

NMR5-05

Winds of Change

A One-Round D&D LIVING GREYHAWK[®]

Nyrond Meta-Regional Adventure

Version 1.2

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Black Prince Sewardt may be gone, but his legacy remains. One of his former lieutenants has set up a blockade near the mouth of the Nesser River, keeping critical supplies away from Nyrond's rebuilding efforts. Can your strike force destroy it? Merchants and war refugees from Nyrond, the Duchy, the County and the Pale are counting on you. An adventure for characters of APLs 2-16.

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

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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 record-keeping 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.

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

Playing the Game

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

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 judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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 move action (spoken command) that may be attempted

each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Nyronid and Her Environs Meta-Region. Characters native to the meta-region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the

character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Adventure Background

Emperor Sewardt of the Nyronid Imperium has finally been defeated, but the fight is not over. While Sewardt himself fell some of his followers either avoided or escaped the battle of Rel Mord and continue to trouble the land.

Prior to his recent defeat, Sewardt set up a blockade near the mouth of the Nesser River, with one of his lesser lieutenants, a man known as "Mafisadi", in charge. Mafisadi blockaded river traffic for months, keeping vital supplies away from the Duchess of Woodwych (a loyal supporter of King Lynwerd, the true king of Nyronid). The blockade also helped raise revenue for Sewardt's

	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	

ongoing civil war, while beginning to drive up prices in the meta-region.

After Sewardt's defeat, Mafisadi, in addition to maintaining the blockade, is gathering the scattered remnants of Sewardt's troops in the Nesser region and carving out a small empire for himself along the Nesser River. His tax ships patrol the river, collecting taxes from the merchant boats, and he continues to earn revenue from the blockade. Only the ships he permits to pass by the blockade may do so, and then only after they pay a hefty toll. Not only is the blockade draining revenue from the war weary country of Nyrond, it is also keeping critical rebuilding supplies from Nyrond's people.

King Lynwerd is busy trying to sort out the situation in Nyrond's capital and does not have the time to send his exhausted, depleted troops to deal with the blockade.

However, Nyrond is not the only country hurt by the blockade. Merchants from the County and Duchy of Urnst are upset by the delays in river traffic and the loss of revenue due to the taxes. Even the Pale is harmed by the loss of one of its sources of vital supplies (such as salt).

One of the Duchy merchants, with the unofficial backing of her country, has decided to hire a strike force to disrupt the blockade. Now that King Lynwerd and Queen Xenia are back on the throne, the Duchy cannot send soldiers into Nyrond to break the blockade lest the Duke risk a war with Nyrond. However, no one will be upset if a merchant hires a group of adventurers (the PCs) to deal with the blockade and end Mafisadi's stranglehold over river traffic.

There is also an unexpected player in the blockade situation – the self-proclaimed Fiendfinder-General Zylinchin, a fanatical Pholtan who was recently deported from the Nyrond city of Midmeadow. He refused to return to the Pale and is currently conducting a secret, guerilla war against Nyrond.

Zylinchin's ultimate goal is to start a war between Nyrond and the Pale to try to win the Midmeadow area for the Pale, so a blockade near the mouth of the Nesser River would not normally concern him. However, prior to Sewardt's defeat, anger over the blockade was rapidly pushing the Duchy of Urnst toward war against Sewardt. Zylinchin could not afford to have the Duchy forces disrupt his plans, so he had decided to send a team of his fanatical supporters to deal with the blockade. He believed that, once the blockade was broken, it would relieve the tension in the Duchy and prevent the Duchy's interference with Sewardt (and Zylinchin's plans for war). However, Zylinchin could not afford to let his name be associated with the plot, so he sent out his team in secret, instructing them to take a roundabout course to reach the blockade, and ordered them to leave no survivors.

With Sewardt's defeat, the threat of war between Nyrond and the Duchy ended, but Zylinchin's plan had

already been set in motion and it was too late to recall his covert team. Zylinchin's team, after spending several months traveling undercover on their way to the blockade, will arrive at the blockade shortly before the PCs. Because they have been traveling in secret for so long, the Pholtans do not realize that Sewardt has been overthrown. However, they are fanatics who believe that Zylinchin speaks for Pholtus. It will not make any difference to their mission who sits on the throne of Nyrond – they have their orders and will obey without question

Adventure Summary

Encounter 1: Dinner at the Captain's Table:

The game opens with the PCs enjoying a well-deserved rest aboard the luxury ship *Nesser Queen*. They are invited to dinner at the captain's table. This is intended to be a role-playing scene that will introduce major NPCs and set the scene for the real adventure.

Encounter 2: Enter the Tax Collectors

Mafisadi's tax collectors board the ship. This can either be a role-playing scene or a combat scene depending on how the PCs deal with the situation. The PCs are informed by the Ship's Captain that any violence will cause him ongoing problems, with that in mind at higher APLs the PC receive no experience for *killing* the boarding party.

Encounter 3: Assemble the Strike Force

The PCs are hired by Tessa Greenfield of House Holomaer of the Duchy of Urnst, one of the people who dined with them at the captain's table in Encounter One. She wants them to break the blockade on the Nesser River. One of their teammates includes another NPC from the captain's table – Professor Merrick of the University of Rel Mord in Nyrond who has made a study of adventurers and their ways. He is particularly interested in finding Mafisadi's flagship, because Mafisadi possesses some very ancient and valuable papers from the University of Rel Mord that were looted by Sewardt's forces.

Encounter 4: A Little Knowledge...

The PCs show up in a village near the blockade to gather information. Professor Merrick (who has lots of "book-learning" but very little practical experience) proves that a little knowledge is a dangerous thing, as he sees through the scheme of some local ruffians, leading them to attack the PCs. During the scene, the PCs can also gain some information about the blockade.

Encounter 5: Where did THAT Come From?

The blockade is set up in two parts. The second part is patrolled constantly by Mafisadi's fleet, led by Mafisadi's flagship. The first part is a dock along side the river upstream, where ships traveling down the river are

expected to dock, have their goods searched and pay their toll. The dock has only a small force on land and two small patrol boats. The soldiers at the docks contact Mafisadi by magical means to let him know which ships can pass and which should be attacked. When the PCs arrive and attempt to destroy the dock, they find out why the place is so lightly manned. There is an aquatic monster living in the river. Sewardnt made a deal with the monster at the time the blockade was established. The monster agreed to attack at a signal from the patrol boats and destroy any ships that cause trouble for Sewardnt's blockade. The monster does not realize that Sewardnt has been defeated and has continued to do the same job for Mafisadi.

Encounter 6: Guess Who Got There First

After the PCs beat the river monster and sabotage the first part of the blockade, they will have to move on to the main blockade. However, when they arrive at the scene, they will find Mafisadi and the force on his flagship already dead. Zylinchin's fanatics killed them and are currently setting the magical charges that will destroy the flagship and the other ships in the blockade. Even though they are technically working toward the same ends as the PCs, the Pholtans have been ordered to leave no witnesses. Therefore, they will fight the PCs to the death, even after the charges go off and the ship is sinking. After the Pholtans are defeated, the PCs can finish the job of destroying the blockade and rescuing the University's missing historical documents.

Encounter 7: Celebration at Adrean's Landing

If the PCs are successful, they will return to Adrean's Landing, where Captain Tessa Greenfield will give them their reward. Assuming that they kept Professor Merrick with them the entire time and helped him recover the missing papers, they will also earn his favor and a favor from the University.

