crops.

Creatures

APL 4 (EL 3)

🐞 **Juvenile Giant Dung Beetles (2):** hp 12, 14; See *Monster Manual*, use Giant Bombardier Beetle stats.

APL 6 (EL 4)

🐞 **Adult Giant Dung Beetle:** hp 52; See *Monster Manual*, use Giant Stag Beetle stats.

APL 8 (EL 5)

🐞 **Adult Giant Dung Beetle:** hp 52; See *Monster Manual*, use Giant Stag Beetle stats.

🐞 **Juvenile Giant Dung Beetle:** hp 14; See *Monster Manual*, use Giant Bombardier Beetle stats.

APL 10 (EL 6)

🐞 **Adult Giant Dung Beetles (2):** hp 52, 54; See *Monster Manual*, use Giant Stag Beetle stats.

APL 12 (EL 7)

🐞 **Adult Giant Dung Beetles (2):** hp 52, 54; See *Monster Manual*, use Giant Stag Beetle stats.

🐞 **Juvenile Giant Dung Beetle:** hp 14; See *Monster Manual*, use Giant Bombardier Beetle stats.

APL 14 (EL 8)

🐞 **Adult Giant Dung Beetles (2):** hp 52, 54; See *Monster Manual*, use Giant Stag Beetle stats.

🐞 **Juvenile Giant Dung Beetles (2):** hp 12, 14; See *Monster Manual*, use Giant Bombardier Beetle stats.

Tactics

The beetles have no particular tactics they will employ. They simply want to drive the PCs away from their food source, and will use their most potent attacks to do so. Once reduced to 50% of their original hit points a given beetle will attempt to flee, continuing to fight only as necessary to get away.

Treasure

The beetles have no treasure outside of their offal mound – something the PCs would have great difficulty selling. The offal has been spoiled by the remnants of the dragon growth formula, and is no longer even of value to an alchemist.

Encounter Eleven – Fey make it out

Once the PCs have finished with the beetles and dragon dung, they may continue following the path of the cultists. A bit further along, a group of Sprites – some of the original forest denizens (Fey) who have been displaced by the Great Green – will run into the party.

This group of Fey is a war-party of sorts, led by a clerical worshiper of Bralm, and dedicated to insuring the survival of their kin from the depredations of the green

dragon. They fear the heroes' arrival in these woods, chasing the green's cultist allies, will only anger the mighty dragon and turn her attention back to the west – back from her, so far, single-minded fixation on the Flinty Hills region of Nyron.

Because of this, the Sprites feel the heroes must be convinced to leave. These Sprites are generally peace loving, so their initial "attacks" will be primarily to harass and intimidate the PCs. They are loath to reveal themselves, having learned of the benefits of stealth over the course of the cultist's activities in the area.

This encounter is most easily resolved by role-play. The Sprites do not really want to harm the PCs, and would prefer a peaceful solution. The PCs can recognize the type of creatures they are involved with through a variety of means, most of which should come out during play. However, if they are being particularly dense give them a Knowledge: Nature or Wilderness Lore check at a DC of 15 to learn of the presence of the Fey.

If the PCs call out to talk with the Sprites, their leader, the cleric Ni'cham'weh of Bralm, will step forward to address the PCs. Use the following text as a guide to Ni'cham'weh's speech.

"You all must leave. Your presence will anger the Green Death and attract her notice. My friends and I cannot allow you to pass deeper into the forest, for doing so will surely bring her wrath down atop us. More than the lives of just us few are at stake here."

Ni'cham'weh is willing to listen to the PCs, and if they can convince him of the importance of their mission, he will decide that he is incapable of making the decision. The PCs will be asked to sheathe their weapons and follow the Fey band back to their temporary "headquarters" where they will meet the Unseen Lady.

PCs that fail to parley with the Sprites will be in for something of a difficult fight, as the Sprites will use all of their abilities to stop the PCs progress.

Creatures

APL 4 (EL 3)

🐞 **Grig (2):** hp 2, 3; See *Monster Manual*. One Grig possesses a Fiddle (SU).

🐞 **Ni'cham'weh:** Male Grig Cleric (1) of Bralm; hp 10; See *Appendix V*.

APL 6 (EL 4)

🐞 **Grig (2):** hp 2, 3; See *Monster Manual*. One Grig possesses a Fiddle (SU).

☛ **Ni'cham'weh:** Male Grig Cleric (3) of Bralm; hp 20; See *Appendix V*.

APL 8 (EL 5)

☛ **Pixie:** hp 3; See *Monster Manual*. This pixie has three of each of the special arrows.

☛ **Ni'cham'weh:** Male Grig Cleric (3) of Bralm; hp 20; See *Appendix V*.

APL 10 (EL 6)

☛ **Pixie (2):** hp 3, 4; See *Monster Manual*. These pixies have three of each of the special arrows.

☛ **Ni'cham'weh:** Male Grig Cleric (3) of Bralm; hp 20; See *Appendix V*.

APL 12 (EL 7)

☛ **Pixie (2):** hp 3, 4; See *Monster Manual*. These pixies have three of each of the special arrows.

☛ **Ni'cham'weh:** Male Grig Cleric (5) of Bralm; hp 30; See *Appendix V*.

APL 14 (EL 8)

☛ **Pixie (4):** hp 3, 3, 4, 4; See *Monster Manual*. These pixies have three of each of the special arrows. One pixie can use *Otto's Irresistible Dance*.

☛ **Ni'cham'weh:** Male Grig Cleric (5) of Bralm; hp 30; See *Appendix V*.

Tactics

Rather than direct harmful attacks, the Fey will use their abilities indirectly. Entangle, Ventriloquism, and Permanent Image will all be used to attempt to get the PCs to turn around and leave the forest. However, if the PCs try and attack the fey, they will use more direct attacks, such as Otto's Irresistible Dance, Pyrotechnics or Confusion. Actually slaying any of the Sprites will result in the Sprites using all the abilities at their disposal to destroy these intruders.

Treasure

The Grigs (including Ni'cham'weh) have no treasure of any import, unless the PCs are interested in doll-sized clothing. The Pixies possess only their special arrows, which cannot be used by non-pixies.

Should the PCs win the fight, they can continue to follow the cultists' trail, but will gain no knowledge of the Unseen Lady, or find any further hint of the Fey. They will also receive a different experience reward as outlined in the rewards section.

Encounter Twelve – Deadly Bath

Following the Sprites is an easy task. The Fey seem to have had experience with humanoids before, and lead you on a winding, but easy to traverse, path. After about an hour of walking, Ni'cham'weh apologizing the entire time about not being able to fly you there directly, you begin to hear sounds of a small waterfall. You can also smell the fragrance of hundreds of flowers, as well as the tantalizing aroma of fresh clean water.

"Be careful tall ones," states your diminutive guide, "the Lady within was never meant to be gazed upon by your kind. Do not seek to view her more directly. To those of your stature, she must always be unseen." With that, the Sprite disappears back into the forest along with his band.

The "Lady" within is something of a princess among the forest Fey. Lurilent is a Nymph, and a wizard of some power besides. She has done her best to protect the denizens of the Gamboge from such evils as the dragon Sasrakananakmasha, although the dragon's recent strikes have pushed her to the limit of her abilities. The cultists' recent arrival in these woods has only made things even more difficult. She needs help, and she knows it.

The PCs present a good opportunity for Lurilent to eliminate one of her problems. She has dealt with adventurers before, and found them to be reasonable, at least most of the time, and she is willing to trust these PCs a short way.

From behind a curtain of moss draped over a nearby tree limb, comes a musical voice. "Greetings to those of the outside world." The voice is soft and reminiscent of tinkling glass. An arm – pale, feminine and delicate, yet exquisite in shape – emerges from behind the curtain. It motions palm downward to all of you.

"Please, sit and make yourselves comfortable. We have something to discuss. Something of the group you seek, and dealing a blow to she that terrorizes my world."

Lurilent wants the PCs to find the cultists, but she doesn't want the dragon to learn of their presence too early. While she doesn't believe (correctly as it turns out) that the dragon is particularly concerned about the

cultists, she does think that the dragon would aid the cultists if reason presented itself – if for no other reason than to eliminate a potential threat. She is therefore willing to aid the PCs in their quest. But only a little.

First off, she can direct Ni'cham'weh to lead the PCs to the cultists' lair directly, without the possibility of detection prior to their entrance. This she is willing to do regardless of the PCs actions.

Second, she is willing to share her spellbook with the PCs, but only if they are willing to swear not to reveal her or her friends presence to anyone outside the forest.

Finally, if the PCs do an exceptional job of role-playing and interacting with her, she will allow them to each take a vial of water from her pool. This water will act as a potion of heroism, and is also one of the prime ingredients in the Nyrond Scavenger Hunt series of scenarios.

This is entirely a role-play encounter. The role-play experience listed in the rewards section is mostly tied to the PCs performance in this and the previous encounter. Stupid PCs that attempt to attack the Nymph will face both her, Ni'cham'weh and double the Sprites from the previous encounter. Lurilent will use her Nymph abilities as well as her powers as a wizard to destroy any PCs foolish enough to attack her. Should the PCs miraculously survive this conflict, they will be unable to regain the cultists' trail from here. Needing to backtrack quite a long distance to rediscover the path, the PCs will be too late in arriving at the cultists' lair, and will lose out on any further experience. The scenario will end here.

As PCs were warned about attempting to gaze upon Lurilent, any so foolish as to attempt to sneak a look will be treated to both the Blinding Beauty and Unearthly Beauty Nymph effects. The Unearthly Beauty, normally only useable once every ten minutes, operates continuously whilst Lurilent languishes in her pool.

All APLs (EL o)

☛ **Lurilent:** female Nymph Wizard (12); hp 47; See *Appendix VI* and *Monster Manual*.

Assuming the PCs take her up on at least the offer of a guide, Lurilent will bid the heroes farewell, and Ni'cham'weh will return to led them on. The grotto will soon be left behind and they will return to the forest proper. Ni'cham'weh will led them directly to the tunnel entrance into the cultists' lair. Then with a quick warning, to not anger Her (the dragon) if they can at all help it, he'll disappear back into the woods.

Encounter Thirteen – Enter Brave Heroes

The forest, musty and dark, hid the tunnel you have found. The path you have been following led to it, but even so it was hard to find. Set into a short hill the tunnel slopes downwards. The walls of the tunnel are made of a dark glass-like stone that is easy to recognize as Obsidian. There is no light inside, nor is there any noise. For about 100 feet the tunnel runs straight sloping gently downward. Then you can make out a glimmer of light and a hint of voices from a passage to the right. There also appears to be a passage to the left and a continuation of this passage goes straight ahead.

See DM's Aid #3 for a map of this level.

The chamber to the right is 60 ft. long and 35 ft. wide. Inside the chamber are a table, two chairs, two beds and a small stove for cooking or heating. There are sometimes two guards here as well as their pets, but currently the one in the base is down a floor. The other guard is off taking a package to Sassy. The pets of guards are a group of feral lizardfolk whom they enjoy dominating. The lizardfolk are highly trained and attack any invaders on sight.

The passage to the left is about 6 ft. tall (varies from 5 ft. to 8ft.) and curves off into the hillside sloping upwards. It runs for about 80 ft. before reaching the cave-in. The entire length of the tunnel is stacked with crates of stolen goods, as detailed below. Heroes will be given the option of returning or keeping these goods. Their choice dictates whether they garner influence or enmity (someone always learns of it). The interested party (if any) is listed as well.

The crates of interest are:

- A small chest containing 5 red emeralds, engraved with the emblem of Clan Ukaloa (Dwarven) (3000 gp each; Archbarony of Ratik, Clan Ukaloa)
- A crate, containing 5 silver longswords, stamped with the crest of Lexnol. (200 gp per sword, Archbarony of Ratik, Lord Lexnol)
- A moderate sized chest containing two suits of finely crafted full-plate emblazoned with the Holy Symbol of Pholtus in gold leaf. (2000 gp each; Theocracy of the Pale, Church of Pholtus)
- A bottle of Assassin Vine Wine. (1000 gp**, Theocracy of the Pale, No-one) ** This bottle of wine has been filled with water, and recapped. It is now worthless.

- A small box. This box is unlabelled, except with a purple bar across the top. It is trapped with a minor poison needle trap. Inside is a gem-encrusted signet ring that belonged to the now defunct Noble House Teranor. (500 gp; Duchy of Urnst, Green Bar Teranors)
 - ↗ **Poison Needle Trap:** CR = APL; Melee +15 (2 damage (+1 enhancement) + poison); Poison: Shadow Essence (Fort DC 14+APL; Primary (1 Str*), Secondary (2d6 Str)). *Permanent Drain. Search (DC 21 + APL); Disable Device (DC 21 + APL).
- A suit of +2 *moderate fortification full plate*, emblazoned with the personal crest of Lord Ellis Grek, Commander of the Duchy of Urnst Ducal Guard (26650 gp, Duchy of Urnst, Lord Ellis Grek)
- 3 Cases of Urnstian Brandy 587 Vintage (12 bottles / case, 50 gp per bottle; County of Urnst, No-one)
- Military Riding Saddle with the Seal of the Knights of the Swan with inlayed leaves of gold and silver. (Masterwork, Illegal as these are given as a Gift of Knighthood, 1000 gp; County of Urnst, Knights of the Swan)
- Finely crafted Blue-Green Crystal statue of an unknown and possibly Flan deity. (Priceless, anyone who has played a module set in the Crystal Springs can make an Int check (DC 15) to recognize the crystal as being from there; County of Urnst, Masters of Crystal Springs)
- A matched set of three ancient iron battleaxes emblazoned with the symbol of Heironeous and bearing the symbol of the Prelacy of Almor. Historical value as these were given to three brothers who once served the Prelacy in the days before the fall of Chathold. Masterwork, but non-magical. (600 gp, Kingdom of Nyronnd, Church of Heironeous)
- A silver ring fashioned in the shape of a bird in flight, with the wings curling around underneath the finger. Between the bird's wings is an engraved and stylized 'P' on its back. The ring has seen heavy use as it is rather scuffed and worn. The ring bears a faint magical aura, but other than fitting anyone's finger, its magical properties, if any, are unknown. Masterwork silver ring. (300 gp, Kingdom of Nyronnd, No-one)
- A masterwork harp, chased in gold leaf with strings of silver wire. The rest is carved with scenes of frolicking nymphs and dancing satyrs. A small plaque found on the bottom of the harp reads: Property of the Oerth Theater Guild. (1500 gp, Kingdom of Nyronnd, Oerth Theater Guild)
- A cask containing extremely fine Dwarven Ale. It bears the trademark of The Arcane Wanderer tavern. (150 gp, Kingdom of Nyronnd, Arcane Wanderer Tavern)
- A book, entitled "The Historical and Sociopolitical Factors Leading to the Formation of the Iron League." The frontispiece bears the mark of one, Tovalm Chem'may, Professor Emeritus, Rel Mord University. Bardic knowledge will reveal that Tovalm died but a few short months ago, and all his papers, books and research was missing. As he possessed several rare and highly valuable books, this particular piece is quite a find. (350 gp, Kingdom of Nyronnd, Sagacious Society)

The locations that are listed in parentheses indicate the headquarter nation of the trading group (be they a merchant house, cartel, trade guild, or etc). A knowledge (local) check (DC 25 or 20 for specific to that region) will reveal that information.

The continuation ends in the shaft. This shaft, the remains of the central core of the dormant volcano, extends down very deep (500-600 ft.), however, around the exterior of the shaft someone has carved a pathway into the cliff face. There are two additional exits from this pathway; the lowest exit is a mere 100 ft. down. The following box text describes this shaft. It is capped by rock as the caldera collapsed at the end of its last eruption (many thousand years ago). The shaft is 100 ft. in diameter (approximately).

If anyone falls down the shaft you can feel free to offer then a reflex save every 50ft. The DC is 15 + APL. Success means that they have caught themselves on a promontory. Failure on each check means that they have fallen 600 feet into the lava at the bottom of the semi-dormant volcano shaft. This means that they, and their equipment, are destroyed completely. The only way that they can survive is to be immune to fire, and survive the 20d6 falling damage. If important the lava deals 2d6 fire damage each round, while the hot gases deals additional fire damage (1d6).

As you descend the tunnel the air begins to grow noticeably warmer, not uncomfortably warmer but still warmer. Ahead there is a faint hint of light. Slowly, as you descend it is possible to make out what it is ahead. There is an immense chamber. The tunnel ends at a sheer cliff that plunges into the darkness, or near darkness. Somewhere deep below there is a faint orange or red glow casting deep shadows up this shaft. It is possible to make out the ceiling above you, scant feet above this tunnel exit. Carven into the wall to your left is

a passage that hugs the edge of the shaft as it spirals downwards.

Creatures

APL 4 (EL 7)

👤 **Feral Lizardfolk (2):** hp 38; See *Appendix VII*.

APL 6 (EL 9)

👤 **Feral Lizardfolk (4):** hp 38; See *Appendix VII*.

APL 8 (EL 11)

👤 **Feral Lizardfolk (3):** hp 65; See *Appendix VII*.

APL 10 (EL 13)

👤 **Feral Lizardfolk (6):** hp 65; See *Appendix VII*.

APL 12 (EL 15)

👤 **Feral Lizardfolk (3):** hp 102; See *Appendix VII*.

APL 14 (EL 17)

👤 **Feral Lizardfolk (6):** hp 102; See *Appendix VII*.

Encounter Fourteen – What’s that Doing Here?

Partway down the curving shaft a hallway branches off. The tunnel leading off from it slants upwards slightly, and is made of an odd black glass-like stone. It also branches to the left and right.

See DM’s Aid #4 for a map of this level.

To the right is a room, 45 ft. long and 20 ft. wide. This room is where the guards are normally when they are not upstairs in their room. The single guard that is currently in the base is in here looking getting the next shipment of goods to Sassy ready (they just took one, but they must send one every few days to keep her happy). The shipment consists of rare herbs that can be identified as coming from the Amedio Jungle area with a Knowledge (Nature) & Knowledge (Geography) check (DC 25, must succeed at both). The guard is a tainted one servant of the Yuan-ti master of the base. There is one

table at the front of the room, and several smaller tables scattered around the room.