Introduction

The game opens in the Captain's Lounge of the *Nesser Queen*, a flat-bottomed riverboat traveling along the Duntide River. The PCs have been invited to dinner at the Captain's table.

The opening scene is intended to be a role-playing scene, in which the players learn some background information and get to meet the NPCs who will be important during the rest of the adventure.

The module assumes that all the PCs will join the Captain for dinner. However, knowing how paranoid PCs can be, some of them may choose to remain on deck to watch. If so, they will miss the opening role-playing, but they will have an opportunity to join the action later.

Note: if all the PCs refuse the captain's invitation, the module ends after the first night on the ship if the PCs do not investigate the very loud argument between father

and son. Someone else will be at the captain's table instead of the PCs if they do not react to the argument and enter the dining area to stop the combat between father and son, and there will be no reason for Tessa to be impressed with the PCs or hire them to break the blockade

Encounter One: Dinner at the Captain's Table

Every once in a while, a mission goes exactly as planned. You just completed that type of mission. The task was challenging, the pay was excellent, and the cause was worthy. In the end, your employer was so pleased that, as an extra bonus for your help, he paid for you to relax for a few days on the luxury riverboat, the Nesser Queen.

On the third night of the cruise, while sailing along the Duntide River in the County of Eventide, you find yourselves invited to dinner at the captain's table in the ship's lounge. The lounge is a large room below the deck of the ship. Formerly a cargo hold, the room has now been lavishly furnished and decorated to fit the wealthy passengers who dine in it.

The captain's table is not the only dining table in the lounge, but it is by far the most lavish. Based on the envious looks you receive from the other guests, it is clearly a great honor to be invited to dine there.

At this point, pull out the map of the dining area [Player Handout # 1] and place a figure or marker for Captain Daille (pronounced Dale) at the table's head. Ask the players to place themselves around the table, then place figures (or markers) for the remaining NPCs:

- 1) Professor Merrick, male human Exp4.
- 2) Tessa Greenfield of House Holomaer, female human (Suloise) Rog4
- 3) Arken Railsley, male human (Oeridian) Exp1, 3Hps

At the head of the table sits Captain Perris Daille, a silver-haired man who looks to be about 60 years old. He is still fit and hardy, despite his age.

"Good evening," he says to you as you take your seats, "I'm honored that you accepted my invitation to dinner. I met each of you when you came on board, but if you would not mind, please introduce yourselves to these other guests."

At this point, the PCs can introduce themselves. Then have the three remaining NPCs introduce themselves as follows:

An elderly, blond man with ice blue eyes and a crisp, precise voice speaks up. He nods politely to Daille, the silver holy symbol of Pholtus gleaming against his chest. "Arken Railsley at your service. I am from Wintershiven in the Pale." He turns his stern gaze to each of you and adds in a distant, but still friendly tone, "It is a pleasure to make your acquaintance."

[If the PCs ask why he is on the ship, he will explain that he came south for his health, to get away from the cold of the Pale. If asked about his eyes he will admit that he is part Suel but refuse to talk about it any further.]

A dark-haired, middle-aged man introduces himself next. His deep voice has the authoritative tone of a man who is used to lecturing in great halls. "I am Professor Merrick of the University of Rel Mord. I've made a study of adventurers and their fighting techniques for many years. I daresay that I am quite the expert on the adventuring profession. I am delighted to be sharing a table with you."

[He is traveling along the river, trying to recover various items that were looted from the University archives while Searndt was in control of Rel Mord.]

The final person at the table is a young woman with tanned skin and a lively smile. Her clothing is embroidered with a symbol bearing two black crabs on a field of blue and gold. "I am Tessa Greenfield of House Holomaer of the Duchy of Urnst," she says, giving each of you an appraising look. "I am a fellow ship captain, visiting my old friend Daille, before I head back to my own vessel."

"So, tell me," Professor Merrick says, when the introductions are finished, "You people are experienced adventurers. Did you take part in the recent battle for Rel Mord?"

This is intended to be a role-playing segment. Try to get all the PCs talking, then feel free to "ad lib" comments from the other NPCs.

Prof. Merrick will be very interested in whatever the PCs say. Tessa Greenfield of House Holomaer is saucy and self-confident, and she enjoys a good laugh (even at her own expense). Arken Railsley, the Pholtan, is stiff and proper, but still friendly and polite to the PCs. He has not heard of the recent events in Nyrond and will be very interested in the PCs' news. Captain Daille is a cheerful man who loves his work and enjoys talking with people who travel on his ship. He will try to smooth over any arguments that might arise.

The following are some additional suggested conversation threads, designed to provide information to the PCs and hopefully start role-playing:

- All of the Nyrondese encountered in this module will not refer to Searndt by name. They will call him the dark brother, or just him. This is out of respect for King Lynwerd's decree that Searndt's

name not be spoken. The people of other nations will not always manage to heed this request.

- Captain Daille, who is from the County of Urnst, will ask if anyone at the table believes that any of the trading houses from the County had been secretly siding with Searndt and what the consequences might be for those trading houses now that Lynwerd has regained the throne. (This topic is something of a red herring. Any PCs who played in NMR5-03 *Borne on an Ill Wind* might remember the County involvement and assume it is important in this module.)
- Railsley, the Pholtan, will mention that the leaders of the Pale are not at all happy with Zylinchin. Zylinchin is devout in his fervor for Pholtus, but is considered a dangerous heretic because of his refusal to return to the Pale and because of the problems he causes with Nyrond. Railsley knows he was driven out of Midmeadow, but does not know where he went. He was not in Wintershiven when Railsley left.
- Prof. Merrick can talk about the long rebuilding process that must now take place in Nyrond with the end of the Civil War. Although the dark brother (Searndt) himself is recently dead, the danger is not over since some of his (Searndt's) key followers remain at large. Merrick was fortunate enough to have been traveling out of the country when the attack occurred and only recently returned after Rel Mord was liberated. The University suffered greatly during the dark brother's (Searndt's) occupation, and Merrick is traveling the Nesser in hopes of recovering valuable documents from the University archives that were looted by his (Searndt's) minions. If the PCs offer to help, he will thank them but explain that the University budget is very small at the moment, and he doubts that he can afford to hire experienced adventurers. If they offer to help him for free, he will be deeply grateful and say that he will seriously consider their offer. He will let them know the next day.
- There can also be talk about why the Duchy never invaded Nyrond to help restore Lynwerd and save Xenia. Tessa Greenfield of House Holomaer, who is from the Duchy, can discuss a little of the politics behind Duke Karll's position – he is not an absolute monarch as the King of Nyrond is. Duke Karll needs support from the Honorable Chamber before he can act.

Whatever conversation path(s) you choose, the subject should eventually turn to the blockade. Captain Daille will complain that it is disrupting shipping on the river. He will explain the history of the blockade to the PCs – that it was set up by the dark brother (Searndt) who put one of his lieutenants named Mafisadi in charge (a very bad man rumored to traffic with demons). Since his

(Sewarndt's) recent defeat, Mafisadi has gathered the scattered remnants of the usurper's (Sewarndt's) army in this region and begun to carve out a little empire for himself. His ships tax the trade on the river and he charges exorbitant fees to go through the blockade.

Professor Merrick will point out that, ironically, prior to the usurper's (Sewarndt's) defeat, the blockade was rapidly providing the Duke of Urnst with the means to convince the Honorable Chamber to move against the dark brother (Sewarndt) because the blockade was so damaging to the Duchy's interests.

Tessa will explain that, with Lynwerd and Xenia on the throne once more, threat of war between Nyrond and the Duchy has ended. However, toward the end of Sewarndt's reign, it was a different story – war between the Duchy and Nyrond was very close to happening. It would have taken only a few more straws to break the camel's back and bring the Duchy forces in to fight Sewarndt.

If none of the PCs ask, Daille will ask Tessa if she believes the Duchy will send in troops to fight Mafisadi and break the blockade. She will explain that it would be an act of war to send Duchy troops into Nyrond. The Duke would never embarrass Lynwerd (whom he considers his brother-in-law) in such a fashion.

Merrick will remark that, with the mess in Rel Mord following the final battle, it will probably be some time before Lynwerd or the Duchess of Woodwych will be able to deal with Mafisadi.

If you are short on time, you can skip all the role-playing except the part at the end about the blockade. It is important for the PCs to learn why the blockade was drawing the Duchy's attention to Nyrond, in order for the PCs to understand why Zylinchin sent his strike team to destroy the blockade (and why his fanatical followers will not appreciate PC interference).

At the end of this role-playing scene, Professor Merrick will thank the PCs for the conversation. He will explain that he has some work to do before he retires for the night, so he must bid everyone goodnight early. He will head out to his room. [Note to judge: it is very important that Merrick **NOT** be in the upcoming battle, to explain why he is so startled when he finally sees a real battle later. That is also why he explains to the PCs (earlier in the conversation) that he was out of the country when the usurper (Sewarndt) conquered Rel Mord.]

If the PCs have all refused to join the captain below decks have them encounter Professor Merrick as he leaves the captain's table and heads to his rooms. He can briefly give them some of the same information included above. Have him retire for the evening before moving on to the "If the PCs stay on deck" section next encounter.

Encounter Two: Enter the Tax Collectors

If all of the PCs are on deck or have refused to join the captain at dinner paraphrase the following accordingly.

Just as dessert is being served, you hear a shout of greeting from the deck above. After a moment, a young sailor walks into the room and apologizes for interrupting the captain's dinner as he approaches your table. He whispers in the captain's ear.

[PCs can all make a DC 15 Listen check to overhear him say, "The tax collectors are here, sir. Captain Brightfire's ship."]

Captain Daille nods and smiles. "Alert the crew. Kitchen duty for any hand who insults or hinders them."

After the sailor leaves, Captain Daille turns to the PCs and explains that the ship is being boarded by Warlord Mafisadi's tax collectors. However, the PCs and the other guests have nothing to fear – these are not Mafisadi's typical bullies. Captain Brightfire, the leader of this particular ship of tax collectors, is a decent man. He has been forced to work for the Warlord in order to feed his struggling family who lost everything in the war. Brightfire and Daille are old friends.

Daille will go on to say that Brightfire's tax collectors are under strict orders to collect only a very reasonable amount and move on. Daille will ask the PCs, as a favor, NOT to interfere with the tax collectors in any way. He will insist that, if anyone should fight these tax collectors – even if they kill them all – it will only hurt Brightfire's family and allow one of Mafisadi's petty tyrants to take over the tax collecting duties. The PCs will do Daille (and all the ships on this stretch of river) a big favor if they simply pay the money and let the tax collectors go. If the PCs cannot afford to pay, then Daille will even offer to pay the tax for them out of his own pocket. If the PCs go on and kill the tax collectors after having been given this much reason not to, they will lose XP.

If anyone asks why an evil overlord such as Mafisadi would put up with a decent man like Brightfire, Daille will explain that Brightfire is trustworthy and gets the job done, one of the few such men who can consistently do so in Mafisadi's little empire. However, at the point where Brightfire stops being useful (in other words, when he stops collecting tax money), Mafisadi will undoubtedly kill him and put another captain in his place.

If all of the PCs have refused the Captain's invitation to dinner have one of the sailors on deck give the PCs the same information as above. This will mean that you will need to improvise your way through the next section.

As soon as Daille is done telling the PCs about the tax collectors, the tax collectors enter with the following boxed text:

As soon as Daille finishes speaking, the door opens to admit a party of [APL2 five / APL4+ six] men. Their leader wears black and white clothing that clearly has seen better days, with a newly added patch that depicts a black mailed fist on a red background behind a set of blue ramparts. The people behind him wear what appear to be cast-off uniforms from the Nyronid Imperium with the same patch, but these men do not have the typical arrogant scowls you remember from Sewarndt's minions. In fact, the lieutenant who is in charge of them seems rather young and insecure.

You see them move to the first table by the door and address the wealthy nobles sitting there. "Please pay the river travel tax of [amount]."

At APL 2 the tax amount is 5 silver pieces. At every other APL, the amount is one gold piece x APL (for example, at APL 12, the amount is 12 gp.)

Stop the boxed-text and ask the PCs what they are doing. Give them a chance to react before continuing. If they look hostile at all, Captain Daille will say, "Please . . . no trouble."

When they have had a chance to react, then continue with the boxed-text.

[Note: If any of the PCs try to detect evil, they will find no evil among the six tax collectors. These are just men and women who were desperate for a job, not bad guys.]

As the tax collectors approach your table, Arken Railsley draws in a sharp breath and narrows his eyes, watching Mafisadi's lieutenant closely. The holy symbol of Pholtus gleams against the old man's chest as he whispers, "It cannot be..."

The young lieutenant notices Arken at the same time and the lieutenant's eyes widen.

[IMPORTANT NOTE TO JUDGE: From this point on, during this scene, the boxed-text CAN BE interrupted. Since PCs are used to not interrupting boxed-text, there are also several breaks for you to ask the PCs what they are doing. However, if they interrupt it at any point, move to the section entitled "Mediating Between Father and Son" (so you can find it easily during game play).

However, do NOT read the section entitled "Mediating Between Father and Son" unless the PCs interrupt the conversation.]

The purpose of this scene is to give the PCs a choice. They can attempt to smooth over the hostilities through good role-play, diplomacy, bluffing or similar techniques. If they do, you should play the old Pholtan as somewhat

annoyed and resistant to the PCs' efforts, but eventually he will let the PCs talk their way out of the situation.

If the PCs do nothing or even encourage the hostilities, then continue with the scene right up through the combat.

The fight can be prevented at any point until the old Pholtan slaps his son's face. At that point only an extraordinary effort by the PCs will stop the combat. Note that at lower APLs, the PCs will get the same experience either way, whether they prevent the fight or defeat the NPCs. At higher APLs, the PCs will receive experience for preventing the fight through diplomacy, bluffing or similar means, but they will not receive any experience if they simply fight and kill the tax collectors – the tax collectors are much too low level.

Arken Railsley rises to his feet. His voice is low, but his tone is sharp and cutting. "I don't believe it! What are you doing with this Warlord's scum, boy? Answer me!"

The young lieutenant bristles. "I am a grown man now, Father, and I make my own decisions. You don't dictate my life any more!" From various places in the room, the rest of the Warlord's tax collectors look up and watch the proceeding with interest.

Pause to let the PCs break in. If they speak up to try to stop the growing conflict, move to the section entitled "Mediating Between Father and Son" on the next page. **Ask if they're doing anything in particular at this point.** If they do nothing, continue:

NOTE: It is at this point that the PCs that refused to join the Captain for dinner will begin to overhear the argument.

Arken Railsley steps around the table and walks within arm's length of his son, staring down in disgust at the youth. "You're not a grown man. You're a blithering idiot. You've thrown away any decency you once had and taken up with a band of murderers and thieves! I am only glad that your dear, departed mother did not live to see this day!"