The passage to the left leads to the private chambers of the Yuan-ti master (he is down a floor). These chambers have his correspondence with Sassy; presented in *Player’s Handout #2*. The chamber is 60 ft. long and 30 ft. wide. Piled in the far corner from the entrance is a large cluster of silk pillows that have obviously been slept upon. In the center of the chamber is a desk, this is where the correspondence is located.

In the passage that leads to the room there is a secret door (Search/Spot DC 30 to find). The first 5ft. square behind the door is trapped with a magical curse (see below). Behind this door is the treasury of the Yuan-ti (in it’s depleted form they just sent a bunch off). Also in this secret chamber are a series of missives from the leaders of the cult. Those are included as *Player’s Handouts #3a-e*.

Trap

➤ **Magical Curse Trap:** CR -; First person to step in the 5-ft. space. Will save (DC 20+APL); Mark of the Snake/Serpent. Protected with a *Nystul’s Undetectable Aura* spell. Search (DC 45); Disable Device (DC 45).

Creatures

APL 4 (EL 5)

👤 **Tainted One Defender:** hp 36; See *Appendix VIII*.

APL 6 (EL 7)

👤 **Tainted One Defender:** hp 52; See *Appendix VIII*.

APL 8 (EL 9)

👤 **Tainted One Defender:** hp 76; See *Appendix VIII*.

APL 10 (EL 11)

👤 **Tainted One Defender:** hp 94; See *Appendix VIII*.

APL 12 (EL 13)

👤 **Tainted One Defender:** hp 112; See *Appendix VIII*.

APL 14 (EL 15)

👤 **Tainted One Defender:** hp 130; See *Appendix VIII*.

Tactics

The defender will enter melee, but will always attempt to use his kiss on anyone with exposed flesh.

Treasure

APL 4–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (50 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp).

APL 6–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *oil of timelessness* (75 gp).

APL 8–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (50 gp), *dust of tracelessness* (25 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *oil of timelessness* (75 gp).

APL 10–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (50 gp), *dust of tracelessness* (25 gp), *phylactery of faithfulness* (100 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *oil of timelessness* (75 gp).

APL 12–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (50 gp), *dust of tracelessness* (25 gp), *phylactery of faithfulness* (100 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *oil of timelessness* (75 gp).

APL 14–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (50 gp), *dust of tracelessness* (25 gp), *phylactery of faithfulness* (100 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *oil of timelessness* (75 gp).

Development

If the combat here lasts for 3 or more rounds then the Yuan-ti master on the floor below will hear the combat and have time to prepare.

Encounter Fifteen – Chamber of Snakes

Finally you have reached the bottom of the shaft, or at least the portion that has the walkway on it. There is another hallway leading out, however, this one leads directly into a chamber.

See DM's Aid #5 for a map of this level.

This chamber has the Yuan-ti master and the envoy from Sassy in it. They will work together, as much as possible, to defeat these invaders and keep the secret of their alliance a secret for that much longer.

Creatures

APL 4 (EL 7)

- ☛ **Yuan-ti Cleric:** hp 67; See *Appendix IX*.
- ☛ **Half-Dragon Brute:** hp 40; See *Appendix IX*.

APL 6 (EL 9)

- ☛ **Yuan-ti Cleric:** hp 83; See *Appendix IX*.
- ☛ **Half-Dragon Brute:** hp 60; See *Appendix IX*.

APL 8 (EL 11)

- ☛ **Yuan-ti Cleric:** hp 99; See *Appendix IX*.
- ☛ **Half-Dragon Brute:** hp 88; See *Appendix IX*.

APL 10 (EL 13)

- ☛ **Yuan-ti Cleric:** hp 115; See *Appendix IX*.
- ☛ **Half-Dragon Brute:** hp 110; See *Appendix IX*.

APL 12 (EL 15)

- ☛ **Yuan-ti Cleric:** hp 131; See *Appendix IX*.
- ☛ **Half-Dragon Brute:** hp 132; See *Appendix IX*.

APL 14 (EL 17)

- ☛ **Yuan-ti Cleric:** hp 147; See *Appendix IX*.
- ☛ **Half-Dragon Brute:** hp 154; See *Appendix IX*.

Tactics

The cleric will open with buffs, if he's had preparation time then those spells that are underlined will be pre-cast. Following any buff spells he will use attack spells, or enter melee. The half-dragon will open with his breath weapon, followed by raging and entering melee.

Conclusion A - Success

The heroes have been successful in shutting down another one of the cells of the cult. They should also have the information that they need to locate any of the remaining cells (player's handouts).

Feel free to inform the players that the series is concluded in *Syrul's Slander*. It is due to be released in Year 4.

Conclusion B - Failure

You despondently return to your dark cells in the Trigol city jails. What you think is a week passes while the daily routine of the jail moves around you. Finally, you are brought before a magistrate, who declares you innocent due to evidence that was discovered at the Rock of Trigol Inn. However, he still fines you [See Below] for taking his time and space in his jail.

The heroes are fined 200 gp / APL. If they cannot afford this then they must sell an item or items to meet this cost. The heroes have failed the module, they do not receive any encounter based experience or treasure.

Conclusion C - Ambivalence

You cleared your name of the theft of the Singolin jewels, but you will never know who framed you, or why.

The heroes have failed the second portion of the adventure. They will receive only the role-playing experience for the adventure, and receive no treasure.

Special Ending – Stolen Goods

If the heroes return the stolen goods then skip this section, otherwise read on.

Ever since you left the base in the Gamboge, you've had a feeling of being watched. It is late one night when the feeling grows stronger, suddenly, you sense someone in the room with you. Looking about you cannot make anyone out, but a voice calls out, "You should not have kept these. I am here to ensure that they are returned." And with that the voice ends, everything that you found in crates in the tunnels is gone. You can only wonder who it was that found you, and why they cared so much for these goods.

Anyone who has the enmities should be careful in the future. It will not be forgotten, and much could come from their inattentiveness to the law.

The End

Experience Point Summary

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

Challenge-based Experience

Encounter Seven

Defeat the Attackers	
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter Eight

Defeat the Dragon(s)	
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp

Encounter Ten

Defeat the Dung Beetles	
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp
APL 14	240 xp

Encounter Eleven

Defeat the Pixies (including talking with them)	
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp
APL 14	240 xp

Encounter Thirteen

Defeat the “pets”	
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Encounter Fourteen

Defeat the guards	
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp

Encounter Fifteen

Defeat the Yuan-ti Commander & Associate	
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Challenge-based Experience Maximums

APL 4	1080 xp
APL 6	1440 xp
APL 8	1800 xp
APL 10	2160 xp
APL 12	2520 xp
APL 14	2880 xp

Roleplaying/Objective Experience

Encounter Five

Prove their innocence.	
ALL APL's	60 xp

Encounter Twelve

Successfully talking with the Unseen One.	
APL 4	150 xp
APL 6	240 xp
APL 8	330 xp
APL 10	420 xp

APL 12	510 xp
APL 14	600 xp

Encounter Thirteen

Returning the Stolen Goods.	
ALL APL's	60 xp

Roleplaying Experience Maximums

APL 4	270 xp
APL 6	360 xp
APL 8	450 xp
APL 10	540 xp
APL 12	630 xp
APL 14	720 xp

Total possible experience:

APL 4	1350 xp
APL 6	1800 xp
APL 8	2250 xp
APL 10	2700 xp
APL 12	3150 xp
APL 14	3600 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

Encounter Seven

Defeat the Attackers

APL 4–L: 274 gp; C: 0 gp; M: *potion of cure light wounds*(4 gp), *Saddle of Speed*(250 gp).

APL 6–L: 340 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp), *Saddle of Speed* (250 gp), *+I bracers of armor*(83 gp).

APL 8–L: 159 gp; C: 0 gp; M: *+I breastplate* (112 gp), *+I ring of protection* (167 gp), *potion of cure light wounds*(4 gp), *Saddle of Speed*(250 gp), *+I full plate*(221 gp), *+I studded leather armor*(98 gp), *+I bracers of armor* (83 gp).

APL 10–L: 80 gp; C: 0 gp; M: *+I breastplate* (112 gp), *+I spiked chain* (194 gp), *+I ring of protection* (167 gp), *potion of cure moderate wounds* (25 gp), *Saddle of Speed* (250 gp), *+I full plate* (221 gp), *+I heavy mace* (193 gp), *+I studded leather armor* (98 gp), *+I short sword* (192 gp), *+I bracers of armor* (83 gp), *boots of elvenkind* (167 gp), *cloak of elvenkind* (167 gp).

APL 12–L: 80 gp; C: 0 gp; M: *+I breastplate* (112 gp), *+I spiked chain* (194 gp), *+I ring of protection* (83 gp), 3 *potions of cure moderate wounds* (25 gp per potion), *Saddle of Speed* (250 gp), *+I full plate* (221 gp), *+I heavy mace* (193 gp), *+I studded leather armor of shadow* (348 gp), *+I short sword* (192 gp), *+2 bracers of armor* (333 gp), *boots of elvenkind* (167 gp), *cloak of elvenkind* (167 gp).

APL 14–L: 44 gp; C: 0 gp; M: *+2 chain shirt* (354 gp), *+I spiked chain* (194 gp), *+2 ring of protection* (667 gp), 3 *potions of cure moderate wounds* (25 gp per potion), *Saddle of Speed* (250 gp), *gloves of dexterity +2* (333 gp), *+I full plate of shadow* (471 gp), *+I heavy mace* (193 gp), *periapt of wisdom +2* (333 gp), *+I large steel shield* (98 gp), *+I studded leather armor of shadow* (348 gp), *+I short sword* (192 gp), *+I small wooden shield* (96 gp), *+2 bracers of armor* (333 gp), *boots of elvenkind* (167 gp), *cloak of elvenkind* (167 gp), *pink and green sphere ioun stone* (667 gp).

Encounter Eleven

Kill the Sprites

APL 4–L: 13 gp; C: 0 gp; M: 0 gp.

APL 6–L: 13 gp; C: 0 gp; M: 0 gp.

APL 8–L: 7 gp; C: 0 gp; M: 0 gp.

APL 10–L: 13 gp; C: 0 gp; M: 0 gp.

APL 12–L: 13 gp; C: 0 gp; M: 0 gp.

APL 14–L: 26 gp; C: 0 gp; M: 0 gp.

Encounter Eleven

Receive Lurilent's Gift

All APL's–L: 0 gp; C: 0 gp; M: *Vial of Water (Potion of Heroism)*(75 gp each)

Encounter Fourteen

Defeat the Guard.

APL 4–L: 153 gp; C: 0 gp; M: 0 gp.

APL 6–L: 138 gp; C: 0 gp; M: *+I bastard sword* (195 gp).

APL 8–L: 0 gp; C: 0 gp; M: *+I bastard sword* (195 gp), *+I full plate* (221 gp).

APL 10–L: 0 gp; C: 0 gp; M: *+I bastard sword* (195 gp), *+I full plate* (221 gp), *+I ring of protection* (167 gp).

APL 12–L: 0 gp; C: 0 gp; M: *+I venomous bastard sword* (695 gp), *+I full plate* (221 gp), *+I ring of protection* (167 gp).

APL 14–L: 0 gp; C: 0 gp; M: *+I venomous bastard sword* (695 gp), *+I full plate* (221 gp), *+2 ring of*

protection (667 gp), *gauntlets of giant's strength +4* (1333 gp).

Find the Secret Chamber.

APL 4–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp).

APL 6–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *oil of timelessness* (75 gp).

APL 8–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of tracelessness* (21 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *potion of heroism* (75 gp).

APL 10–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of tracelessness* (21 gp), *phylactery of faithfulness* (83 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *potion of heroism* (75 gp).

APL 12–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of tracelessness* (21 gp), *phylactery of faithfulness* (83 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *potion of heroism* (75 gp).

APL 14–L: 0 gp; C: 0 gp; M: *necklace of prayer beads (blessing)* (42 gp), *dust of tracelessness* (21 gp), *phylactery of faithfulness* (83 gp), *dust of dryness* (75 gp), *arcane scroll of shadow conjuration* (58 gp), *potion of heroism* (75 gp).

Encounter Fifteen

Defeat the Yuan-ti and Half-Dragon Brute

APL 4–L: 33 gp; C: 0 gp; M: *+1 full plate* (221 gp), 2 *scrolls of cure light wounds* (2 gp each).

APL 6–L: 33 gp; C: 0 gp; M: *+1 full plate* (221 gp), 2 *scrolls of cure light wounds* (2 gp each).

APL 8–L: 7 gp; C: 0 gp; M: *+1 scimitar* (193), *+1 full plate* (221 gp), 4 *scrolls of cure light wounds* (2 gp each), *boots of springing and striding* (208 gp).

APL 10–L: 7 gp; C: 0 gp; M: *+1 scimitar* (193), *+2 full plate* (471 gp), 7 *scrolls of cure light wounds* (2 gp each), *boots of springing and striding* (208 gp), *ring of counterspells* (333 gp).

APL 12–L: 7 gp; C: 0 gp; M: *+1 scimitar* (193), *+2 full plate* (471 gp), 8 *scrolls of cure light wounds* (2 gp each),

cloak of elvenkind (167 gp), *ring of feather fall* (183 gp), *boots of springing and striding* (208 gp), *ring of counterspells* (333 gp), *murlynd's spoon* (458 gp), *potion of cure moderate wounds* (25 gp).

APL 14–L: 7 gp; C: 0 gp; M: *+1 spell-storing scimitar* (693), *+2 full plate* (471 gp), 10 *scrolls of cure light wounds* (2 gp each), *cloak of elvenkind* (167 gp), *ring of feather fall* (183 gp), *boots of springing and striding* (208 gp), *ring of counterspells* (333 gp), *murlynd's spoon* (458 gp), *potion of cure moderate wounds* (25 gp), *vibrant purple ioun stone* (1000 gp), *pearl of power (1st)* (83 gp).

Adventure Maximums

If the total value of treasure received exceeds the AR maximum, award the AR maximum instead.

APL 4: 1202 gp; AR maximum 1200 gp.

APL 6: 1606 gp; AR maximum 1600 gp.

APL 8: 2500 gp; AR maximum 2500 gp.

APL 10: 4200 gp; AR maximum 4200 gp.

APL 12: 6001 gp; AR maximum 6000 gp.

APL 14: 12001 gp; AR maximum 12000 gp.

Special

Saddle of Speed

This special saddle, made of the hide of a leopard, grants an enhancement bonus to the base speed of any mount by the following amount:

Small size:	5ft
Medium size:	10ft
Large size:	15ft

The saddle will resize to fit any mount that is Small, Medium or Large size.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *expeditious retreat*, *Market Price:* 3,000 gp.

Influence or Enmity

The character has gained the favor or enmity of those parties listed below, the region to which the favor belongs is in parentheses:

- Clan Ukaloa (Archbarony of Ratic)
- Lord Lexnol (Archbarony of Ratic)
- Church of Pholtus (Theocracy of the Pale)
- Green Bar Teranor's (Duchy of Urnst)
- Lord Ellis Grek (Duchy of Urnst)
- Knights of the Swan (County of Urnst)
- Masters of Crystal Springs (County of Urnst)
- Church of Heironeous (Kingdom of Nyron)
- Oerth Theater Guild (Kingdom of Nyron)
- Arcane Wanderers Tavern (Kingdom of Nyron)
- Sagacious Society (Kingdom of Nyron)

Caster Level: 16th; Prerequisites: greater bestow curse.

+1 Venomous Bastard Sword

A +1 *venomous bastard sword* allows the wielder to inflict a *heightened poison* spell (DC 16) upon a creature struck by the blade once per day. The wielder must decide before the strike to activate this power, much the same as using a smite ability.

Market Price: 8380 gp. *Prerequisites:* Craft Magic Arms and Armor, Empower Spell, *poison*, Caster Level 9th.

Mark of the Snake

Laid upon your forehead is a sigil of a snake. This mark gives you some of the properties of a snake and in doing so imposes a –2 penalty to Strength and Intelligence. This curse may be removed by a *Remove Curse* spell cast at 10th level or higher. If you ever become the possessor of Snakebite (or Keen Snakebite) this curse upgrades to Mark of the Serpent.

Caster Level: 10th; Prerequisites: bestow curse.

Mark of the Serpent

You were marked by with a sigil of a snake upon your forehead. However, as it did so the blade known as *Snakebite* (or *Keen Snakebite*) bonded itself to you more firmly. At the start of each combat, as decided by the judge, you must make a Will save, DC 20, or draw the weapon. The weapon is blood thirsty, and must taste blood before it can be sheathed. Additionally, you have a –4 profane penalty to Will saves against the abilities of any Yuan-ti, or other reptilian creature (except against these it is only a –2). In return, *Snakebite* (or *Keen Snakebite*) now has the *Vicious* ability added (from *Sword and Fist*), meaning it deals an extra +2d6 damage to foes, and +1d6 damage to you. This extra damage to the wielder bypasses all Damage Reduction. There is currently no method for removing this curse, nor can *Snakebite*, or *Keen Snakebite* be removed.

Appendix I – The Questions

1. Why were you in the Merchant's Guildhouse?
2. Why were you after the Singolin jewels?
3. Where are you from?
4. If you didn't take the jewels then why did you have them?
5. Why were you fighting?
6. How did you end up unconscious if you weren't fighting?
7. Do you know these attackers?
8. Why would they frame you?
9. Did they say anything to you?
10. So you say you didn't take the jewels, then who did?
11. Who were the others again?
12. So... you say you weren't involved, then why did they say that they found you trying to rob the place?

Appendix II – Trigol

Trigol (Small City): Oligarchy; AL LN/LG; gp limit 15,000gp; Assets 7,200,000gp; Population 9,600; Demographic Categories (human 69%, 12% halfling, 7% elf, 3% dwarf, 2% gnome, 4% half-elf, 2% half-orc, 1% other)

Map: None

Heraldry: A gold tower on a green hill above a blue river on a white field.