The young lieutenant's hands clench into fists and he cries, "You know nothing about Warlord Mafisadi! He is continuing the crusade started by the late Emperor. But while the Emperor was weak and failed, Mafisadi is strong! The world is changing and I'm going to be a part of the new order. Anything is better than being a slave to Pholtus!"

Pause again to let the PCs interfere if they wish. If the PCs interfere to try to calm the hostilities, move to the section entitled "Mediating Between Father and Son" on the next page. If they do nothing, then read:

Captain Daille looks alarmed and opens his mouth to speak, but the elder Railsley waves a hand to silence him. The other tax collectors, rather than

look alarmed or angry, seem amused by the argument.

Give one last pause for the PCs to interfere.

Glaring at his son, the old man hisses, "Now you've gone too far, boy!" He slaps the youth hard across the face. "Never blaspheme Pholtus!"

While the young lieutenant is not evil when he enters the boat any PC that is detecting evil at this point will see his alignment shift towards evil.

The force of the slap brings tears to the young lieutenant's eyes and he breathes rapidly, trying to blink them away. The other tax collectors are chuckling openly now. Their mockery is the final straw. The lieutenant rapidly slides his dagger from his belt and plunges it through his father's chest, then orders his men, "Kill them all! Kill every person in this room!"

The other tax collectors look at one another uncertainly, but they have their orders, and in Mafisadi's army orders are to be obeyed without question.

At this point it is too late for the PCs to stop the fight through simple Diplomacy, unless they can come up with something extraordinary (A rushed Diplomacy check would be DC 35 with additional appropriate circumstance penalties depending on players prior actions, or lack there of). Have the PCs roll initiative and start the combat.

The young lieutenant's next target (after stabbing his father) is Captain Daille, but the lieutenant will turn away from that and fight the PCs as soon as the PCs start resisting.

The elder Pholtan (Railsley) will be at -7 HP at the start of the combat, so the PCs can save him if they get to him within the first three rounds. If not, he will die. If he dies, he will resist any efforts to raise him – his shame over his son's actions are too much for him and he would rather stay with Pholtus.

Captain Daille and Tessa Greenfield are unarmed. As soon as the combat starts (assuming that the PCs jump into the fight) Daille will start ushering the other guests out of the room. Tessa will pick up a chair and join the fight. [Stats for Tessa and Daille are in the appendix.]

If the young lieutenant is killed or subdued, the PCs can attempt to reason with the remaining men. The remaining men feel very uncomfortable about the fight, so they will be open to any peace attempts. If the PCs only wish to roll dice and not role-play the situation the rushed Diplomacy check DC is 25 with additional appropriate circumstance penalties depending on players prior actions, or lack there of.

After the fight, Captain Daille will ask the PCs to stay in their rooms for the night until he can explain the

situation to Captain Brightfire. There were a dozen witnesses who saw the young lieutenant start the fight, so he doubts there will be any trouble.

APL 2 (EL 4)

➤ **The younger Railsley:** hp 12; see Appendix Two.

➤ **Tax collectors (4):** hp 6 each; see Appendix Two.

APL 4+ (EL 6)

➤ **The younger Railsley:** hp 39; see Appendix Two.

➤ **Tax collectors (5):** hp 6 each; see Appendix Two.

Mediating Between Father and Son

If, at any point, the PCs break the conversation between Railsley and his son to try to smooth over the hostilities, then move to the following text:

Arken Railsley and the young lieutenant both turn to look at you. "This is a personal matter," Arken Railsley snaps. "What do you want?"

The purpose of this encounter is to get the PCs role-playing with the angry father and son, rather than just to let them roll the dice. If they make any reasonable attempt to calm the NPCs or get them to talk rationally, give a little resistance from father and son, but eventually let them succeed.

If the PCs would prefer to roll dice without a real attempt at role-playing, they can use Bluff, Diplomacy or any other appropriate skill. The DC for rushed Diplomacy is 25 to get them both to listen to the PCs. Feel free to apply any appropriate circumstance penalties. If the PCs fail the roll, the argument will continue, so you should go to an appropriate place in the argument box text above and restart the hostilities. (If the PCs make a good faith attempt role-playing instead of just rolling dice or in addition to rolling dice, they will eventually succeed in stopping the hostilities, no matter how badly they roll on the dice.)

If they succeed in calming the situation, then the tax collectors will finish their work and leave the ship. Railsley will leave to go to his room, angry at his son (and possibly the PCs), but Captain Daille will thank the PCs and congratulate them on stopping the fight.

If the PCs Stay On Deck

Note to judge: Even though the PCs are invited to the captain's table in the opening box text, one or more of them might insist on keeping watch on deck. If they do, they will see the Brightfire's ship sail next to the Nesser Queen and hail them. Rather than look alarmed, the sailors on the Nesser Queen will look bored.

One of the sailors will tell the PCs, **"No need to worry, that's Captain Brightfire's ship. Even though he's one of Mafisadi's boys, he is a decent guy; he won't let his tax collectors get out of hand."**

If the PCs look like they are getting ready to fight or resist, the sailor will say, **"Please don't make any trouble. If anything happens to these tax collectors, I guarantee you that the next ones will be far worse."**

The tax collectors will board and start asking each sailor for taxes. Unlike the rich people in the captain's lounge, the taxes out here will be very low – just one silver piece x APL. If the PCs refuse to pay even that low amount, a nearby sailor will shake his head and pay it for the PC, insisting that, "Captain Daille don't want no trouble."

If the PCs use *detect evil*, none of the people boarding the ship will be evil. If they follow the tax collecting party and continue to watch the young lieutenant they will see him shift to evil right after he is slapped by his father. (Captain Brightfire makes certain that none of the crew assigned to him are evil. These are just desperate men and women who lost everything in the war and need a job so they went to work for Mafisadi. As long as Brightfire continues to collect taxes, Mafisadi doesn't interfere with Brightfire's methods.)

If, after all this, the PC(s) on deck still wish to start a fight, the PCs will be facing six NPCs who will fight to subdue rather than kill. [Use the same stats as the stats for the young lieutenant and his men in Appendix 1.] However, that PC (or PCs) will not be invited into the strike force that Tessa assembles later, unless the other PCs assure her that they will prevent the PC from jeopardizing the mission through wanton violence.

If any of the PCs are on deck when the fight breaks out between Railsley and his son, have them roll initiative with the others. Those on deck will hear the part of the argument as well as the terrified cries of the guests and be able to run down to join the combat during their initiative. Because it is unlikely that any PCs will be on deck, there is no map provided for the outer deck of the ship. However, if necessary, you can draw the top deck based on the dimensions of Player Handout #1. Assume the ship extends for twenty feet to the front and back of the captain's lounge.

Note: If all the PCs refuse the invitation to dine at the captain's table and do nothing in response to the overheard argument, preferring to keep watch on deck, they have ONE last chance to accept the module hook. Tessa will hire Professor Merrick to complete the job and Professor Merrick will attempt to recruit the PCs in this event. Since Tessa will not hire them they do not receive any of the rewards that she gives out for completing the mission. Professor Merrick does not have the means to

pay them in gold, so reduce the gold pieces gained by the appropriate amount. If they do not take this additional last chance hook, the module is over.

Encounter Three: Assemble the Strike Force

The next morning, if the PCs fought with the tax collectors, the PCs will receive an apology from Captain Brightfire, explaining that the younger Railsley acted against his orders, so there will be no bad consequences for the PCs. If the PCs did not kill the young lieutenant, the note will say that he will be punished appropriately. If the PCs saved the elder Railsley, they will be told that he sends along his thanks for the rescue and his apologies for the actions of the man who was once his son.