Rennis Bort, Captain of the Trigol Watch: LN Male Human, Ftr5.

A well-built man in his mid forties, the Captain of the Watch stands some 5'5". Rennis is a firm patriot of the County. He tends to put law and order before justice. This has manifested itself in his hate of the refugees, who he sees as parasites. Rennis rightly blamed them for the increasing crime in Trigol, but does not differentiate between honest folk and thugs. He has intentionally turned a blind eye to attacks by Urnstians on refugees and brought the full weight of the law down on any refugees that cross his path. Many refugees claim he has contacts to a secret organization that is orchestrating attacks against refugees at the behest of the Municipal and covering up official knowledge of it. These scurrilous rumours are of course unsubstantiated and are likely to remain so while Bort is Watch Captain.

History

Oeridians founded Trigol after the sale of the Territory from the Duchy of Urnst. Aerdi built and garrisoned a castle on the hill. The village grew into a bustling town, thriving on the trade passing between the heartlands of Aerdy and her western fiefs.

In the 4th century, Trigol served as the anchor of the County of Urnst's ultimately ineffective defenses against the aggressions of Nyronde. During their occupation of the County, the Nyronde maintained a garrison at Trigol to defend the main route into their new fief. One commander of the garrison, Alyrenn the Bloody, is particularly remembered for the brutality with which he ruled until he was found drowned by unknown parties in a vat of pig's blood in the market square.

Nonetheless, Trigol grew prosperous and wealthy under rule from Rel Mord. Many Trigolians were content under the Nyronde, which put them at odds with their more independent minded countrymen elsewhere. However, it was this same prosperity that attracted the attentions of the Freelords of the Bandit Kingdoms, whose forces sacked and burned Trigol late in the Common Year 446. The old loyalty to Nyronde perished too in the Sack, replaced by smoldering resentment that the Nyronde king had not done more to save their city. Trigol was rebuilt from the ashes and slowly recovered some of its fortune, yet it never regained the fullness of its past glory.

During the Greyhawk Wars, Tenha and Bandit Kingdom refugees arrived in Trigol soon after the fall of their realm, followed by a steady stream of Nyronde fleeing the poverty and famine across the Franz. The Newtown was hastily constructed the marshy ground between the Kerallan and the Franzdyke to house the influx of refugees. The measure has proven woefully inadequate to deal with the immense tide of refugees and Newtown quickly became a squalid overcrowded ghetto.

As Nyronde's economy crumbled, the trade with the east, upon which many livelihoods in Trigol depended, began to dry up. Many businesses in the town, dependant on the passing trade therefore went bankrupt. Searching to find reasons for their sudden reversal in fortune, many Trigolians found an easy scapegoat in the refugees.

So far, the Duchy has been unwilling to help, as most of their Noble ties to the area were severed with the installment of more Aerdi nobles.

Prejudice against the refugees has become rife amongst the natives. An "unofficial" curfew is enforced by the Watch, whereby at all refugees are expelled from the Oldtown after dark, often forcibly. Gangs of Urnstians are known to roam the streets, doling out savage beatings to refugees. This has elicited retaliation from the Tenhas, Northerners, and

Nyrondese. However, whereas the Watch turn a blind eye to the actions of the Urnstian thugs, they saved no pains in pursuing the refugees responsible for attacks on Trigolians or their property.

The ascension of King Lynwerd to the throne of Nyrond and the suspension of the ruinous taxes, which plagued the people of that unhappy land, has encouraged some Nyrondese refugees in the Newtown to return home. However, a large number remain skeptical of the abilities of their new sovereign and nothing across the Franz worth returning to.

The gradual recovery in the fortunes of Nyrond has seen a slow rally in Trigol's economy too. Trade is once more beginning to flow through the town. Nonetheless resentment of the refugees remain and the opinion that the Municipal should demand that the refugees should be repatriated to their respective homelands, by force if needs be, has been voiced by some.

Further comments on the history of this area may be found on page 125 of the *Living Greyhawk Gazetteer* where Duchy sold much of this area to the Aerdi. Trigol was one of the only areas that isn't dominated by the remaining Suloise noble houses.

Locations

Trigol is set in the rich flood plains of the wide and sluggish river Franz, just over a league from the western bank of that river. The town sits upon the slopes and about the skirts of the Hill of Trigol, a large outcropping of rock, which juts over two hundred feet up out of the silt plain. Protected by cliffs on three sides, atop the hill sits the Hold of Trigol, a well fortified castle that serves as the seat of the town's governing council – **The Burgh Municipal** (commonly referred to as the Municipal). The town is split by the Kerallan River into the Oldtown upon the west bank and the Newtown on the east. The Franzdyke – an earthwork of uncertain and ancient origin, upon part of which the towns now ruined, girdles the entire town and tumbled walls were based. Whereas Oldtown is generally pleasant with paved streets and well-maintained open sewers (regularly cleaned by Gelatinous Cubes (See Return to White Plume Mountain by Paul Kidd), the Newtown is a teeming and filthy ghetto, rife with crime and disease.

The river meadows and fields immediately around Trigol hide many secrets, as does the ground below the town itself. The ruins and cellars of buildings destroyed in the Sack form twisting networks of mud and water filled passages. These are prone to flooding in winter as the water table rises.

Up and down the Franz River lie the old Franz castles, from the defensive days of the County. They are all in various states, from downright haunted and monster-ridden to the still-inhabited manors of lesser nobles.

Gambling Barges have begun to take an important role on the Franz recently (see this and other useful information in Return to White Plume Mountain by Paul Kidd).

The Rock

The Hill dominates the town or, as it is locally known, the Rock of Trigol, atop which stands the strong walls and towers of the Hold. By decree, the southern slopes of the Hill within a bowshot of the walls of the Hold are clear of construction and are held in commonage by those families who dwell on the lower slopes of the Rock.

Upon the eastern side, the remarkable **Rock of Trigol Inn** is set into the living stone of the cliffs. The Rock is famous for its home brewed Rock Stout, brewed by the proprietor, **Oskyl Tyll** (LG dm, Ftr9). The Rock also provides rooms, which though somewhat claustrophobic for non-dwur, are warm, clean and comfortable. Osk, a broad minded and amiable former freesword, welcomes refugees and locals equally, a fact that has made him and the Rock less popular with the more bigoted locals of late.

Merchant's Ward

The Merchant's Ward houses most of Trigol's temples and businesses. The center of the town is dominated by the **Market Square**, a wide paved area that is used by peddlers, itinerant traders and caravans for trade, as well as by revelers for festivals and the Municipal for executions. On the north side of the Square stands the impressive **Golden Vault**, the temple to Zilchus. Constructed from rich golden sandstone and adorned with sumptuous carvings and statues, it stands cheek by jowl with Trigol's **Merchant's Guildhall and Money Exchange**, which is maintained by the Temple of Zilchus in conjunction with the Merchant's Guild. Opposite stands the **Courthouse** and the adjacent **temple of St. Cuthbert**. The local priests have always adhered to the more tolerant aspect of the Cudgelists, and thus have been alarmed by the support given the intolerant Palish preachers in the Newtown by Baron Gellor.

The road bisecting the Square and the town is reputed to be an extension of the ancient **Dirawaen roads** of the Aerdi. It is paved along its length by black granite slabs, though granite is not the underlying rock here. Neither snow nor ice nor hail nor rain gathers upon its surface, so it is passable whatever the season

Rulership

Though Trigol nominally falls within the Barony of Trigolford, the town enjoys the status of a free city, being exempt from the authority of the Baron under the terms of a charter from the Countess. Though this charter contradicts in places the terms of the Baron's rights over the town, an arrangement between the Barons and the Burgh Municipal (Trigol's ruling council) has existed in the past, sweetened by the payment of "Charter Duties" into the Baron's coffers.

The Municipal has the rights of governance within the town and a mile beyond the limits of the Franzdyke. It may levy and collect taxes within the town, as well as formulate laws provided they do not directly contradict laws decreed from Radigast.

The five members of the Municipal except the representatives of the Baron and the Darornstae are elected every seven years by and from the Burgh's Moot – a body of sixty important and wealthy burghers (including the Masters of all guilds and others). The mayor of Trigol is in turn elected by the Municipal from its ranks. The next election will be in 599 CY.

Current members:

☛ **Virnin Dabin**, LG Male Human, Clr9-Zilchus (High Priest of Zilchus and Mayor)

☛ **Arns Gorhaas**, NG Male Human, Exp6 (Master of Merchant's Guild)

☛ **Varan Lerrhest**, LN Male Human, Exp5 (Master of the Guild of Moneychangers and Usurers)

☛ **Marner Steglin**, LN Male Human, Exp4 (Master of the Guild of Mercers, Sartors and Sailmakers)

☛ **Alden Goris**, LG Male Human, Clr7-St.Cuthbert (High Priest of St.Cuthbert)

☛ **Grenhaf Sahlin**, LG Male Human, Ftr6 (Seneschal of Trigol Hold, Baron Gellor's representative)

☛ **Orchase Korstannen**, N Female Human, Clr11/Wiz4-Boccob (High Priestess of Boccob, representative of the Darnostae)

The Municipal is beholden directly only to the Countess herself and her Sheriff, **Morehn Karhist**. (NG Male Human, Ftr4). They are further bound by the terms of the Charter, which stipulate the Municipal's duties to the Burgh's Moot and the common citizenry. Trigol's elite keep tight control of the composition of the Municipal, and it is rare that the three major guilds (merchants, mercers, and moneylenders) or the wealthy merchant houses of Dabin or Gorhaas do not have members on the council. Though this was tolerated by the smaller guilds in the past, with the recent hardships, support for the elite has waned and the lesser guilds' grumbling has become clearly audible. Additionally the baron has recently begun to question the Municipal's right to govern of Trigol. The Baron's representative, **Grenhaff Sahlin**, (LN Male Human, Ftr4) is now trusted even less than he was previously by the other members of the oligarchy. As if this were not enough – **Orchase Korstannen** (N Female Human, Clr12-Boccob) of the Darnostae, who had previously almost never been seen at meetings of the Municipal has appeared at every council for the past year, which the Municipal finds disconcerting in the extreme.

Defenses

Trigol in its heyday was a walled town, but long years of peace and the sack of 446 CY saw the walls fall into an advanced state of disrepair. Today, the town is surrounded by a twelve foot high earthen embankment, a mixture of the remains of the ancient Franzdyke and the tumbled and sunken remains of the old city walls, now covered in grass and weeds.

The Oldtown has four "gates": Nethergate to the south, Gellor's Gate to the west, Rivergate on the east and the Heanor Gate to the north - a throwback to the days when the town was walled. Now they are little more than gaps in the earthwork through which roads pass. A guardhouse manned by a score of County Regulars wards each.

The Hold atop the hill of Trigol was designed as to serve as a refuge for the town's folk in times of peril. It is defended upon the east, north and west by one to two hundred foot high cliffs. Upon the south where the slope is much more gradual, the Common provides a clear field of fire from the walls. The Hold's outer bailey houses the barracks of

the Watch and the garrison of County Regulars as well as a small chapel to Heironeous, which can serve, as a redoubt should the outer walls be breached.

The inner bailey is divided from the outer by a thirty-foot curtain wall breached by a single gate defended by a formidable gatehouse. Inside stands the Baron's keep, which houses at times the Baron, his family and court and the barracks of the Baron's Own Guard. The Great Hall of the Keep has also been the traditional location for meetings of the Municipal and the Moot.

Extensive tunnels exist beneath the Hold, which serve as storage cellars for the castle's provisions and as cells for the town's jail. It is a common rumour that some of the cellblocks used during the tenure of Alyren the Bloody were sealed off because of the terrible acts, which were committed there.

Garrison

The overall responsibility for the defense of Trigol lies in the hands of Baron Gellor, as Marshal of the Franz. Nonetheless, the Municipal as direct vassals of the Countess have the rights not only to raise their own Watch and Burgh Levy but to protection by a force of the County Regulars. However in time of peril, the County Regulars come under the command of Baron Gellor.

Trigol Watch

☛ Commander: **Captain Rennis Bort** (LN Male Human, Ftr5);

Armament: Halberd, long/broadsword, dagger, crossbow, chainmail.

Colours: Green tabard trimmed with blue and white, and bearing the crest of Trigol with a grey cloak held with a bronze brooch embossed with the crest of the town upon it. Sergeants bear a silver brooch, while the Captain's brooch is golden.

The Watch is based in a barracks inside the Outer Bailey of the Hold. Patrols generally consist of five watchmen and a sergeant in the Oldtown. Patrols in the Newtown are less frequent and are double strength.

Merchant's Guild of Trigol

☛ Guildmaster: **Arns Gorhaas** (NG Male Human, Exp6)

This is a very influential guild within both the town and the County, third behind the Radigast and (to the chagrin of the Trigolian merchants) Brotton Guilds. It regulates traders under its aegis, and protects the interests of its members. They, along with the Temple of Zilchus are very disturbed by the recent upsurge in brigand activity. The guildhall is housed within the Mercantile Hall on the Market Square.

Appendix III – Mounted Raiders

☛ Fighter 4: Male Human Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 35; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [[+3 Dex, +5 armor]]; Atk +7 melee [(2d4+3, reach 10 ft., spiked chain)]; AL NE; SV Fort +6, Ref +4, Will +2; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +5, Handle Animal +6, Jump +5, Ride +10, Swim +8; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Ride-By Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: masterwork spiked chain, masterwork breastplate, potion of cure light wounds, heavy warhorse, Saddle of Speed.

☛ Fighter 6: Male Human Ftr6; CR 6; Medium Humanoid; HD 6d10+12; hp 59; Init +3; Spd 20 ft.; AC 20 (touch 14, flat-footed 17) [[+3 Dex, +6 armor, +1 deflection]]; Atk +11/6 melee [(2d4+3, reach 10 ft., spiked chain)]; AL NE; SV Fort +7, Ref +5, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +8, Jump +7, Ride +12, Swim +10; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Ride-By Attack, Trample, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: masterwork spiked chain, +1 breastplate, ring of protection +1, potion of cure light wounds, heavy warhorse, Saddle of Speed.

☛ Fighter 8: Male Human Ftr8; CR 8; Medium Humanoid; HD 8d10+16; hp 75; Init +3; Spd 20 ft.; AC 20 (touch 14, flat-footed 17) [[+3 Dex, +6 armor, +1 deflection]]; Atk +13/8 melee [(2d4+4, reach 10 ft., 19-20/x2, +1 spiked chain)]; AL NE; SV Fort +8, Ref +5, Will +3; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +10, Jump +9, Ride +14, Swim +12; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Mounted Combat, Ride-By Attack, Trample, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 spiked chain, +1 breastplate, ring of protection +1, potion of cure moderate wounds, heavy warhorse, Saddle of Speed.

☛ Fighter 10: Male Human Ftr10; CR 10; Medium Humanoid; HD 10d10+20; hp 96; Init +7; Spd 20 ft.; AC 20 (touch 14, flat-footed 17) [[+3 Dex, +6 armor, +1 deflection]]; Atk +15/10 melee [(2d4+4, reach 10 ft., 19-20/x2, +1 spiked chain)]; AL NE; SV Fort +9, Ref +6, Will +6; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +11, Handle Animal +12, Jump +11, Ride +16, Swim +14; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 spiked chain, +1 breastplate, ring of protection +1, 3 potions of cure moderate wounds, heavy warhorse, Saddle of Speed.

☛ Fighter 12: Male Human Ftr12; CR 12; Medium Humanoid; HD 12d10+24; hp 115; Init +9; Spd 30 ft.; AC 23 (touch 17, flat-footed 18) [[+5 Dex, +6 armor, +2 deflection]]; Atk +19/14 melee [(2d4+4, reach 10 ft., 19-20/x2, +1 spiked chain)]; AL NE; SV Fort +10, Ref +9, Will +7; Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +15, Handle Animal +14, Jump +15, Ride +20, Swim +16; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Expertise, Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 spiked chain, +2 chain shirt, ring of protection +2, potion of cure serious wounds, heavy warhorse, Saddle of Speed, gloves of dexterity +2.

☞ **Shadow Cleric 4:** Male Human (Shadow) Clr3; CR 4; Medium Magical Beast; HD 3d8+3; hp 21; Init +5; Spd 30 ft.; AC 21 (touch 11, flat-footed 18) [[+8 armor, +2 shield, +1 Dex]]; Atk +4 melee [(1d8+1, heavy mace)] or +3 ranged; SQ Cold Resistance 8, Darkvision 60 ft., Low-light vision, *shadow blend*, increased saves; AL NE; SV Fort +6, Ref +4, Will +8; Str 12, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Hide +1, Knowledge (religion) +7, Move Silently +1, Spellcraft +7; Blind-Fight, Combat Casting, Improved Initiative.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Increased Saves (Su): A shadow creature gains a +2 luck bonus to all saves.

Possessions: masterwork heavy mace, masterwork full plate, masterwork large steel shield, light riding horse.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2)]; 1st—[*Cure Light Wounds*, *Divine Favor*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Darkness*, *Invisibility**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☞ **Shadow Cleric 6:** Male Human (Shadow) Clr5; CR 6; Medium Magical Beast; HD 5d8+5; hp 32; Init +5; Spd 30 ft.; AC 22 (touch 11, flat-footed 19) [[+9 armor, +2 shield, +1 Dex]]; Atk +5 melee [(1d8+1, heavy mace)] or +4 ranged; SQ Cold Resistance 10, Darkvision 60 ft., Low-light vision, *shadow blend*, increased saves; AL NE; SV Fort +7, Ref +4, Will +9; Str 13, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Hide +3, Knowledge (religion) +9, Move Silently +1, Spellcraft +9; Blind-Fight, Combat Casting, Improved Initiative.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Increased Saves (Su): A shadow creature gains a +2 luck bonus to all saves.

Possessions: masterwork heavy mace, +1 full plate, masterwork large steel shield, light riding horse.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance*]; 1st—[*Bless*, *Cure Light Wounds*, *Divine Favor*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Darkness*, *Endurance*, *Invisibility**]; 3rd—[*Deeper Darkness*, *Dispel Magic*, *Magic Circle against Good**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☞ **Shadow Cleric 8:** Male Human (Shadow) Clr7; CR 8; Medium Magical Beast; HD 7d8+7; hp 46; Init +5; Spd 30 ft.; AC 22 (touch 11, flat-footed 19) [[+9 armor, +2 shield, +1 Dex]]; Atk +8 melee [(1d8+2, +1heavy mace)] or +6 ranged; SQ Cold Resistance 12, Darkvision 60 ft., Low-light vision, *shadow blend*, increased saves; AL NE; SV Fort +8, Ref +5, Will +10; Str 13, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Hide +4, Knowledge (religion) +9, Move Silently +2, Spellcraft +11; Blind-Fight, Combat Casting, Improved Initiative, Weapon Focus (heavy mace).

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Increased Saves (Su): A shadow creature gains a +2 luck bonus to all saves.

Possessions: +1 heavy mace, +1 full plate, masterwork large steel shield, light riding horse.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance* (2)]; 1st—[*Bane*, *Bless*, *Cure Light Wounds*, *Divine Favor*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Darkness*, *Endurance*, *Hold Person*, *Invisibility**]; 3rd—[*Deeper Darkness*, *Dispel Magic*, *Magic Circle against Good**, *Prayer*]; 4th—[*Divine Power*, *Unholy Blight**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☞ **Shadow Cleric 10:** Male Human (Shadow) Clr9; CR 10; Medium Magical Beast; HD 9d8+9; hp 54; Init +5;

Spd 30 ft.; AC 22 (touch 11, flat-footed 19) [[+9 armor, +2 shield, +1 Dex]]; Atk +10 melee [(1d8+3, +1heavy mace)] or +7 ranged; SQ Cold Resistance 14, Darkvision 60 ft., Low-light vision, *shadow blend*, increased saves, Evasion; AL NE; SV Fort +9, Ref +6, Will +11; Str 14, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Hide +5, Knowledge (religion) +11, Move Silently +2, Spellcraft +13; Blind-Fight, Combat Casting, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Increased Saves (Su): A shadow creature gains a +2 luck bonus to all saves.

Possessions: +1 heavy mace, +1 full plate, masterwork large steel shield, light riding horse.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance* (2)]; 1st—[*Bane*, *Bless*, *Cure Light Wounds*, *Divine Favor*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Darkness*, *Endurance*, *Hold Person*, *Invisibility**, *Shatter*]; 3rd—[*Cure Serious Wounds*, *Deeper Darkness*, *Magic Circle against Good**, *Prayer*]; 4th—[*Divine Power*, *Freedom of Movement*, *Summon Monster IV*, *Unholy Blight**]; 5th—[*Dispel Good**, *Righteous Might*].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

Shadow Cleric 12: Male Human (Shadow) Clr11; CR 12; Medium Magical Beast; HD 11d8+11; hp 66; Init +5; Spd 30 ft.; AC 23 (touch 11, flat-footed 19) [[+9 armor, +3 shield, +1 Dex]]; Atk +12 melee [(1d8+3, +1heavy mace)] or +9 ranged; SQ Cold Resistance 16, Darkvision 60 ft., Low-light vision, *shadow blend*, increased saves, Evasion; AL NE; SV Fort +10, Ref +6, Will +13; Str 14, Dex 12, Con 12, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +15, Hide +19, Knowledge (religion) +13, Move Silently +3, Spellcraft +13; Blind-Fight, Combat Casting, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the

shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Increased Saves (Su): A shadow creature gains a +2 luck bonus to all saves.

Possessions: +1 heavy mace, +1 full plate of shadow, +1 large steel shield, periapt of wisdom +2, light riding horse.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance* (2)]; 1st—[*Bane*, *Bless*, *Cure Light Wounds*, *Divine Favor*, *Doom*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Darkness*, *Endurance*, *Hold Person*, *Invisibility**, *Shatter*]; 3rd—[*Cure Serious Wounds* (2), *Deeper Darkness*, *Dispel Magic*, *Magic Circle against Good**, *Prayer*]; 4th—[*Divine Power*, *Freedom of Movement*, *Summon Monster IV* (2), *Unholy Blight**]; 5th—[*Dispel Good**, *Flame Strike*, *Righteous Might*]; 6th—[*Blade Barrier*, *Mislead**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☛ **Rogue 4:** Male Halfling Rog4; CR 4; Small Humanoid; HD 4d6+4; hp 19; Init +3; Spd 20 ft.; AC 18 (touch 14, flat-footed 18) [[+1 size, +3 Dex, +3 armor, +1 shield]]; Atk +6 melee [(1d6+1, 19-20/x2, short sword)] or +8 ranged [(1d4+1, 19-20/x2, dagger)]; SA Sneak Attack +2d6; SQ Uncanny Dodge (Dex to AC), Evasion; AL NE; SV Fort +3, Ref +8, Will +3; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +10, Bluff +7, Climb +3, Disguise +7, Escape Artist +10, Hide +14, Jump +10, Listen +10, Move Silently +12, Spot +8, Tumble +10; Dodge, Mobility.

Possessions: masterwork short sword, masterwork studded leather, masterwork small wooden shield, 5 daggers, light riding horse.

☛ **Rogue 6:** Male Halfling Rog6; CR 6; Small Humanoid; HD 6d6+6; hp 27; Init +3; Spd 20 ft.; AC 19 (touch 14, flat-footed 19) [[+1 size, +3 Dex, +4 armor, +1 shield]]; Atk +7 melee [(1d6+1, 19-20/x2, short sword)] or +9 ranged [(1d4+1, 19-20/x2, dagger)]; SA Sneak Attack +3d6; SQ Uncanny Dodge (Dex to AC, Can't be Flanked), Evasion; AL NE; SV Fort +4, Ref +9, Will +4; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +12, Bluff +7, Climb +3, Disguise +8, Escape Artist +12, Hide +16, Jump +10, Listen +12, Move Silently +14, Perform +5, Spot +10, Tumble +12; Combat Reflexes, Dodge, Mobility.

Possessions: masterwork short sword, +1 studded leather, masterwork small wooden shield, 5 daggers, light riding horse.

☛ **Rogue 8:** Male Halfling Rog7/Shd1; CR 8; Small Humanoid; HD 7d6+1d8+8; hp 42; Init +4; Spd 20 ft.; AC 20 (touch 15, flat-footed 20) [[+1 size, +4 Dex, +4 armor, +1 shield]]; Atk +8 melee [(1d6+1, 19-20/x2, short sword)] or +11 ranged [(1d4+1, 19-20/x2, dagger)]; SA Sneak Attack +4d6; SQ Uncanny Dodge (Dex to AC, Can't be Flanked), Evasion, Hide in Plain Sight; AL NE; SV Fort +4, Ref +12, Will +4; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +15, Bluff +8, Climb +3, Disguise +11, Escape Artist +15, Hide +19, Jump +10, Listen +14, Move Silently +17, Perform +5, Spot +12, Tumble +15; Combat Reflexes, Dodge, Mobility.

Possessions: +1 short sword, +1 studded leather, masterwork small wooden shield, 5 daggers, light riding horse.

☛ **Rogue 10:** Male Halfling Rog7/Shd3; CR 10; Small Humanoid; HD 7d6+3d8+10; hp 53; Init +8; Spd 20 ft.; AC 20 (touch 15, flat-footed 20) [[+1 size, +4 Dex, +4 armor, +1 shield]]; Atk +10/5 melee [(1d6+1, 19-20/x2, short sword)] or +13/8 ranged [(1d4+1, 19-20/x2, dagger)]; SA Sneak Attack +4d6; SQ Uncanny Dodge (Dex to AC, Can't be Flanked, +1 vs. traps), Evasion, Hide in Plain Sight, shadow illusion, summon shadow, Darkvision; AL NE; SV Fort +5, Ref +13, Will +5; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +17, Bluff +8, Climb +3, Disguise +13, Escape Artist +17, Hide +31, Jump +10, Listen +16, Move Silently +19, Perform +5, Spot +14, Tumble +17; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Possessions: +1 short sword, +1 studded leather of shadow, masterwork small wooden shield, 5 daggers, light riding horse.

☛ **Rogue 12:** Male Halfling Rog9/Shd3; CR 12; Small Humanoid; HD 9d6+3d8+12; hp 60; Init +8; Spd 20 ft.; AC 21 (touch 15, flat-footed 21) [[+1 size, +4 Dex, +4 armor, +2 shield]]; Atk +11 melee [(1d6+1, 17-20/x2, short sword)] or +14 ranged [(1d4+1, 19-20/x2, dagger)]; SA Sneak Attack +5d6; SQ Uncanny Dodge (Dex to AC, Can't be Flanked, +1 vs. traps), Evasion, Hide in Plain Sight, shadow illusion, summon shadow, Darkvision; AL NE; SV Fort +6, Ref +14, Will +6; Str 12, Dex 19, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +19, Bluff +8, Climb +3, Disguise +15, Escape Artist +19, Hide +33, Jump +14, Listen +18, Move Silently +21, Perform +5, Spot +16, Tumble +19; Combat Reflexes, Dodge, Improved Critical (short sword), Improved Initiative, Mobility.

Possessions: +1 short sword, +1 studded leather of shadow, +1 small wooden shield, 5 daggers, light riding horse.

☛ Sorcerer 4: Male High Elf Sor4; CR 4; Medium Humanoid; HD 4d4+8; hp 21; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [[+1 Dex, +1 armor]]; Atk +1 melee [(1d6-1, javelin)] or +3 ranged [(1d6-1, range 30 ft., javelin)] or +4 ray; SQ Elven Blood, sleep immunity, low-light vision; AL NE; SV Fort +3, Ref +2, Will +4; Str 8, Dex 12, Con 14, Int 12, Wis 11, Cha 18.

Skills and Feats: Concentration +9, Knowledge (Arcana) +8, Listen +2, Search +3, Spellcraft +8, Spot +2; Combat Casting, Weapon Focus (Ray).

Possessions: 5 javelins, bracers of armor +1, light riding horse.

Spells Known (6/7/4; base DC = 14 + spell level): 0—[*Daze, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Resistance*]; 1st—[*Magic Missile, Ray of Enfeeblement, Shield*]; 2nd—[*Melf's Acid Arrow*].

☛ Skree: Toad Familiar; Diminutive Animal; HD 4; hp 10; Init +1; Spd 5; AC 17; Atk +1 base melee, +7 base ranged; AL NE; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide+20, Listen+5, Spot+5.

☛ Sorcerer 6: Male High Elf Sor6; CR 6; Medium Humanoid; HD 6d4+12; hp 31; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [[+1 Dex, +1 armor]]; Atk +2 melee [(1d6-1, javelin)] or +4 ranged [(1d6-1, range 30 ft., javelin)] or +5 ray; SQ Elven Blood, sleep immunity, low-light vision; AL NE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 12, Con 14, Int 12, Wis 11, Cha 18.

Skills and Feats: Concentration +11, Knowledge (Arcana) +10, Listen +2, Search +3, Spellcraft +10, Spot +2; Combat Casting, Spell Focus (Necromancy), Weapon Focus (Ray).

Possessions: 5 javelins, bracers of armor +1, light riding horse.

Spells Known (6/7/6/4; base DC = 14 + spell level): 0—[*Daze, Flare, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Resistance*]; 1st—[*Enlarge, Magic Missile, Ray of Enfeeblement, Shield*]; 2nd—[*Cat's Grace, Melf's Acid Arrow*]; 3rd—[*Haste*].

☛ Skree: Toad Familiar; Diminutive Animal; HD 6; hp 15; Init +1; Spd 5; AC 17; AL NE; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide+20, Listen+5, Spot+5.

☛ Sorcerer 8: Male High Elf Sor8; CR 8; Medium Humanoid; HD 8d4+16; hp 40; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [[+1 Dex, +1 armor]]; Atk +3 melee [(1d6-1, javelin)] or +5 ranged [(1d6-1, range 30 ft., javelin)] or +6 ray; SQ Elven Blood, sleep immunity, low-light vision; AL NE; SV Fort +4, Ref +3, Will +7; Str 8, Dex 12, Con 14, Int 12, Wis 12, Cha 18.

Skills and Feats: Concentration +13, Hide +11, Knowledge (Arcana) +12, Listen +3, Move Silently +11, Search +3, Spellcraft +12, Spot +3; Combat Casting, Spell Focus (Necromancy), Weapon Focus (Ray).

Possessions: 5 javelins, bracers of armor +1, boots of elvenkind, cloak of elvenkind, light riding horse.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0—[*Dancing Lights, Daze, Flare, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Resistance*]; 1st—[*Cause Fear, Enlarge, Magic Missile, Ray of Enfeeblement, Shield*]; 2nd—[*Cat's Grace, Ghoul Touch, Melf's Acid Arrow*]; 3rd—[*Haste, Vampiric Touch*]; 4th—[*Fear*].

☛ Skree: Toad Familiar; Diminutive Animal; HD 8; hp 20; Init +1; Spd 5; AC 17; AL NE; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide+20, Listen+5, Spot+5.

☛ Sorcerer 10: Male High Elf Sor10; CR 10; Medium Humanoid; HD 10d4+20; hp 47; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [[+1 Dex, +2 armor]]; Atk +4 melee [(1d6-1, javelin)] or +6 ranged [(1d6-1, range 30 ft., javelin)] or +8 ray; SQ Elven Blood, sleep immunity, low-light vision; AL NE; SV Fort +5, Ref +4, Will +8; Str 8, Dex 12, Con 14, Int 12, Wis 12, Cha 18.

Skills and Feats: Concentration +15, Hide +11, Knowledge (Arcana) +14, Listen +3, Move Silently +11, Search +3, Spellcraft +14, Spot +3; Combat Casting, Point Blank Shot, Spell Focus (Necromancy), Weapon Focus (Ray).

Possessions: 5 javelins, bracers of armor +2, boots of elvenkind, cloak of elvenkind, light riding horse.

Spells Known (6/7/7/7/6/3; base DC = 14 + spell level): 0—[*Arcane Mark, Dancing Lights, Daze, Flare, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Resistance*]; 1st—[*Cause Fear, Enlarge, Magic Missile, Ray of Enfeeblement, Shield*]; 2nd—[*Cat's Grace, Endurance, Ghoul Touch, Melf's Acid Arrow*];

3rd—[*Flame Arrow, Haste, Vampiric Touch*]; 4th—[*Enervation, Fear*]; 5th—[*Dominate Person*].

☞ **Skree**: Toad Familiar; Diminutive Animal; HD 8; hp 23; Init +1; Spd 5; AC 17; AL NE; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide+20, Listen+5, Spot+5.

☞ **Sorcerer 12**: Male High Elf Sor12; CR 12; Medium Humanoid; HD 12d4+24; hp 57; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [[+1 Dex, +2 armor]]; Atk +5 melee [(1d6-1, javelin)] or +7 ranged [(1d6-1, range 30 ft., javelin)] or +9 ray; SQ Elven Blood, sleep immunity, low-light vision; AL NE; SV Fort +6, Ref +5, Will +9; Str 8, Dex 12, Con 14, Int 12, Wis 12, Cha 21.

Skills and Feats: Concentration +17, Hide +11, Knowledge (Arcana) +16, Listen +3, Move Silently +11, Search +3, Spellcraft +16, Spot +3; Combat Casting, Point Blank Shot, Precise Shot, Spell Focus (Necromancy), Weapon Focus (Ray).

Possessions: 5 javelins, bracers of armor +2, boots of elvenkind, cloak of elvenkind, pink and green sphere ioun stone, light riding horse.

Spells Known (6/8/7/7/7/6/3; base DC = 15 + spell level): 0—[*Arcane Mark, Dancing Lights, Daze, Flare, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Resistance*]; 1st—[*Cause Fear, Enlarge, Magic Missile, Ray of Enfeeblement, Shield*]; 2nd—[*Blur, Cat's Grace, Endurance, Ghoul Touch, Melf's Acid Arrow*]; 3rd—[*Flame Arrow, Haste, Stinking Cloud, Vampiric Touch*]; 4th—[*Contagion, Enervation, Fear*]; 5th—[*Dominate Person, Summon Monster V*]; 6th—[*Circle of Death*].

☞ **Skree**: Toad Familiar; Diminutive Animal; HD 8; hp 28; Init +1; Spd 5; AC 17; AL NE; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide+20, Listen+5, Spot+5.

Appendix IV – Dragon Statistics

🔥 **Very Young Green Dragon:** CR 3; Medium Dragon; HD 8d12+16; hp 68; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40ft.; AC 17 (touch 10, flat-footed 17) [[+7 natural]]; Atk +10 melee [(1d8+2, bite)], +5 melee [(1d6+1, 2 claws)], +5 melee [(1d4+1, 2 wings)]; SA: Breath Weapon; SQ water breathing, immunities, Blindsight 60 ft., keen senses; AL LE; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +8, Diplomacy +8, Escape Artist +8, Listen +8, Search +8, Spot +8; Fly-by Attack, Improved Initiative, Power Attack.

Breath Weapon (Su): 30ft. Cone of Acid dealing 4d6 damage; Reflex saving throw (DC 16); usable as a standard action once every 1d4 rounds.

Water Breathing (Ex): The dragon can breathe underwater in-definitely and can freely use its breath weapon, spells, and other abilities while submerged.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has Darkvision with a range of 200 ft.

Immunities: Immune to *sleep, paralysis*, and acid.

🔥 **Young Green Dragon:** CR 4; Medium Dragon; HD 11d12+22; hp 93; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40ft.; AC 20 (touch 10, flat-footed 20) [[+10 natural]]; Atk +14 melee [(1d8+2, bite)], +9 melee [(1d6+1, 2 claws)], +9 melee [(1d4+1, 2 wings)]; SA: Breath Weapon; SQ water breathing, immunities, Blindsight 60 ft., keen senses; AL LE; SV Fort +9, Ref +7, Will +8; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +12, Diplomacy +12, Escape Artist +12, Listen +12, Search +12, Spot +12; Fly-by Attack, Improved Initiative, Power Attack.