Whether they defeated the tax collectors in battle or prevented the fight through diplomacy, bluffing or whatever, they will receive a note the next morning from Tessa Greenfield, asking them to meet her in the captain's lounge at 10 bells.

When they go there, they will find the lounge deserted, except for Tessa and Professor Merrick, who are sitting at a table in one corner and busy talking to each other.

If the PCs fought the tax collectors, read the first boxed-text. If they did not fight them, read the second boxed-text.

If they fought the tax collectors:

Tessa smiles as you enter. "Thank you for answering my request to meet. I watched you fight last night and I was very impressed with your skills."

Have her mention notable actions by the PCs in dealing with the tax collectors.

"I think you may be just the people I need. I would like to hire you for a job. Are you interested in hearing my offer?"

If the PCs used diplomacy, bluffing or some other means to prevent the fight:

Tessa smiles as you enter. "Thank you for accepting my invitation for a talk. I watched the way you handled that situation last night and I was very impressed. If you had not been there to stop that argument, I am certain it would have led to an armed fight."

Have her mention notable actions by the PCs in dealing with the tax collectors.

"I think you are just the people I need to handle a situation that requires delicacy and finesse. Are you interested in a job offer?"

The rest of the boxed-text is the same whether the PCs fought the Imperials or not:

"As we discussed at dinner last night, the blockade is becoming more and more of a problem for the Duchy as time goes on. My benefactors in the Duchy would like to see it destroyed or at least weakened. They've asked me to assemble a strike force to deal with the problem. When I first arrived here, I thought I would have to find the team members one-by-one, but instead it seems as if an excellent team has fallen into my lap. What do you say? Are you interested in a well-paying mission that will help the merchants and destroy Warlord Mafisadi's stranglehold over the river traffic?"

"If it makes your task any easier," Tessa continues, "I will point out that weakening the blockade will help the good people of Nyronnd gain the medical supplies and building supplies they need to assist the poor and the other casualties of the war."

Professor Merrick speaks up immediately, "Captain, I would be honored to add my extensive knowledge of Nyronnd and adventuring to your team! Count me in." Turning to your group, he adds, "As I explained to Captain Greenfield, one of my first research projects at the University involved a study of the river blockades used during the Greyhawk Wars."

"Further, my sources believe that this Warlord Mafisadi has possession of some very ancient and valuable papers from the University archives. If we can find his base of operations, I may be able to retrieve them."

All PCs should recognize a plot hook when they see one so they will hopefully take up Tessa's offer.

As soon as the PCs agree to undertake the task, Tessa will pull out a map of the Duntide and Nesser rivers, showing the places where the upper and lower parts of the blockade are located. [Players' Handout # 2] She explains that the plan is to have the PCs deal with the soldiers guarding each part of the blockade and plant magical devices to destroy each part. (The PCs can also use their own means to destroy the blockade if they prefer. She is just providing the magical devices to assist them. The devices work off of a variation of the spell *warp wood* causing wood to gradually lose its structural integrity ending up the consistency of wet cardboard.)

Merrick says, "I suggest we stop in Melton's Marsh, a tiny settlement just south of the place where the Duntide and Nesser meet, to gather information as

the first step of our journey. We may be able to learn how the blockade has been built."

Tessa nods. "That sounds like a good start. I can take you as far as that port in my ship, Fortia's Delight. After that, you will be on your own to deal with the blockade. If you are successful in destroying the blockade, meet my ship at the dock in Adrean's Landing to receive your pay."

[If the PCs ask about payment, just say it will be appropriate to the APL.]

Tessa will explain that she has 4 magical explosives for them, which she will give them when they arrive at Melton's Marsh. These magical devices are essentially just magical traps, but they have been crafted so that a person who does not have the craft trap skill can still set them. They function off of a variation of the spell *warp wood*. In order to use the devices, the PCs must place them against the hull of the ship or under a support beam of a building and turn the right dial on the side of the trap three times deosil (clockwise). The PCs will have five minutes to leave the area before the device activates. The devices will only be good for three days once they are given to the PCs, so they must act quickly. After that, the magic fades. The main part of the blockade is composed of Mafisadi's fleet of ships. Obviously Tessa does not have enough devices to destroy each ship, but if they concentrate on Mafisadi's flagship and maybe one or two others, it should disperse the rest. If asked Tessa does not know precisely how the devices function, only that she has been assured that they will sink ships if placed below the waterline. She acquired these devices through 'unofficial' channels. Give the PCs Player' Handout #3 – Tessa's Devices.

Note: Tessa doesn't know very much about the devices other than that they destroy ships. She will warn the PCs that they may do anything from a small explosion to grinding a hole in the hull. She will advise the PCs to be nowhere near the site of the devices when they are set off.

Encounter Four: A Little Knowledge...

The journey south on Tessa's ship, Fortia's Delight, is uneventful. Only two things mar what would otherwise be a peaceful voyage.

First, all along the route, you see signs of the devastation that war has brought to Nyronnd. Burned homes and villages punctuate the river's edge. Armies of flies and buzzards mark the spots where people and animals have fallen, and occasionally you see bodies floating in the water.

If anyone asks the first two bodies they see floating in the river are half-orc bodies.

The other problem during your voyage is your companion Professor Merrick. Because he considers himself an expert on adventuring, he is constantly telling you what to do and how to do it. Comments of his such as, "No, no, no! That is not how you arrange a watch on the deck of a ship. Let me show you how..." have become annoyingly common.

As the sailors are lowering the gangplank to let you go ashore at your destination, Merrick shows up on deck. He is clad in very fine adventuring clothes that clearly have never seen a day in the wild.

"Ah Melton's Marsh," he says, sniffing the river air. "We should make for Britvale's Tavern. According to my research, it is the best place to gather information in town."

Presumably, the PCs will follow his advice and enter Britvale's Tavern. As annoying as Merrick can be, in this case he is correct and Britvale's is the place to gather information. (A DC 20 Knowledge (local - Nyrond and Her Environs) check allows a PC to know this, too.) If the PCs go anywhere else in town to ask questions, they will be directed back to the tavern. [A map of Britvale's Tavern is included as Player Handout # 4.]

If they follow Merrick into the tavern and do not prevent him from being the first to speak, he will walk in, clear his throat loudly to catch the attention of everyone present, and announce to the entire tavern:

"We are adventurers from the North seeking to gather information about the blockade on the river. Does anyone have information that can help us?"

Of course, everyone in the tavern will immediately turn away and pretend they did not hear him. Hopefully the players will realize that this is not the way to gather information and the PCs will do it correctly (by buying drinks at the bar, speaking with the bartender, etc.)

Merrick will be genuinely surprised if the PCs tell him that his method of "gathering information" was wrong. He will explain that all the adventurers he interviewed in the past simply told him that they walked into a tavern to gather information. He just assumed that was how they did it.

Once the PCs talk to the innkeeper, they will get the info they need. The innkeeper Kozal (pronounced with a long "o") is a friendly man. He knows that the first part of the blockade is about 5 miles down river from the town. He will explain that it is a long dock where the river ships are expected to stop and pay their taxes. There is a small garrison there, but the soldiers mostly keep to themselves and do not frequent the town. However, several merchants whose ships were permitted to pass through have described the blockade to him.

He doesn't know much about the second part of the blockade, except that it is near the mouth of the Nesser and is made up of a large patrol of Warlord Mafisadi's

boats. (He will lower his voice and look around the tavern as he says this – this part of the river is under Mafisadi's control. He is genuinely afraid of Warlord Mafisadi as he has heard horrible tales about his brutality. He has even heard that Mafisadi has bound a demon into his flesh.)