Breath Weapon (Su): 30ft. Cone of Acid dealing 6d6 damage; Reflex saving throw (DC 17); usable as a standard action once every 1d4 rounds.

Water Breathing (Ex): The dragon can breathe underwater in-definitely and can freely use its breath weapon, spells, and other abilities while submerged.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has Darkvision with a range of 200 ft.

Immunities: Immune to *sleep, paralysis*, and acid.

🔥 **Juvenile Green Dragon:** CR 7; Large Dragon; HD 14d12+42; hp 133; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40ft.; AC 22 (touch 9, flat-footed 22) [[-1 size, +13 natural]]; Atk +17 melee [(2d6+4, bite)], +12 melee [(1d8+2, 2 claws)], +12 melee [(1d6+2, 2 wings)], +12 melee [(1d8+6, tail slap)]; SA: Breath Weapon; SQ water breathing, immunities, Blindsight 120 ft., keen senses; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +16, Climb +18, Diplomacy +16, Escape Artist +14, Hide +10, Listen +16, Search +16, Spot +16; Cleave, Fly-by Attack, Improved Initiative, Power Attack.

Breath Weapon (Su): 40ft. Cone of Acid dealing 8d6 damage; Reflex saving throw (DC 20); usable as a standard action once every 1d4 rounds.

Water Breathing (Ex): The dragon can breathe underwater in-definitely and can freely use its breath weapon, spells, and other abilities while submerged.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has Darkvision with a range of 400 ft.

Immunities: Immune to *sleep, paralysis*, and acid.

Spells Known (5/5; base DC = 12 + spell level): 0— [*Daze, Ghost Sound, Prestidigitation, Ray of Frost*]; 1st— [*Magic Missile, Shield*]. 1st-level caster.

🔥 **Young Adult Green Dragon:** CR 10; Large Dragon; HD 17d12+68; hp 178; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40ft.; AC 25 (touch 9, flat-footed 25) [[-1 size, +16 natural]]; Atk +23 melee [(2d6+6, bite)], +17 melee [(1d8+3, 2 claws)], +17 melee [(1d6+3, 2 wings)], +17 melee [(1d8+9, tail slap)]; SA: Breath Weapon, Frightful Presence; SQ water breathing, immunities, Blindsight 150 ft., keen senses, DR 5/+1; SR 19; AL LE; SV Fort +14, Ref +10, Will +12; Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +19, Climb +23, Diplomacy +19, Escape Artist +17, Hide +13, Listen +19, Search +19, Spot +19; Cleave, Fly-by Attack, Improved Initiative, Power Attack, Weapon Focus (bite).

Breath Weapon (Su): 40ft. Cone of Acid dealing 10d6 damage; Reflex saving throw (DC 22); usable as a standard action once every 1d4 rounds.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a 150 ft. radius are subject to the effect if they have fewer than 17 Hit Dice.

A potentially affected creature that succeeds at a Will save (DC 20) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has Darkvision with a range of 500 ft.

Immunities: Immune to *sleep*, *paralysis*, and acid.

Spells Known (6/7; base DC = 12 + spell level): 0—[*Daze*, *Ghost Sound*, *Mage Hand*, *Prestidigitation*, *Ray of Frost*]; 1st—[*Mage Armor*, *Magic Missile*, *Shield*]. 3rd-level caster.

Adult Green Dragon: CR 12; Huge Dragon; HD 20d12+100; hp 230; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40ft.; AC 27 (touch 8, flat-footed 27) [[-2 size, +19 natural]]; Atk +27 melee [(2d8+9, bite)], +21 melee [(2d6+4, 2 claws)], +21 melee [(1d8+4, 2 wings)], +21 melee [(2d6+13, tail slap)], melee [(2d8+13, crush*)]; SA: Breath Weapon, Frightful Presence; SQ water breathing, immunities, Blindsight 210 ft., keen senses, DR 5/+1; SR 21; AL LE; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills and Feats: Bluff +21, Climb +27, Diplomacy +21, Escape Artist +23, Hide +19, Listen +21, Search +21, Spot +21; Cleave, Fly-by Attack, Hover, Improved Initiative, Power Attack, Weapon Focus (bite).

Breath Weapon (Su): 50ft. Cone of Acid dealing 12d6 damage; Reflex saving throw (DC 25); usable as a standard action once every 1d4 rounds.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The

ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a 210 ft. radius are subject to the effect if they have fewer than 23 Hit Dice.

A potentially affected creature that succeeds at a Will save (DC 23) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has Darkvision with a range of 700 ft.

Immunities: Immune to *sleep*, *paralysis*, and acid.

Crush: See *Monster Manual* under the Dragon entry for crush rules.

Spell-like Abilities: 3/day—*suggestion*.

Spells Known (6/7/6; base DC = 13 + spell level): 0—[*Arcane Mark*, *Daze*, *Flare*, *Ghost Sound*, *Prestidigitation*, *Ray of Frost*]; 1st—[*Mage Armor*, *Magic Missile*, *Protection from Good*, *Shield*]; 2nd—[*Blur*, *Flaming Sphere*]. 5th-level caster.

Appendix V – Fairly Lord Realm

APL 4

☛ **Ni'cham'weh:** Male Grig Clr1 (Bralm); CR 2; Tiny Fey; HD 1/2d6+1, 1d6+1; hp 10; Init +4; Spd 20 ft., Fly 40 ft. (poor); AC 18 (touch 16, flat-footed 14) [[+2 size, +4 Dex, +2 natural]]; Atk +6 melee [(1d4-3, 19-20/x2, dagger)]; SA Spells, Spell like abilities; SR 17; AL NG; SV Fort +3, Ref +6, Will +7; Str 5, Dex 18, Con 13, Int 10, Wis 17, Cha 14.

Skills and Feats: Craft+4, Escape Artist +8, Hide +16, Jump +9, Listen +7, Move Silent +8, Perform (dance, fiddle, melody, singing) +6, Search +3, Spot +4; Alertness, Dodge, Weapon Finesse (dagger).

Spell-Like Abilities (Sp): 3/day – change self, entangle, invisibility (self only), pyrotechnics, ventriloquism. These abilities are as the spells cast by a 9th level sorcerer (save DC 12 + spell level)

Spells: (3/4+1; base DC = 13 + spell level): 0—[*Create Water* (3)]; 1st—[*Calm Animals**, *Obscuring Mist*, *Random Action* (2), *Sanctuary*].

*Domain spell. *Domains:* [Animal (You cast *Animal Friendship* once per day; Knowledge (nature) is a class skill.); Strength (+1 enhancement bonus to Strength for 1 round, once per day)].

Possessions: Dagger.

APL 6-10

☛ **Ni'cham'weh:** Male Grig Clr3 (Bralm); CR 4; Tiny Fey; HD 1/2d6+1, 3d6+3; hp 23; Init +4; Spd 20 ft., Fly 40 ft. (poor); AC 18 (touch 16, flat-footed 14) [[+2 size, +4 Dex, +2 natural]]; Atk +7 melee [(1d4-3, 19-20/x2, dagger)]; SA Spells, Spell like abilities; SR 17; AL NG; SV Fort +5, Ref +7, Will +9; Str 5, Dex 18, Con 13, Int 10, Wis 17, Cha 14.

Skills and Feats: Craft+4, Escape Artist +10, Hide +18, Jump +9, Listen +7, Move Silent +10, Perform (dance, fiddle, melody, singing) +8, Search +3, Spot +4; Alertness, Dodge, Silent Spell, Weapon Finesse (dagger).

Spell-Like Abilities (Sp): 3/day – change self, entangle, invisibility (self only), pyrotechnics, ventriloquism. These abilities are as the spells cast by a 9th level sorcerer (save DC 12 + spell level)

Spells: (4/3+1/3+1; base DC = 13 + spell level): 0—[*Create Water* (4)]; 1st—[*Calm Animals**, *Obscuring Mist*, *Random Action* (1), *Sanctuary*]; 2nd—[*Bull's Strength**, *Calm Emotions*, *Enthrall* (2)].

*Domain spell. *Domains:* [Animal (You cast *Animal Friendship* once per day; Knowledge (nature) is a class skill.); Strength (+3 enhancement bonus to Strength for 1 round, once per day)].

Possessions: Dagger.

APL 12 & 14

☛ **Ni'cham'weh:** Male Grig Clr5 (Bralm); CR 6; Tiny Fey; HD 1/2d6+1, 5d6+5; hp 35; Init +4; Spd 20 ft., Fly 40 ft. (poor); AC 18 (touch 16, flat-footed 14) [[+2 size, +4 Dex, +2 natural]]; Atk +8 melee [(1d4-3, 19-20/x2, dagger)]; SA Spells, Spell like abilities; SR 17; AL NG; SV Fort +6, Ref +8, Will +11; Str 5, Dex 18, Con 13, Int 10, Wis 18, Cha 14.

Skills and Feats: Craft+4, Escape Artist +12, Hide +20, Jump +9, Listen +7, Move Silent +12, Perform (dance, fiddle, melody, singing) +10, Search +3, Spot +4; Alertness, Dodge, Silent Spell, Weapon Finesse (dagger).

Spell-Like Abilities (Sp): 3/day – change self, entangle, invisibility (self only), pyrotechnics, ventriloquism. These abilities are as the spells cast by a 9th level sorcerer (save DC 12 + spell level)

Spells: (5/4+1/3+1/3+1; base DC = 14 + spell level): 0—[*Create Water* (5)]; 1st—[*Calm Animals**, *Obscuring Mist*, *Random Action* (2), *Sanctuary*]; 2nd—[*Bull's Strength**, *Calm Emotions*, *Enthrall* (2)]; 3rd—[*Helping Hand* (2), *Magic Vestment**, *Wind Wall*].

*Domain spell. *Domains:* [Animal (You cast *Animal Friendship* once per day; Knowledge (nature) is a class skill.); Strength (+5 enhancement bonus to Strength for 1 round, once per day)].

Possessions: Dagger.

Appendix VI – Unseen One

☛ **Lurilent:** Female Nymph WIZ12; CR 18; Medium Fey; HD 3d6, 12d4; hp 47; Init +1; Spd 30 ft., Swim 20 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Atk +7/+2 melee [(1d4, 19-20/x2, dagger); SA Spells, Spell like abilities; AL CG; SV Fort +5, Ref +8, Will +16; Str 10, Dex 13, Con 10, Int 16, Wis 17, Cha 19.

Skills and Feats: Animal Empathy +14, Craft+7, Escape Artist +12, Heal +9, Hide +12, Listen +12, Move Silent +12, Sense Motive +12, Spot +13, Knowledge (Arcana) +12, Spellcraft +12; Ability Focus (Unearthly Beauty) Alertness, Dodge, Iron Will, Silent Spell, Still Spell, Spell Focus (Enchantment), Weapon Finesse (dagger).

Spell-Like Abilities (Sp): Nymphs can use *Dimension Door* once per day as cast by a 7th-level sorcerer. They can also replicate druid spells as 7th level casters (save DC 13 + spell level).

Spells: As a 12th level Wizard (save DC 13 + spell level, Enchantments DC 15 + spell level)

Possessions: Dagger, Spellbook.

Spellbook:

6th - Mass Suggestion, Antimagic Field, Globe of Invulnerability, True Seeing, Disintegrate, Mass Haste

5th - Mordenkainen's Faithful Hound, Prying Eyes

Dominate Person, Feeblemind, Mind Fog, Cone of Cold, Wall of Force, Nightmare, Teleport

4th - Dimensional Anchor, Stoneskin, Arcane Eye, Scrying, Confusion, Lesser Geas, Improved Invisibility, Phantasmal Killer, Rainbow Pattern, Enervation, Rary's Mnemonic Enhancer

3rd - Dispel Magic, Magic Circle against X, Nondetection, Sleet Storm, Stinking Cloud, Hold Person, Suggestion, Fireball, Displacement, Illusory Script, Major Image, Blink, Fly, Greater Magic Weapon, Slow

2nd - Arcane Lock, Protection from arrows, Melf's Acid Arrow, Web, Detect Thoughts, Tasha's Hideous

laughter, Darkness, Blur, Mirror Image, Cat's Grace, Darkvision, Endurance, Rope Trick, Whispering Wind

1st - Alarm, Hold Portal, Shield, Magic Armor, Obscuring Mist, Unseen Servant, Identify, Charm Person, Hypnotism, Sleep, Magic Missile, Change Self, Ventriloquism, Cause Fear, Chill Touch, Expeditious Retreat, Shocking Grasp, Spider Climb

Appendix VII - Feral Lizardfolk

APL 4 & 6

🦎 **Feral Lizardfolk:** Brb2; CR 5; Medium Monstrous-Humanoid (Aquatic, Reptilian); HD 2d10+2d12+8; hp 38; Init -1; Spd 50 ft.; AC 15 (touch 9, flat-footed 15) [-1 Dex, +6 natural]; Atk +6 melee [(1d8+3, 2 claws)], +4 melee [(1d4+1, bite)]; SA Improved Grab, Pounce, Rage (1/day); SQ Fast Healing 3, Darkvision 60ft., Uncanny Dodge (Dex to AC); AL CE; SV Fort +5, Ref +2, Will +1; Str 17, Dex 8, Con 15, Int 6, Wis 12, Cha 10.

Skills and Feats: Balance +3, Jump +14, Listen +6, Swim +11; Multiattack, Power Attack.

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold it can rake if it has that ability. Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (a -20 penalty on the grapple check, but the feral creature is not considered grappled). In either case each successful grapple check it makes during successive rounds automatically deals claw damage. See the *Monster Manual* for additional rules.

Pounce (Ex): If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.

Rage (Ex): hp 42; AC 13; Atk +8 melee [(1d8+5, 2 claws)], +6 melee [(1d4+2, bite)]; Fort +7, Will +3; Str 21, Con 19; Jump +16, Swim +13; Rage lasts for 7 rounds. This can be used 1 time per day.

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus to Jump, Swim and Balance checks.

APL 8 & 10

🦎 **Feral Lizardfolk:** Brb5; CR 8; Medium Monstrous-Humanoid (Aquatic, Reptilian); HD 2d10+5d12+14; hp 65; Init -1; Spd 50 ft.; AC 15 (touch 9, flat-footed 15) [-1 Dex, +6 natural]; Atk +10 melee [(1d8+4, 2 claws)], +8 melee [(1d4+2, bite)]; SA Improved Grab, Pounce, Rage (2/day); SQ Fast Healing 3, Darkvision 60ft., Uncanny Dodge (Dex to AC, can't be flanked); AL CE; SV Fort +6, Ref +3, Will +2; Str 18, Dex 8, Con 15, Int 6, Wis 12, Cha 10.

Skills and Feats: Balance +3, Jump +18, Listen +9, Swim +12; Cleave, Multiattack, Power Attack.

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold it can rake if it has that ability. Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (a -20 penalty on the grapple check, but the feral creature is not considered grappled). In either case each successful grapple check it makes during successive rounds automatically deals claw damage. See the *Monster Manual* for additional rules.

Pounce (Ex): If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.

Rage (Ex): hp 79; AC 13; Atk +12 melee [(1d8+6, 2 claws)], +10 melee [(1d4+3, bite)]; Fort +8, Will +4; Str 22, Con 19; Jump +20, Swim +14; Rage lasts for 7 rounds. This can be used 2 times per day.

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus to Jump, Swim and Balance checks.

APL 12 & 14

🦎 **Feral Lizardfolk:** Brb8; CR 12; Medium Monstrous-Humanoid (Aquatic, Reptilian); HD 2d10+8d12+30; hp 102; Init -1; Spd 50 ft.; AC 15 (touch 9, flat-footed 15) [[-1 Dex, +6 natural]]; Atk +13 melee [(1d8+4, 2 claws)], +11 melee [(1d4+2, bite)]; SA Improved Grab, Pounce, Rake (+13 melee, 1d8+2 damage, 2 rakes), Rage (3/day); SQ Fast Healing 4, Darkvision 90ft., Uncanny Dodge (Dex to AC, can't be flanked); AL CE; SV Fort +8, Ref +4, Will +3; Str 18, Dex 8, Con 16, Int 6, Wis 12, Cha 10.

Skills and Feats: Balance +3, Jump +21, Listen +12, Swim +14; Cleave, Great Cleave, Multiattack, Power Attack.

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold it can rake if it has that ability. Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (a -20 penalty on the grapple check, but the feral creature is not considered grappled). In either case each successful grapple check it makes during successive rounds automatically deals claw damage. See the *Monster Manual* for additional rules.

Pounce (Ex): If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.

Rake (Ex): A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus ½ its Strength bonus (rounded down). If the feral creature pounces on an opponent, it can also rake.

Rage (Ex): hp 122; AC 13; Atk +15 melee [(1d8+6, 2 claws)], +13 melee [(1d4+3, bite)]; Rake (+15 melee, 1d8+3, 2 rakes); Fort +10, Will +5; Str 22, Con 20; Jump +23, Swim +16; Rage lasts for 8 rounds. This can be used 3 times per day.

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus to Jump, Swim and Balance checks.

Appendix VIII – Tainted Ones Guards

APL 4

☛ **Tainted One Defender:** Tainted One Ftr4; CR 5; Medium Humanoid; HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[+1 Dex, +8 armor]]; Atk +8 melee [(1d10+6, 19-20/x2, bastard sword)]; SA *Psionics*, *Poison Bite*, SQ *Poison Immunity*; SR 13; AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 15, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb+10, Handle Animal +7, Jump +10, Listen +6, Ride +8, Spot +6; Alertness, Cleave, Improved Initiative, Power Attack, Weapon Specialization (bastard sword), Weapon Focus (bastard sword).

Psionics (Sp): A tainted one can make the following effects at will through the power of its mind as a sorcerer of its character level: *poison* (Fortitude save DC 15) and *polymorph self* (into snake or snakelike forms only).