At some point, a group of three cloaked men wearing clerical vestments and holy symbols of Pelor will approach one of the PCs. (If any of the PCs are not talking to the innkeeper, try to have the cloaked men approach that PC or PCs. If the PCs all talk to the innkeeper, one of the cloaked men should pull a PC aside to speak privately). The "leader" of the cloaked men (the rogue) will explain that they are Pelorite priests collecting money to help the poor people in the area. He will ask the PCs for a donation of 2 GPs or whatever the PC can spare. Meanwhile, the real leader of the group – Taharas – will look around the bar for dangers and smirk if Igho is being successful.

If the PCs ask about the weapons that Taharas and Kal are carrying, describe them as having several different weapons that were "**scavenged imperial weapons**" that they're planning to "**sell for donations to the poor**". Subsequently, they'll drop all the other worthless weapons when they attack.

As the PCs start to answer, Merrick will walk over to watch, observe the hooded figures carefully and say loudly to Taharas:

"Wait just a minute! I recognize that scar on your earlobe. I saw a picture of it at the University during some research I did two years ago! You're Taharas the Sly, the leader of a small band of highwaymen and thieves who plague this area!"

Merrick's eyes widen in surprise as the hooded figure and his companions draw their weapons.

"We were only trying to make a few gold pieces," Taharas sneers, "We woulda left you alone. But since you recognized us and ruined our plans, I think we'll have to find another way of amusing ourselves. Draw your weapon, old man."

At that point combat starts. See Appendix for the stats for Taharas and his men. If Taharas knows the PCs are with Merrick or if the PCs join in the fight, Taharas will fight the PCs as well. If, for some reason, the PCs distanced themselves from Merrick before they entered the tavern and if they do nothing to aid Merrick, Taharas will kill Merrick. If that happens, the PCs do NOT get the map that is attached as Players' Handout #5. (Merrick provides that map.)

APL 2 (EL 4)

☛ **Taharas the Sly:** hp 18; see Appendix Three.

☛ **Kal Ek'hudo:** hp 12; see Appendix Three.

☛ **Igho:** hp 9; see Appendix Three.

APL 4 (EL 6)

➤ **Taharas the Sly:** hp 25; see *Appendix Four*.

➤ **Kal Ek'hudo:** hp 30; see *Appendix Four*.

➤ **Igho:** hp 27; see *Appendix Four*.

APL 6 (EL 8)

➤ **Taharas the Sly:** hp 39; see *Appendix Five*.

➤ **Kal Ek'hudo:** hp 46; see *Appendix Five*.

➤ **Igho:** hp 37; see *Appendix Five*.

APL 8 (EL 10)

➤ **Taharas the Sly:** hp 53; see *Appendix Six*.

➤ **Kal Ek'hudo:** hp 62; see *Appendix Six*.

➤ **Igho:** hp 51; see *Appendix Six*.

APL 10 (EL 12)

➤ **Taharas the Sly:** hp 67; see *Appendix Seven*.

➤ **Kal Ek'hudo:** hp 87; see *Appendix Seven*.

➤ **Igho:** hp 65; see *Appendix Seven*.

APL 12 (EL 14)

➤ **Taharas the Sly:** hp 81; see *Appendix Eight*.

➤ **Kal Ek'hudo:** hp 94; see *Appendix Eight*.

➤ **Igho:** hp 79; see *Appendix Eight*.

APL 14 (EL 16)

➤ **Taharas the Sly:** hp 95; see *Appendix Nine*.

➤ **Kal Ek'hudo:** hp 110; see *Appendix Nine*.

➤ **Igho:** hp 93; see *Appendix Nine*.

APL 16 (EL 18)

➤ **Taharas the Sly:** hp 109; see *Appendix Ten*.

➤ **Kal Ek'hudo:** hp 184; see *Appendix Ten*.

➤ **Igho:** hp 107; see *Appendix Ten*.

Events during combat: Merrick will raise his hands to surrender, but Taharas will laugh and attack him. [Merrick's stats are in the Appendix.] If the PCs do not intervene, Taharas will continue to attack Merrick until he kills him, and then start looting the body. If the PCs jump into the fight, Taharas and his men will ignore Merrick and go after the PCs.

For the first two rounds of the combat, Merrick will stand still like the proverbial “deer in the bullseye lantern” and watch the combat around him. Then he will shake himself out of his shock and pick up a chair to join the fight. This is a turning point for Merrick (if he lives this long). For the first time, he is actually in an

adventure instead of just listening to stories about them. Also, for the first time, he realizes that experience is more important than knowledge when it comes to adventuring. If Merrick falls unconscious during the fight but survives, he will still have his turning point and wake up a very different person.

Taharas and his men will NOT fight to the death. If more than two of them go down, the last one will try to make a run for it. If he can't run he will surrender. Taharas will surrender saying something like the following, **“I surrender, I am indeed Taharas. I beg for your mercy and the chance to mend my ways. How ever can I thank you for saving me from that path of torment”**. If he thinks he can get away with it, his eyes will glitter with malice and his tone will drip with sarcasm. Local guardsmen will take them away in chains. Perhaps there will be a parting grin.

Encounter Five: Where did THAT Come From?

As stated above, one way or another (unless Merrick dies in the battle) the combat with Taharas will be the beginning of a change in Merrick. After the combat (or after he wakes up), he will approach the PCs and ask something like, “That situation with Taharas...ahem...what should I have done? What would you have done if you recognized him?”

If the PCs say he did the right thing, he will look very happy. If they make suggestions, he will listen carefully. If the PCs decide to throw Merrick out of their group or order him to stay behind, they can do so, but they will not get the benefit of his knowledge or his favor at the end.

At an appropriate time before the PCs head out to deal with the blockade, Merrick says:

“I think, perhaps, I can be of some genuine help. Give me a few minutes to talk to the sailors here and I can draw a diagram of the dock.”

If the PCs agree, Merrick will spend a few minutes at a table in a corner, then sit down with parchment, quill and ink to draw maps of the exterior and interior of a typical dockhouse. (Player's Handout #5). His drawings are meticulous and he even includes a grid to assist the PCs (and, of course, to assist the judge who will be running the combat). [Obviously, if he is killed, the PCs do not get the map. In addition, if they are too nasty to him, or throw him out of the party, they will not get the map.] He also is able to point out that the river is about 2 miles across at the point of the blockade.

He will explain that he is familiar with other dockhouses used for taxing and from what he has heard, this one seems fairly standard. There is probably a magical way that the guards talk to the guards at the

lower part of the blockade. He suggests that the PCs take out the guards at the dock first, before the PCs attack the patrol boats, so the dockworkers and guards cannot contact their comrades. Then the PCs can destroy the patrol boats. Merrick is not sure how to destroy them, but it would be best if no debris was left to float down the river and alert the lower blockade. Perhaps if they capture one of the boats they can use that later to assault the main part of the blockade. (At lower APLs, he will suggest that there may be a smaller boat at the dock that the PCs can use to reach the patrol boats. This can also be used at a higher-level table if the PCs have no means of flight or water transport.). [For suggested diagrams of the patrol boats and the small rowboat used by the PCs, see Judge's Aid # 1.]