Poison Bite (Ex): The saliva of a tainted one is poisonous when ingested or introduced into the blood. A tainted one can only inject its venom while grappling a foe with exposed skin. The Fortitude save to resist this poison has a DC of 14. Victims who fail the save take 1d4 points of Constitution damage. After 1 minute they must make another save; failure means another 1d4 points of Constitution damage. A tainted one's kiss also poisonous, though in this case the save DC is reduced by 2.

Poison Immunity (Ex): Tainted ones are immune to all forms of snake venom.

Possessions: masterwork bastard sword, full plate.

APL 6

☛ **Tainted One Defender:** Tainted One Ftr6; CR 7; Medium Humanoid; HD 6d10+12; hp 52; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[+1 Dex, +8 armor]]; Atk +11/6 melee [(1d10+7, 19-20/x2, +1 bastard sword)]; SA *Psionics*, *Poison Bite*, SQ *Poison Immunity*; SR 14; AL NE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 12, Con 15, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb+12, Handle Animal +7, Jump +12, Listen +7, Ride +10, Spot +7; Alertness, Cleave, Great Cleave, Improved Grapple, Improved Initiative, Power Attack, Weapon Specialization (bastard sword), Weapon Focus (bastard sword).

Psionics (Sp): A tainted one can make the following effects at will through the power of its mind as a sorcerer of its character level: *poison* (Fortitude save DC 15) and *polymorph self* (into snake or snakelike forms only).

Poison Bite (Ex): The saliva of a tainted one is poisonous when ingested or introduced into the blood. A tainted one can only inject its venom while grappling a foe with exposed skin. The Fortitude save to resist this poison has a DC of 15. Victims who fail the save take 1d4 points of Constitution damage. After 1 minute they must make another save; failure means another 1d4 points of Constitution damage. A tainted one's kiss also poisonous, though in this case the save DC is reduced by 2.

Poison Immunity (Ex): Tainted ones are immune to all forms of snake venom.

Possessions: +1 bastard sword, masterwork full plate.

APL 8

☛ **Tainted One Defender:** Tainted One Ftr8; CR 9; Medium Humanoid; HD 8d10+24; hp 76; Init +5; Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [[+1 Dex, +9 armor]]; Atk +13/8 melee [(1d10+7, 18-20/x2, +1 *bastard sword*)]; SA *Psionics*, *Poison Bite*, SQ *Poison Immunity*; SR 15; AL NE; SV Fort +9, Ref +3, Will +3; Str 16, Dex 12, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb+14, Handle Animal +7, Jump +14, Listen +8, Ride +12, Spot +8; Alertness, Cleave, Great Cleave, Improved Critical (*bastard sword*), Improved Grapple, Improved Initiative, Power Attack, Weapon Specialization (*bastard sword*), Weapon Focus (*bastard sword*).

Psionics (Sp): A tainted one can make the following effects at will through the power of its mind as a sorcerer of its character level: *poison* (Fortitude save DC 16) and *polymorph self* (into snake or snakelike forms only).

Poison Bite (Ex): The saliva of a tainted one is poisonous when ingested or introduced into the blood. A tainted one can only inject its venom while grappling a foe with exposed skin. The Fortitude save to resist this poison has a DC of 17. Victims who fail the save take 1d4 points of Constitution damage. After 1 minute they must make another save; failure means another 1d4 points of Constitution damage. A tainted one's kiss also poisonous, though in this case the save DC is reduced by 2.

Poison Immunity (Ex): Tainted ones are immune to all forms of snake venom.

Possessions: +1 *bastard sword*, +1 *full plate*.

APL 10

☛ **Tainted One Defender:** Tainted One Ftr10; CR 11; Medium Humanoid; HD 10d10+30; hp 94; Init +5; Spd 20 ft.; AC 21 (touch 12, flat-footed 20) [[+1 Dex, +9 armor, +1 deflection]]; Atk +15/10 melee [(1d10+7, 18-20/x2, +1 *bastard sword*)]; SA *Psionics*, *Poison Bite*, SQ *Poison Immunity*; SR 16; AL NE; SV Fort +10, Ref +4, Will +4; Str 16, Dex 12, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb+16, Handle Animal +7, Jump +16, Listen +9, Ride +14, Spot +9; Alertness, Cleave, Great Cleave, Expertise, Improved Disarm, Improved Critical (*bastard sword*), Improved Grapple, Improved Initiative, Power Attack, Weapon Specialization (*bastard sword*), Weapon Focus (*bastard sword*).

Psionics (Sp): A tainted one can make the following effects at will through the power of its mind as a sorcerer of its character level: *poison* (Fortitude save DC 16) and *polymorph self* (into snake or snakelike forms only).

Poison Bite (Ex): The saliva of a tainted one is poisonous when ingested or introduced into the blood. A tainted one can only inject its venom while grappling a foe with exposed skin. The Fortitude save to resist this poison has a DC of 18. Victims who fail the save take 1d4 points of Constitution damage. After 1 minute they must make another save; failure means another 1d4 points of Constitution damage. A tainted one's kiss also poisonous, though in this case the save DC is reduced by 2.

Poison Immunity (Ex): Tainted ones are immune to all forms of snake venom.

Possessions: +1 *bastard sword*, +1 *full plate*, +1 *ring of protection*.

APL 12

☛ **Tainted One Defender:** Tainted One Ftr12; CR 13; Medium Humanoid; HD 12d10+36; hp 112; Init +5; Spd 20 ft.; AC 21 (touch 12, flat-footed 20) [[+1 Dex, +9 armor, +1 deflection]]; Atk +17/12/7 melee [(1d10+7+Special, 18-20/x2, +1 *poisoned bastard sword*)]; SA *Psionics*, *Poison Bite*, SQ *Poison Immunity*; SR 16; AL NE; SV Fort +11, Ref +5, Will +5; Str 16, Dex 13, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb+18, Handle Animal +7, Jump +18, Listen +10, Ride +16, Spot +10; Alertness, Cleave, Dodge, Great Cleave, Expertise, Improved Disarm, Improved Critical (bastard sword), Improved Grapple, Improved Initiative, Mobility, Power Attack, Weapon Specialization (bastard sword), Weapon Focus (bastard sword).

Psionics (Sp): A tainted one can make the following effects at will through the power of its mind as a sorcerer of its character level: *poison* (Fortitude save DC 16) and *polymorph self* (into snake or snakelike forms only).

Poison Bite (Ex): The saliva of a tainted one is poisonous when ingested or introduced into the blood. A tainted one can only inject its venom while grappling a foe with exposed skin. The Fortitude save to resist this poison has a DC of 19. Victims who fail the save take 1d4 points of Constitution damage. After 1 minute they must make another save; failure means another 1d4 points of Constitution damage. A tainted one's kiss also poisonous, though in this case the save DC is reduced by 2.

Poison Immunity (Ex): Tainted ones are immune to all forms of snake venom.

Possessions: +1 *venomous bastard sword* (see Appendix X), +1 *full plate*, +1 *ring of protection*.

APL 14

☛ **Tainted One Defender:** Tainted One Ftr14; CR 15; Medium Humanoid; HD 14d10+42; hp 130; Init +5; Spd 20 ft.; AC 22 (touch 13, flat-footed 21) [[+1 Dex, +9 armor, +2 deflection]]; Atk +19/14/9 melee [(1d10+10+Special, 18-20/x2, +1 *poisoned bastard sword*)]; SA *Psionics*, *Poison Bite*, SQ *Poison Immunity*; SR 17; AL NE; SV Fort +11, Ref +5, Will +5; Str 20, Dex 13, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb+20, Handle Animal +7, Jump +20, Listen +11, Ride +18, Spot +11; Alertness, Cleave, Dodge, Great Cleave, Expertise, Improved Disarm, Improved Critical (bastard sword), Improved Grapple, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Specialization (bastard sword), Weapon Focus (bastard sword).

Psionics (Sp): A tainted one can make the following effects at will through the power of its mind as a sorcerer of its character level: *poison* (Fortitude save DC 16) and *polymorph self* (into snake or snakelike forms only).

Poison Bite (Ex): The saliva of a tainted one is poisonous when ingested or introduced into the blood. A tainted one can only inject its venom while grappling a foe with exposed skin. The Fortitude save to resist this poison has a DC of 20. Victims who fail the save take 1d4 points of Constitution damage. After 1 minute they must make another save; failure means another 1d4 points of Constitution damage. A tainted one's kiss also poisonous, though in this case the save DC is reduced by 2.

Poison Immunity (Ex): Tainted ones are immune to all forms of snake venom.

Possessions: +1 *venomous bastard sword* (see Appendix X), +1 *full plate*, +2 *ring of protection*, *gauntlets of giant's strength* +4.

Appendix IX – Yuan-Ti Commander & Servant

APL 4

☛ **Yuan-Ti Cleric:** Snake-tailed Half-Blood Yuan-ti Cleric; CR 6; Medium Monstrous Humanoid; HD 8d8+24; hp 67; Init +5; Spd 15 ft., climb 10 ft., swim 10 ft.; AC 25 (touch 11, flat-footed 24) [[+1 Dex, +9 armor, +5 natural]]; Atk +11/6 melee [(1d6+3, 18-20/x2, masterwork scimitar)]; SA *Psionics*, *Spell-like Abilities*; SR 16; AL NE; SV Fort +7, Ref +7, Will +14; Str 16, Dex 13, Con 16, Int 20, Wis 24, Cha 15.

Skills and Feats: Concentration +14, Hide +8*, Knowledge (Arcana) +8, Knowledge (Nyrond) +10, Knowledge (Religion) +16, Listen +20, Spellcraft +16, Spot +20; Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities (Sp): See *Monster Manual*.

Skills: *Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: masterwork scimitar, +1 full plate, 2 scrolls of cure light wounds.

Spells Prepared (3/3+1; base DC = 17 + spell level): 0—[*Cure Minor Wounds*, *Guidance* (2)]; 1st—[*Command*, *Protection from Good**, *Sanctuary*, *Shield of Faith*].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☛ **Half-Dragon Brute:** Half-Green Dragon Ogre; CR 4; Large Dragon; HD 4d10+12; hp 40; Init -1; Spd 30 ft., fly 30 ft. (average); AC 20 (touch 8, flat-footed 20) [[-1 size, -1 Dex, +9 natural, +3 hide]]; Atk +12 melee [(2d6+13, huge greatclub)] or +1 ranged [(2d6+9, huge long spear)] or +11 melee [(1d8+9, bite)] and +6 melee [(1d6+4, 2 claws)]; SA Breath Weapon; SQ Acid immunity, sleep immunity, paralysis immunity, darkvision 60ft., low-light vision; Face/Reach: 5ft./10ft.; AL NE; SV Fort +6, Ref +0, Will +1; Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +15, Listen +7, Spot +7, Weapon Focus (greatclub).

Breath Weapon (Su): A green half-dragon can breath a 30 ft. cone of corrosive gas (acid) once per day.

The gas deals 6d6 damage and has a Reflex save (DC 17) for half damage.

Possessions: large size hide armor, huge greatclub, huge long spear.

APL 6

👉 **Yuan-Ti Cleric:** Snake-tailed Half-Blood Yuan-ti Clr3; CR 8; Medium Monstrous Humanoid; HD 10d8+30; hp 83; Init +5; Spd 15 ft., climb 10 ft., swim 10 ft.; AC 25 (touch 11, flat-footed 24) [[+1 Dex, +9 armor, +5 natural]]; Atk +13/8 melee [(1d6+3, 18-20/x2, masterwork scimitar)]; SA *Psionics*, *Spell-like Abilities*; SR 16; AL NE; SV Fort +8, Ref +8, Will +15; Str 16, Dex 13, Con 16, Int 20, Wis 24, Cha 15.

Skills and Feats: Concentration +16, Hide +9*, Knowledge (Arcana) +8, Knowledge (Nyronde) +10, Knowledge (Religion) +18, Listen +21, Spellcraft +18, Spot +22; Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities (Sp): See *Monster Manual*.

Skills: *Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: masterwork scimitar, +1 full plate, 2 scrolls of cure light wounds.

Spells Prepared (4/4+1/3+1; base DC = 17 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2)]; 1st—[*Command*, *Divine Favor*, *Protection from Good**, *Sanctuary*, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Endurance*, *Hold Person*, *Invisibility**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

👉 **Half-Dragon Brute:** Half-Green Dragon Ogre Brb2; CR 6; Large Dragon; HD 4d10+2d12+18; hp 60; Init -1; Spd 40 ft., fly 40 ft. (average); AC 20 (touch 8, flat-footed 20) [[-1 size, -1 Dex, +9 natural, +3 hide]]; Atk +14 melee [(2d6+13, huge greatclub)] or +3 ranged [(2d6+9, huge longspear)] or +13 melee [(1d8+9, bite)] and +8 melee [(1d6+4, 2 claws)]; SA Breath Weapon, Rage 1/day; SQ Acid immunity, sleep immunity, paralysis immunity, darkvision 60ft., low-light vision, uncanny dodge (Dex to AC); Face/Reach: 5ft./10ft.; AL NE; SV Fort +9, Ref +0, Will +1; Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +17, Jump +18; Listen +9, Spot +9, Power Attack, Weapon Focus (greatclub).

Breath Weapon (Su): A green half-dragon can breath a 30 ft. cone of corrosive gas (acid) once per day.

The gas deals 6d6 damage and has a Reflex save (DC 17) for half damage.

Rage (Ex): hp 72; AC 18; Atk +16 melee [(2d6+16, huge greatclub)] or +3 ranged [(2d6+11, huge longspear)] or +15 melee [(1d8+11, bite)] and +10 melee [(1d6+5, 2 claws)]; Fort +11, Will +3; Str 33, Con 21; Climb +19, Jump +20. Rage lasts for 8 rounds. This can be used 1 time per day.

Possessions: large size hide armor, huge greatclub, huge longspear.

APL 8

🐉 **Yuan-Ti Cleric:** Snake-tailed Half-Blood Yuan-ti Clr5; CR 10; Medium Monstrous Humanoid; HD 12d8+36; hp 99; Init +6; Spd 25 ft., climb 20 ft., swim 20 ft.; AC 25 (touch 11, flat-footed 24) [[+1 Dex, +9 armor, +5 natural]]; Atk +14/9 melee [(1d6+4, 18-20/x2, +1 scimitar)]; SA *Psionics*, *Spell-like Abilities*; SR 16; AL NE; SV Fort +9, Ref +9, Will +16; Str 16, Dex 14, Con 16, Int 20, Wis 24, Cha 15.

Skills and Feats: Concentration +18, Hide +12*, Jump +13, Knowledge (Arcana) +8, Knowledge (Nyrond) +10, Knowledge (Religion) +20, Listen +22, Spellcraft +20, Spot +22; Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities (Sp): See *Monster Manual*.

Skills: *Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: +1 scimitar, +1 full plate, 4 scrolls of *cure light wounds*, boots of striding and springing.

Spells Prepared (5/5+1/4+1/3+1; base DC = 17 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance*]; 1st—[*Command*, *Divine Favor*, *Doom*, *Protection from Good**, *Sanctuary*, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Endurance*, *Hold Person*, *Invisibility**, *Sound Burst*]; 3rd—[*Blindness/Deafness*, *Invisibility Purge*, *Magic Circle against Good**, *Prayer*].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

🐉 **Half-Dragon Brute:** Half-Green Dragon Ogre Brb4; CR 8; Large Dragon; HD 4d10+4d12+32; hp 88; Init -1; Spd 40 ft., fly 40 ft. (average); AC 20 (touch 8, flat-footed 20) [[-1 size, -1 Dex, +9 natural, +3 hide]]; Atk +16/11 melee [(2d6+13, huge greatclub)] or +5/0 ranged [(2d6+9, huge longspear)] or +15 melee [(1d8+9, bite)] and +10 melee [(1d6+4, 2 claws)]; SA *Breath Weapon*, *Rage* 2/day; SQ Acid immunity, sleep immunity, paralysis immunity, darkvision 60ft., low-light vision, uncanny dodge (Dex to AC); Face/Reach: 5ft./10ft.; AL NE; SV Fort +11, Ref +1, Will +2; Str 29, Dex 8, Con 18, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +19, Jump +19; Listen +9, Spot +9, Power Attack, Weapon Focus (greatclub).

Breath Weapon (Su): A green half-dragon can breath a 30 ft. cone of corrosive gas (acid) once per day. The gas deals 6d6 damage and has a Reflex save (DC 17) for half damage.

Rage (Ex): hp 104; AC 18; Atk +18/13 melee [(2d6+16, huge greatclub)] or +5/0 ranged [(2d6+11, huge longspear)] or +17 melee [(1d8+11, bite)] and +12 melee [(1d6+5, 2 claws)]; Fort +13, Will +4; Str 33, Con 22; Climb +21, Jump +21. *Rage* lasts for 9 rounds. This can be used 1 time per day.

Possessions: large size hide armor, huge greatclub, huge longspear.

APL 10

☛ **Yuan-Ti Cleric:** Snake-tailed Half-Blood Yuan-ti Clr7; CR 12; Medium Monstrous Humanoid; HD 14d8+42; hp 115; Init +6; Spd 25 ft., climb 20 ft., swim 20 ft.; AC 26 (touch 11, flat-footed 25) [[+1 Dex, +10 armor, +5 natural]]; Atk +16/11 melee [(1d6+4, 15-20/x2, +1 scimitar)]; SA *Psionics*, *Spell-like Abilities*; SR 16; AL NE; SV Fort +10, Ref +10, Will +17; Str 16, Dex 14, Con 16, Int 20, Wis 25, Cha 15.

Skills and Feats: Concentration +20, Hide +14*, Jump +13, Knowledge (Arcana) +10, Knowledge (Nyrond) +10, Knowledge (Religion) +22, Listen +23, Spellcraft +22, Spot +23; Alertness, Blind-Fight, Dodge, Expertise, Improved Critical (scimitar), Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities (Sp): See *Monster Manual*.