If the PCs prefer to make their own plan, he will listen carefully and then agree that their plan sounds good. However, no matter which plan the PCs decide to use, he will caution them as follows:

"Based on what these sailors have told me, I am concerned that Mafisadi's "base" may be his flagship, not the docks. If so, he probably has the University's historical documents that I seek with him on his ship. I am dreadfully worried about what may happen to those papers if they get wet. They are incredibly fragile and would undoubtedly be lost forever. Whatever we do about the blockade, we must not let those papers fall into the river."

It is about a two-hour walk from the town to the dock site. There are twelve people operating the dock, but they are just lackeys. At very low APLs, they will run away when the PCs arrive. At higher APLs, they will be significantly below the APL and the PCs should defeat them easily. They are not the real fight here.

Merrick's map of the dock area is accurate, so the PCs will know what they are facing. There is a means for the workers at the dock to contact the lower part of the blockade inside the Commander's Office. There is also a secret compartment in the commander's office. (DC25 Search check. See below for more details.) Otherwise the rooms inside the dock are fairly ordinary. If the PCs time their fight properly, they can stop the people from alerting the blockade. (However, in reality, it doesn't matter whether they alert the blockade or not since the Pholtans will reach the blockade first.)

As Merrick predicted, the PCs will find a small boat at the dock that can be used to sail out to fight the two patrol boats. The main purpose of the two patrol boats is to spot ships that are trying to sail past without paying their taxes and report them, not to engage in combat. There are six people on each boat, but they are also significantly below APL and are there as scenery more than as a real fight.

However, as the PCs attack the sailors on the first boat, the PCs will notice one of the sailors blowing on what appears to be a broken whistle – they will not hear

any sound. However, any canine animal companions or other animals that can hear high frequencies will react to the whistle. The whistle is the signal for the real fight – the sea monster. It will rise out of the water to attack the PCs and the little boat they are on.

In order to take out the patrol boats, the PCs will have to kill it. If for some reason they take out the boats without dealing with it, remind them that they will leave a hazard for river traffic if they do not kill it.

Merrick will ask the PCs to borrow a weapon, because he wants to fight beside them. If they allow him to do so, then use his stats in the appendix. If they don't, he will go along with whatever plan they have in mind. If they won't let him participate, he will be disappointed, but he will pull out a notebook, a quill and ink bottle to take notes.

As long as the PCs allow Merrick to accompany them and don't leave him behind (or get him killed), they will earn his favor at the end of the module. He does not actually need to fight to give the PCs his favor at the end. If the PCs do keep him along, any time he is present, he can make Knowledge checks on any Knowledge skill after the PCs have tried to make the roll and failed. He is a professor who has studied adventuring, and his knowledge is considerable

NOTE: Make sure that you are aware of the time you have. You might need to limit the PCs planning time.

[Dockworkers are not statted]

APL 2 (EL 4)

➤ **Sahuagin** (2): hp 9, 11; see Monster Manual pg 217.

APL 4 (EL 6)

➤ **Gargoyles** (2): hp 29, 26; see Monster Manual pg 113.

APL 6 (EL 8)

➤ **Heliongram** Advanced Half-Dragon Dire Snake: hp 85; see Appendix Five.

APL 8 (EL 10)

➤ **Petrel'gi** Advanced Half-Fiend Morkoth: hp 150; see Appendix Six.

APL 10 (EL 12)

➤ **Skua'lip** Advanced Half-Fiend Morkoth Mnk2: hp 170; see Appendix Seven.

APL 12 (EL 14)

➤ **Corraria** Advanced Half-Fiend Morkoth Mnk3: hp 220; see Appendix Eight.

APL 14 (EL 16)

➤ **Gaaree'eeki** Half-Fiend Kraken Ftr1: hp 325; see Appendix Nine.

APL 16 (EL 18)

👉 **Varchulanga** Advanced Half-Fiend Kraken of Legend Ftr1: hp 409; see *Appendix Ten*.

Setup: There is a moderate wind blowing from the South at the time the PCs encounter the patrol boats it will be blowing at 1d10+10 mph. This comes into play when the Kraken uses its Control Winds ability. Also note that an appropriate DC Knowledge check with a DC set my the base creature's hit dice will reveal information about the base creatures. Specifically a DC30 Knowledge (arcana) will reveal a Kraken's vulnerability to having its tentacles/arms severed.

Tactics: Note that all of the half-fiends in this encounter are not native to the Prime Material plane. This means that they do not need to eat or sleep. Also it means that they can be Banished back to their native plane.

Development: After the fight, any remaining lackeys on the patrol boats will surrender. The PCs will later discover that the boats were stolen and really belong to the Nyronnd Navy. (This means the PCs cannot keep the boats at the end of the module.) However, the PCs can use these 'official' boats to get close to Mafisadi's flagship without drawing undue attention.

If the PCs search the dock, they can find a secret compartment in the commander's office (DC 25 Search check). If none of the PCs have enough ranks in "search," then Merrick will find it (if he is still traveling with the PCs). Inside the compartment they will find information and plans for the main blockade on the lower part of the river as well as a map of Mafisadi's flagship. (Player Handout # 6.)

Encounter Six: Guess Who Got There First.

Merrick will suggest that the PCs rest for the night to recover their strength. In the morning they should head right toward Mafisadi's ship rather than attacking any of the smaller ships. Merrick believes that once Mafisadi is defeated, it will throw the rest of his fleet into confusion and make it easier to take out the other ships. In addition, since the valuable University historical documents are most likely on Mafisadi's ship, he would like to get there first, before Mafisadi can escape with the documents.

If at any point during the module Merrick should die, his last dying request to the PCs will be to rescue the missing papers and return them to the University of Rel Mord.

NOTE: Make sure that you are aware of the time you have. You might need to limit the PCs planning time.

No matter how the PCs arrive at the blockade, whether by flight or by sailing one of the captured boats down the river, they will see the blockade ships spaced across the harbor, their sails lowered. The Pholtans have already been there. The Pholtans quickly and efficiently took out the crews of each ship and planted magical charges on the ships, all designed to be set off at the same time. They are currently on Mafisadi's flagship.

Try to get the PCs to head toward Mafisadi's flagship first. When you describe the blockade to them, explain that it is obvious to them which ship is Mafisadi's flagship, even from the distance – it is the largest and sporting a huge flag with Mafisadi's device – a black mailed fist on a red background behind a set of blue ramparts. It is also the closest ship to the PCs as the PCs approach.

Ships other than the Flagship:

If the PCs go to any of the blockade ships besides Mafisadi's ship, they will find the outer deck empty. If they go below, they will find the ship's crew dead and the bodies piled in the center of the hold below. It is clear that they died by attack, and all their weapons are missing.

On the lesser ships, the Pholtans placed their magical charges underneath the keel of the ship, so the PCs will not find them unless they go under water. If they go under water and search along the hull of the ship, it will take a DC 25 Search check to find the explosives. If the PCs should find them, they will realize that they are similar to the devices that the PCs have.

The air is quiet as you descend into the hold. Only the lapping of the water and the footsteps of your companions break the stillness of the scene.

As you enter the hold, you smell the unmistakable odor of blood. Then you see the bodies piled in the center of the room. There must be a dozen of them all wearing cast off uniforms from Sewardt's forces.

A DC 12 Heal check will show that the sailors died in battle – there are obvious weapon wounds and their own weapons are missing. However, there is no sign of any attackers.

The Flagship:

Mafisadi's ship is the largest of his fleet, large enough to have a lavish cabin for Mafisadi in the front of the hold.

Give the players a short time to look around. The Pholtans are in Mafisadi's cabin at the front of the hold. They have already killed Mafisadi and set the magical charges. They are taking a quick look around his cabin before they have to depart. (DC 15 Listen check for the PCs to hear the Pholtans – they are being fairly quiet, but

they do not realize that someone else is on the ship. If the PCs are not being stealthy, give the Pholtans an appropriate Listen check to hear the PCs.)