Skills: *Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: +1 scimitar, +2 full plate, 7 scrolls of cure light wounds, boots of striding and springing, ring of counterspells (silence stored).

Spells Prepared (6/6+1/5+1/4+1/2+1; base DC = 17 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance* (2)]; 1st—[*Bless*, *Command*, *Divine Favor*, *Doom*, *Protection from Good**, *Sanctuary*, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Cure Moderate Wounds*, *Endurance*, *Hold Person*, *Invisibility**, *Sound Burst*]; 3rd—[*Blindness/Deafness*, *Cure Serious Wounds*, *Invisibility Purge*, *Magic Circle against Good**, *Prayer*]; 4th—[*Death Ward*, *Summon Monster IV*, *Unholy Blight**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☛ **Half-Dragon Brute:** Half-Green Dragon Ogre Brb6; CR 10; Large Dragon; HD 4d10+6d12+40; hp 110; Init -1; Spd 40 ft., fly 40 ft. (average); AC 20 (touch 8, flat-footed 20) [[-1 size, -1 Dex, +9 natural, +3 hide]]; Atk +18/13 melee [(2d6+13, huge greatclub)] or +7/2 ranged [(2d6+9, huge longspear)] or +17 melee [(1d8+9, bite)] and +12 melee [(1d6+4, 2 claws)]; SA *Breath Weapon*, *Rage* 2/day; SQ Acid immunity, sleep immunity, paralysis immunity, darkvision 60ft., low-light vision, uncanny dodge (Dex to AC, can't be flanked); Face/Reach: 5ft./10ft.; AL NE; SV Fort +12,

Ref +2, Will +3; Str 29, Dex 8, Con 18, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +20, Jump +20; Listen +9, Spot +10, Cleave, Power Attack, Weapon Focus (greatclub).

Breath Weapon (Su): A green half-dragon can breath a 30 ft. cone of corrosive gas (acid) once per day. The gas deals 6d6 damage and has a Reflex save (DC 17) for half damage.

Rage (Ex): hp 130; AC 18; Atk +20/15 melee [(2d6+16, huge greatclub)] or +7/2 ranged [(2d6+11, huge longspear)] or +19 melee [(1d8+11, bite)] and +14 melee [(1d6+5, 2 claws)]; Fort +14, Will +5; Str 33, Con 22; Climb +22, Jump +22. *Rage* lasts for 9 rounds. This can be used 2 times per day.

Possessions: large size hide armor, huge greatclub, huge longspear.

APL 12

🐉 **Yuan-Ti Cleric:** Snake-tailed Half-Blood Yuan-ti Clr9; CR 14; Medium Monstrous Humanoid; HD 16d8+48; hp 131; Init +6; Spd 25 ft., climb 20 ft., swim 20 ft.; AC 27 (touch 12, flat-footed 26) [[+1 Dex, +10 armor, +5 natural, +1 deflection]]; Atk +17/12/7 melee [(1d6+4, 15-20/x2, +1 scimitar)]; SA *Psionics, Spell-like Abilities*; SR 16; AL NE; SV Fort +11, Ref +11, Will +19; Str 16, Dex 14, Con 16, Int 20, Wis 26, Cha 15.

Skills and Feats: Concentration +22, Hide +26*, Jump +13, Knowledge (Arcana) +10, Knowledge (Nyrond) +10, Knowledge (Religion) +24, Listen +25, Spellcraft +22, Spot +25; Alertness, Blind-Fight, Dodge, Expertise, Improved Critical (scimitar), Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities (Sp): See *Monster Manual*.

Skills: *Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: +1 scimitar, +2 full plate, 8 scrolls of cure light wounds, cloak of elvenkind, ring of feather falling, boots of striding and springing, ring of counterspells (silence stored), murlynd's spoon, potion of cure moderate wounds.

Spells Prepared (6/6+1/6+1/5+1/4+1/2+1; base DC = 18 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance* (2)]; 1st—[*Bless*, *Command*, *Divine Favor*, *Doom*, *Protection from Good**, *Sanctuary*, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Cure Moderate Wounds* (2), *Endurance*, *Hold Person*, *Invisibility**, *Sound Burst*]; 3rd—[*Blindness/Deafness*, *Cure Serious Wounds* (2), *Invisibility Purge*, *Magic Circle against Good**, *Prayer*]; 4th—[*Cure Critical Wounds*, *Death Ward*, *Freedom of Movement*, *Summon Monster IV*, *Unholy Blight**]; 5th—[*Dispel Good**, *Greater Command*, *Slay Living*].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

🐉 **Half-Dragon Brute:** Half-Green Dragon Ogre Brb8; CR 12; Large Dragon; HD 4d10+8d12+48; hp 132; Init -1; Spd 40 ft., fly 40 ft. (average); AC 20 (touch 8, flat-footed 20) [[-1 size, -1 Dex, +9 natural, +3 hide]]; Atk +21/16/11 melee [(2d6+15, huge greatclub)] or +9/4/-1 ranged [(2d6+10, huge longspear)] or +20 melee

[(1d8+10, bite)] and +15 melee [(1d6+5, 2 claws)]; SA Breath Weapon, Rage 3/day; SQ Acid immunity, sleep immunity, paralysis immunity, darkvision 60ft., low-light vision, uncanny dodge (Dex to AC, can't be flanked); Face/Reach: 5ft./10ft.; AL NE; SV Fort +13, Ref +3, Will +4; Str 30, Dex 8, Con 18, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +23, Jump +23; Listen +10, Spot +10, Cleave, Power Attack, Weapon Focus (greatclub).

Breath Weapon (Su): A green half-dragon can breath a 30 ft. cone of corrosive gas (acid) once per day. The gas deals 6d6 damage and has a Reflex save (DC 17) for half damage.

Rage (Ex): hp 156; AC 18; Atk +23/18/13 melee [(2d6+18, huge greatclub)] or +9/4/-1 ranged [(2d6+12, huge longspear)] or +22 melee [(1d8+12, bite)] and +17 melee [(1d6+6, 2 claws)]; Fort +15, Will +6; Str 33, Con 22; Climb +25, Jump +25. Rage lasts for 9 rounds. This can be used 3 times per day.

Possessions: large size hide armor, huge greatclub, huge longspear.

APL 14

☛ **Yuan-Ti Cleric:** Snake-tailed Half-Blood Yuan-ti Clr11; CR 16; Medium Monstrous Humanoid; HD 18d8+54; hp 147; Init +6; Spd 25 ft., climb 20 ft., swim 20 ft.; AC 27 (touch 12, flat-footed 26) [[+1 Dex, +10 armor, +5 natural, +1 deflection]]; Atk +19/14/9 melee [(1d6+4, 15-20/x2, +1 *spell-storing scimitar*)]; SA *Psionics*, *Spell-like Abilities*; SR 16; AL NE; SV Fort +12, Ref +11, Will +20; Str 16, Dex 14, Con 16, Int 20, Wis 26, Cha 15.

Skills and Feats: Concentration +24, Hide +28*, Jump +13, Knowledge (Arcana) +10, Knowledge (Nyrond) +10, Knowledge (Religion) +26, Listen +26, Spellcraft +26, Spot +26; Alertness, Blind-Fight, Dodge, Expertise, Improved Critical (scimitar), Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities (Sp): See *Monster Manual*.

Skills: *Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: +1 *spell-storing scimitar*, +2 *full plate*, 10 *scrolls of cure light wounds*, *cloak of elvenkind*, *ring of feather falling*, *boots of striding and springing*, *ring of counterspells (silence stored)*, *murlynd's spoon*, *potion of cure moderate wounds*, *vibrant purple prism ioun stone (heal stored)*, *pearl of power (1st)*.

Spells Prepared (6/7+1/6+1/6+1/5+1/3+1/2+1; base DC = 18 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2), *Resistance* (2)]; 1st—[*Bless*, *Command*, *Cure Light Wounds*, *Divine Favor*, *Doom*, *Protection from Good**, *Sanctuary*, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Cure Moderate Wounds* (2), *Endurance*, *Hold Person*, *Invisibility**, *Sound Burst*]; 3rd—[*Blindness/Deafness* (2), *Cure Serious Wounds* (2), *Invisibility Purge*, *Magic Circle against Good**, *Prayer*]; 4th—[*Cure Critical Wounds*, *Death Ward*, *Freedom of Movement* (2), *Summon Monster IV*, *Unholy Blight**]; 5th—[*Circle of Doom*, *Dispel Good**, *Greater Command*, *Slay Living*]; 6th—[*Blade Barrier*, *Harm*, *Mislead**].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills)].

☛ **Half-Dragon Brute:** Half-Green Dragon Ogre Brb10; CR 14; Large Dragon; HD 4d10+10d12+56; hp

154; Init -1; Spd 40 ft., fly 40 ft. (average); AC 20 (touch 8, flat-footed 20) [[-1 size, -1 Dex, +9 natural, +3 hide]]; Atk +23/18/13 melee [(2d6+15, huge greatclub)] or +11/6/+1 ranged [(2d6+10, huge long spear)] or +22 melee [(1d8+10, bite)] and +17 melee [(1d6+5, 2 claws)]; SA *Breath Weapon*, *Rage* 3/day; SQ *Acid immunity*, *sleep immunity*, *paralysis immunity*, *darkvision* 60ft., *low-light vision*, *uncanny dodge* (Dex to AC, can't be flanked, +1 vs. traps); Face/Reach: 5ft./10ft.; AL NE; SV Fort +14, Ref +4, Will +5; Str 30, Dex 8, Con 18, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +25, Jump +25; Listen +12, Spot +12, Cleave, Great Cleave, Power Attack, Weapon Focus (greatclub).

Breath Weapon (Su): A green half-dragon can breathe a 30 ft. cone of corrosive gas (acid) once per day. The gas deals 6d6 damage and has a Reflex save (DC 17) for half damage.

Rage (Ex): hp 182; AC 18; Atk +25/20/15 melee [(2d6+18, huge greatclub)] or +11/6/+1 ranged [(2d6+12, huge long spear)] or +24 melee [(1d8+12, bite)] and +19 melee [(1d6+6, 2 claws)]; Fort +16, Will +7; Str 33, Con 22; Climb +27, Jump +27. *Rage* lasts for 9 rounds. This can be used 3 times per day.

Possessions: large size hide armor, huge greatclub, huge long spear.

Appendix X – New Rules Items

Saddle of Speed

This special saddle, made of the hide of a leopard, grants an enhancement bonus to the base speed of any mount by the following amount:

Small size:	5ft
Medium size:	10ft
Large size:	15ft

The saddle will resize to fit any mount that is Small, Medium or Large size.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *expeditious retreat*, *Market Price:* 3,000 gp.

Venomous Weapons:

A venomous weapon allows the wielder to inflict a *heightened poison* spell (DC 16) upon a creature struck by the blade once per day. The wielder must decide before the strike to activate this power, much the same as using a smite ability.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, Empower Spell, *poison*; *Market Price:* +1 bonus.

Recitation (Defenders of the Faith)

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the

spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a –2 luck penalty on attack rolls and saving throws. After casting the spell you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Appendix XI – Templates

Shadow Creatures (*Manual of the Planes*)

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

“Shadow” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “magical beast”. It otherwise uses all the base creature’s statistics and special abilities except as noted below.

Speed: As base creature X 1 1/2.

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Cold Resistance 5 + 1 per HD, to a maximum of 20.
- Darkvision with a range of 60 feet.
- Low-light vision.
- *Shadow Blend (Su)*: In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws.
- *Cause fear* once per day.
- Damage Reduction 5/+1.
- Evasion

- *Mirror Image* once per day.
- *Plane Shift* self to or from the Plane of Shadow once per day.
- Regenerate 2 hit points per round (slain if brought to 0 hit points).

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as the base creature, plus Move Silently +6.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Same as the base creature, although rarely good.

Advancement: Same as the base creature.

Feral Creature (*Savage Species*)

Feral creatures were once civilized but have now sunk into a primitive, barbarous state. Though they are generally found deep in the harsh wilderness, feral creatures occasionally wander into the more civilized areas. Some eventually adapt, but most consider “civilization” too confining.

Feral creatures appear larger, tougher, and meaner than their more sophisticated cousins. Their feral nature tends to be obvious from their pronounced fangs and claws. They speak the same languages as the base creature from which they were derived.

Creating a Feral Creature

“Feral Creature” is an inherited template that can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the base creature). A feral creature has all the base creature’s characteristics except as noted here.

Size and Type: Creatures with this template become monstrous humanoids if they are not already.

Hit Dice: Change to 1d10.

Speed: Land Speed +10 ft., other movement modes unchanged.

AC: +6 natural armor bonus or the base creature’s natural armor, whichever is better.

Attacks: A feral creature gains two claw attacks if it did not already have them.

Damage: The base damage for a feral creature’s claw attack varies with its size as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Medium 1d8, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 4d8. If the base creature already has a claw attack, the feral creature uses the better damage.

Special Attacks: A feral creature gains additional special attacks depending on its Hit Dice, as shown on the table below. It gains the special attacks indicated in the row corresponding to its monster Hit Dice, plus all those in previous rows. If the base creature possesses a duplicate ability, the feral creature uses whichever version of the ability is better.

Hit Dice	Special Attack
1-3	Improved Grab
4-7	Pounce
8-11	Rake

12+	Rend
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Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the *Monster Manual* for additional rules.

Pounce (Ex): If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.

Rake (Ex): A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down). If the feral creature pounces on an opponent it can also rake.

Rend (Ex): A feral creature that hits with both claw attacks latches onto the opponent’s body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.

Special Qualities: A feral creature gains additional special qualities depending on its Hit Dice, as shown on the table below. If the base creature possesses a duplicate ability, the feral creature has whichever is better.

Hit Dice	Darkvision	Fast Healing
1-3	60 ft.	2
4-7	60 ft.	3
8-11	90 ft.	4
12+	120 ft.	5

Abilities: +4 Str, -2 Dex, +2 Con, -4 Int (minimum 2), +2 Wis.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, gang (3-5), or tribe (6+).

Challenge Rating: Up to 3HD, base creature’s CR +1; 4-7 HD, base creature’s CR +2; 8-11 HD, base creature’s CR +3; 12+ HD, base creature’s CR +4.

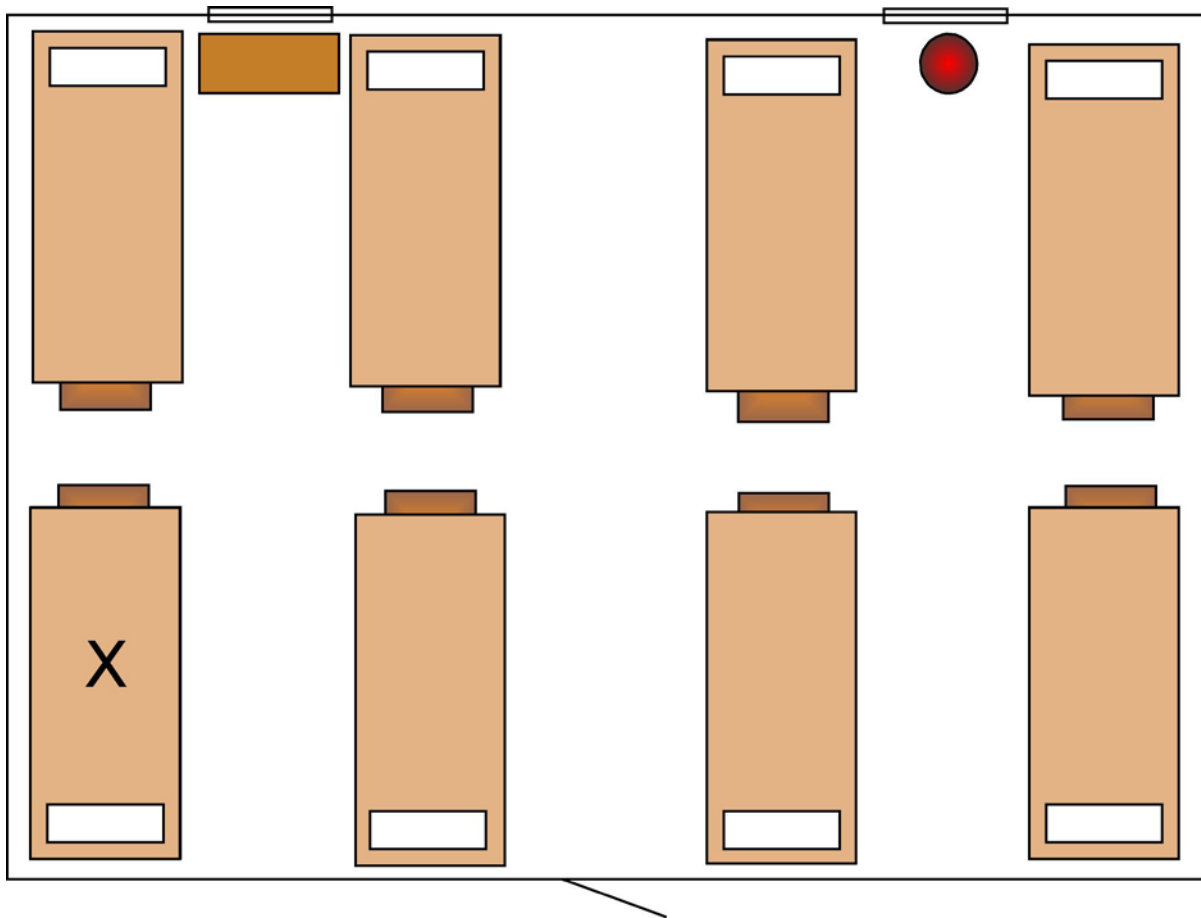
Treasure: 50% coins, standard goods and items, no scrolls.

Level Adjustment: +1.

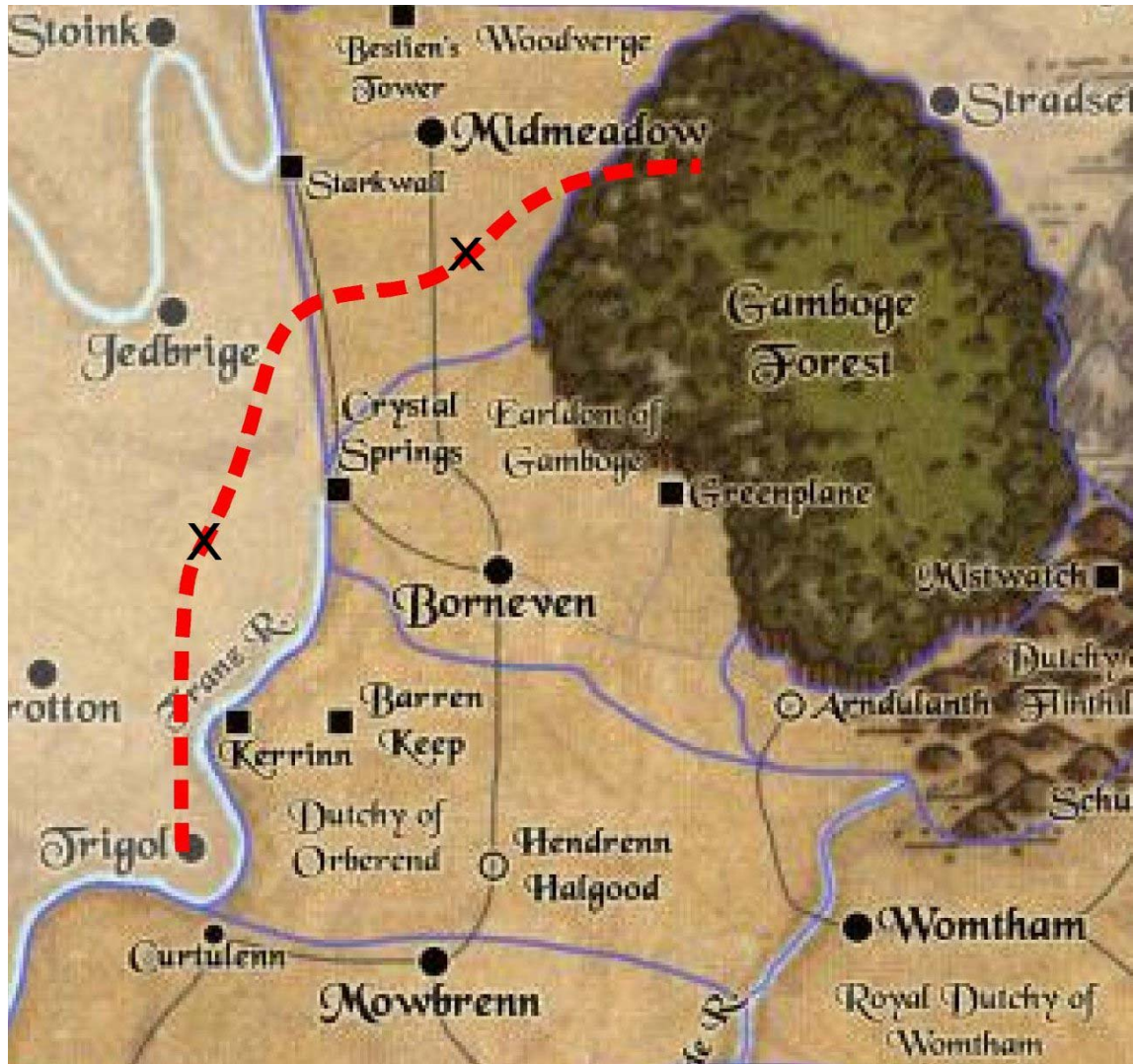
Feral Characters

Feral characters with class levels usually have levels of barbarian, and barbarian is their preferred class. Some multi-class to cleric, druid, or ranger. Few ever become bards, paladins, wizards, or sorcerers.

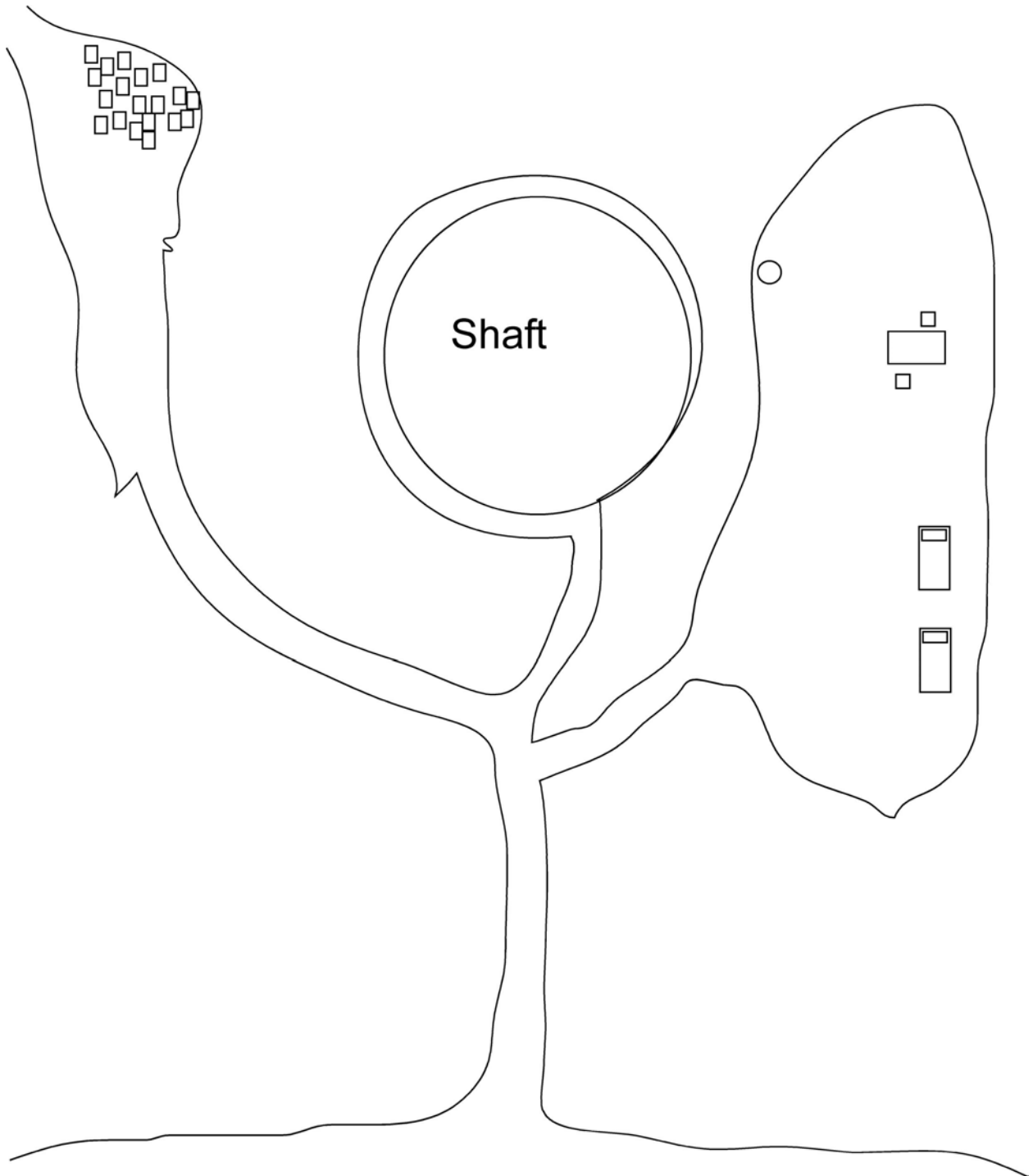
DM's Aid #1 – Map of Room 16



DM's Aid #2 – Map of the Flight Route

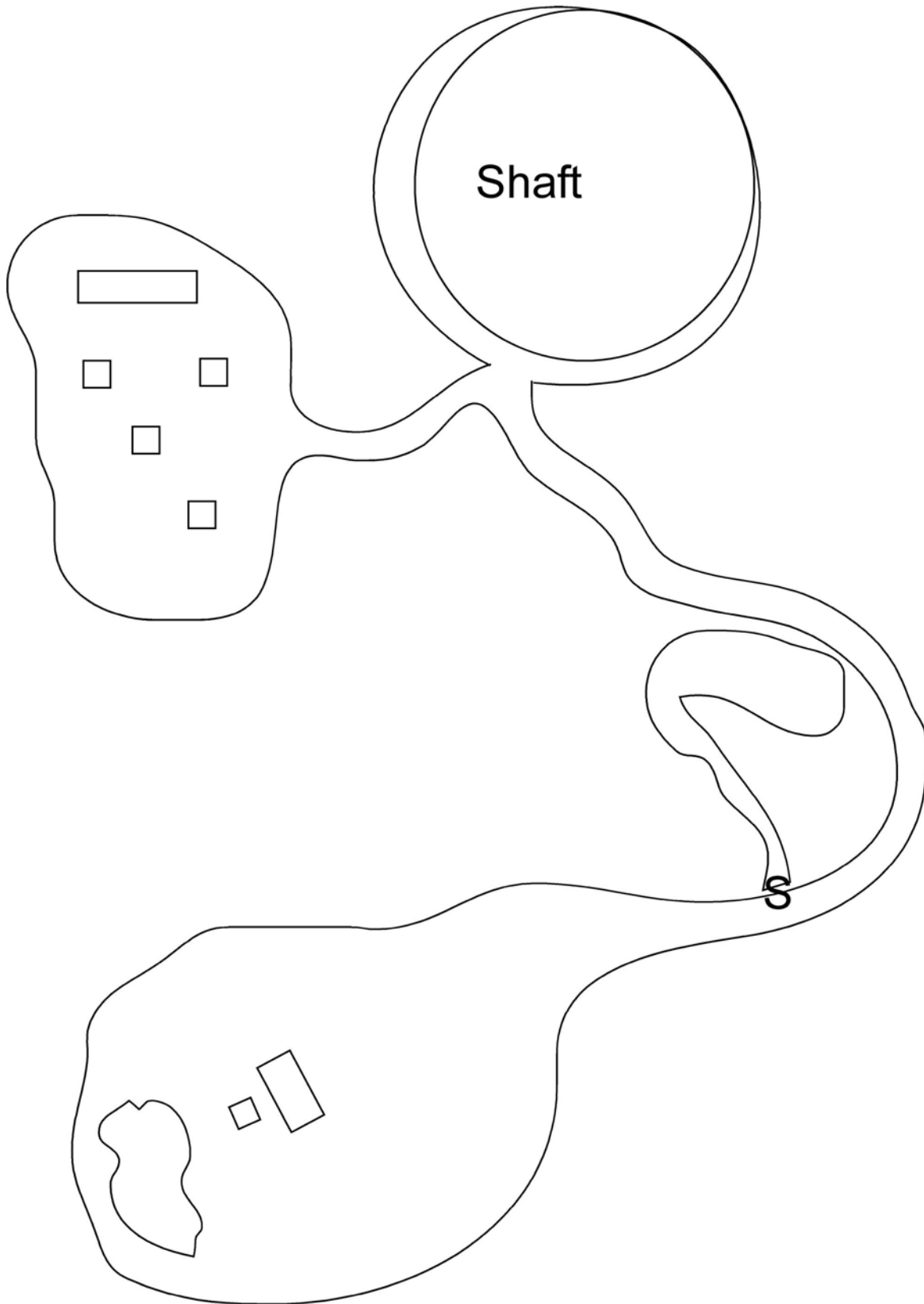


DM's Aid #3 – Map Level 1

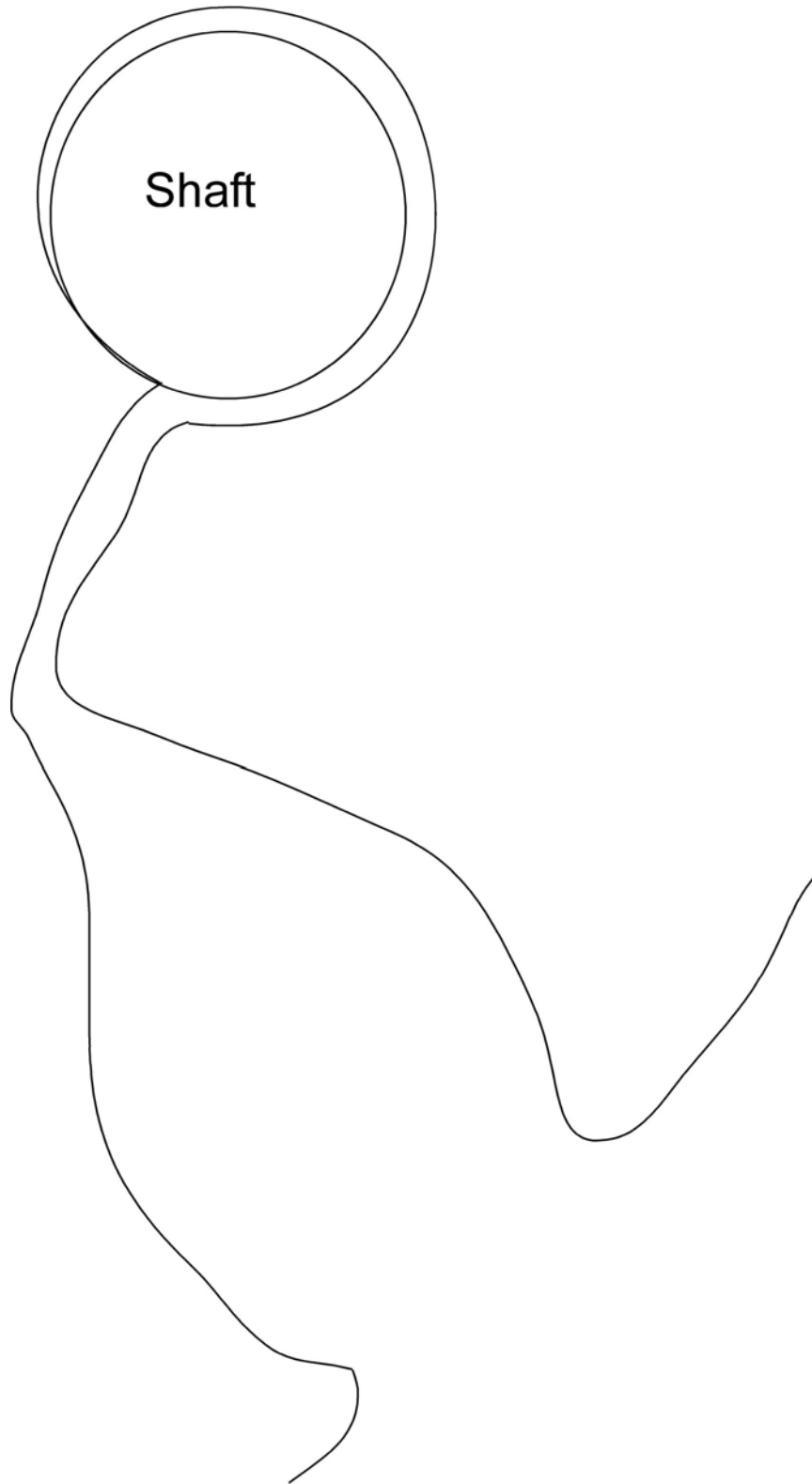


Gamboge Forest

DM's Aid #4 – Map Level 2



DM's Aid #5 – Map Level 3



Player Handout #1 – The Letter

Marker,

Don't miss the targets; they disrupted our plans on the blue. They must not discover our plans here or our base. Report to me as soon as you have removed them.

The time of the Snake is nearly at hand.

Be prepared,

Seeker

Player's Handout #2 – Letter (Draconic)

Dear Seeker,

I've yet to see what I've been promised. It is essential to my work that I receive it soon. Also, you seem to have been attracting attention lately, which is not a good thing. I require an extra shipment immediately to assuage myself as to your intentions.

For my part, I've decided that one of my progeny should be present to ensure that you make no foolish decisions. I do hope that you can understand... Additionally, word has reached me, from my varied sources, that you have been meddling ever closer to my affairs. I warn you, do not interfere or seek to learn of what it is that I do. I've enough pests trying to investigate me; I've no need for more.

Your Master,

β

Player's Handout #3a – Letter

Seeker,

The mother is prepared; everything except the final piece is in place. You must eliminate those who have disrupted our plans. We have sent you some toys of ours. Apparently the little ones are easy to twist to our needs.

We have need of the liquid that you have bartered for. Be sure to send it soon. We have need of it to finish our preparations.

Sibilant the Small

The city of divided shadows

Player's Handout #3b – Letter

Seeker,

We stand ready to strike at the signal. The tarnished crown shall fall, and we are ready to raise the blackened crown in its place. We've even arranged for some diversions, that and a few others have appeared on their own. We should move soon while attention resides elsewhere.

Be careful, there may be a traitor amongst you, and keep a close eye on 'Her' for she may betray us if it would serve her purposes.

Sibilant the Crowned

The city of fallen kings

Player's Handout #3c – Letter

Seeker,

Everything is ready, despite the horrid weather in this place. I cannot understand how anyone would want to live up here. It's freezing. Besides, all they do is consort with barbarians.

I hope we can finish this soon; I want to return home to where it is warm.

Sibilant the Frozen

The city of frozen words

Player's Handout #3d – Letter

Seeker,

The final stages are almost complete. We've finished our preparations and are only waiting for the conjunction. They still do not suspect a thing. Their devotion of their false god has truly blinded them in the search for his 'light'.

I hope that negotiations with our old new friend are proceeding well. If you have need of more of the goods be sure to give us warning.

The Advent of the Serpent Lord is nigh at hand.

Sibilant the Blinded

The city of the blind

Player's Handout #3e – Letter

Seeker,

We have everything in place to dispose of the hag. Her tolerance of refugee's is grating. We've found much support amongst those who are known to us.

Our part of 'it' has been most useful for our cause. Either way, we are ready to proceed and only await the final instructions. Apparently there are a few others that we may even ally with, the follow the lord of the walking dead.

Sibilant the Sly

The city on the lake