If the PCs immediately go into Mafisadi's cabin, they will surprise the Pholtans. If they search around the ship for more than 3 rounds or make too much noise, then the Pholtans will leave Mafisadi's cabin, notice the PCs and immediately attack.

The papers Merrick is seeking are in a secret compartment in the chest in Mafisadi's cabin. (DC 25 Search check to find the secret compartment. If the PCs cannot find the compartment, they can also take the chest with them. It is small and weighs about 100 pounds. It is not water tight, but if the PCs take reasonable precautions the documents will be fine). Alternatively, they can have Professor Merrick search for the secret compartment at low APLs or if they do not have a character with high Search ranks (and he is still alive and present).

The PCs will also find the corpse of Mafisadi in the corner of his quarters. He is a tall Oeridian man wearing an elaborate captain's uniform. He appears to have died from many slash wounds.

Note: If the PCs go to the rear hold first, give the first PC to touch the door a DC 15 Spot check to notice the door is broken from its hinges and merely propped up. If the PC fails the Spot check, the door will fall as the PC touches it, making a noise that will alert the Pholtans. (The Pholtans had previously broken down the door, but propped it up after they finished the attack.) If the PC makes the spot check and notices the broken door, the PC can choose to set it aside without making any noise. In that case, the Pholtans will see the PCs in the back hold as the Pholtans step out of Mafisadi's cabin to leave.

As soon as the Pholtans appear, have the PCs roll initiative and start combat. After the third round of combat, the devices set by the Pholtans will go off. At that point the PCs will only have a certain number of rounds to complete the combat and find the papers before the ship sinks.

Depending on the APL of the Pholtans, they will have done a better job of finding critical spots to plant the devices to make the ship sink more quickly – the higher the level of the Pholtans, the better the placement of the devices, the greater the number of devices and the better condition of the devices. In other words, at higher APLs, the PCs will have fewer rounds to complete the combat and find the University papers before the hold is under waist-high water and the papers destroyed. The timetable for each APL is as follows:

APL 2: 25 rounds –

↗ 1 device in Mafisadi's cabin. DC20 and 1d4 rounds to disable

APL 4: 20 rounds –

↗ 1 device in Mafisadi's cabin. DC20 and 1d4 rounds to disable

APL 6: 16 rounds –

↗ 1 device in Mafisadi's cabin DC25 and 2d4 rounds to disable

APL 8: 14 rounds –

↗ 2 devices. 1 in Mafisadi's cabin and 1 in rear hold. DC25 and 2d4 rounds to disable each device

APL 10: 12 rounds –

↗ 2 devices. 1 in Mafisadi's cabin and 1 in rear hold. DC25 and 2d4 rounds to disable each device

APL 12: 11 rounds –

↗ 3 devices. 1 in Mafisadi's cabin and 2 in rear hold. DC25 and 2d4 rounds to disable each device

APL 14: 10 rounds –

↗ 4 devices. 2 in Mafisadi's cabin and 2 in rear hold. DC25 and 2d4 rounds to disable each device

APL 16: 8 rounds –

↗ 5 devices. 2 in Mafisadi's cabin, 2 in rear hold and 1 outside the ship on the keel. DC25 and 2d4 rounds to disable each device

On the first round of combat, all of the PCs will begin to hear a crackling noise. The noise will get louder until the third round of combat,

After the third round of combat, read the following box text:

The crackling reaches a crescendo and suddenly you hear a loud boom and the ship lurches violently to one side.

All combatants, PCs and Pholtans alike, must make a DC 15 Balance check or else they will be knocked to the floor from the lurching ship. (After the first round, they can regain their balance normally.) Anyone with Profession (sailor) or another appropriate skill will realize that the ship is sinking. A PC15 Profession (sailor) check will let the PC know the number of rounds that it will take for water to reach waist-high level in the hold.

Once the ship begins sinking at all but APLs 2 and 4 the PCs will not have time to 'Take 20' in their search for the historical documents (unless they are able to breath water). In any case the documents will be irreparably damaged by the time the PCs finish taking 20, negating the purpose of the search.

No amount of negotiation with the Pholtans will make them stop the fight. They are fanatics and their orders are to leave no one alive. They might end up thinking that you are a nice person as a result of a high

Diplomacy check, but they have their orders. They do not want any survivors who might identify them and connect them to Zylinchin. However, if they are confronted with a PC follower of Pholtus (or Priest of Pholtus) that PC may attempt to influence their behavior through religious arguments. This is accomplished by a Knowledge (religion) check with a base DC of 25 and some circumstance modifiers listed below.

- If the PC is obviously a follower of Pholtus (obvious holy symbol)+1 to the roll
- If the PC is obviously a priest of Pholtus +1 to the roll
- If the PCs home region is the Theocracy of the Pale +1 to the roll
- If the PC is a member of the Pale Meta-Org the 'Church of the One True Path' bonuses as follows by rank
 - Initiate +1 to the roll
 - Deacon +2 to the roll
 - Prior +3 to the roll
 - Abbot +5 to the roll
 - Bishop +7 to the roll
 - Archbishop +10 to the roll

If the PCs should decide to leave without fighting the Pholtans, they will technically complete their mission because the Pholtans will have destroyed the blockade, but they will not save Merrick's papers and they will not get any experience for the final combat. They also will not get any clues about Zylinchin or what he is doing.

APL 2 (EL 4)

- **Pholtan Cleric:** hp 13; see *Appendix Three*.
- **Faithful Flan Druid:** hp 10; see *Appendix Three*.
- **Pholtan Fighter (2):** hp 9, 9; see *Appendix Three*.

APL 4 (EL 6)

- **Pholtan Cleric:** hp 27; see *Appendix Four*.
- **Faithful Flan Druid:** hp 24; see *Appendix Four*.
- **Pholtan Fighter (2):** hp 18, 18; see *Appendix Four*.

APL 6 (EL 8)

- **Pholtan Cleric:** hp 40; see *Appendix Five*.
- **Faithful Flan Druid:** hp 38; see *Appendix Five*.
- **Pholtan Fighter (2):** hp 25, 25; see *Appendix Five*.

APL 8 (EL 10)

- **Pholtan Cleric:** hp 52; see *Appendix Six*.

➤ **Faithful Flan Druid:** hp 52; see *Appendix Six*.

➤ **Pholtan Fighter (2):** hp 49, 49; see *Appendix Six*.

APL 10 (EL 12)

➤ **Pholtan Cleric:** hp 66; see *Appendix Seven*.

➤ **Faithful Flan Druid:** hp 66; see *Appendix Seven*.

➤ **Pholtan Fighter (2):** hp 67, 67; see *Appendix Seven*.

APL 12 (EL 14)

➤ **Pholtan Cleric:** hp 89; see *Appendix Eight*.

➤ **Faithful Flan Druid:** hp 89; see *Appendix Eight*.

➤ **Pholtan Fighter (2):** hp 94, 94; see *Appendix Eight*.

APL 14 (EL 16)

➤ **Pholtan Cleric:** hp 104; see *Appendix Nine*.

➤ **Faithful Flan Druid:** hp 104; see *Appendix Nine*.

➤ **Pholtan Fighter (2):** hp 124, 124; see *Appendix Nine*.

APL 16 (EL 18)

➤ **Pholtan Cleric:** hp 119; see *Appendix Ten*.

➤ **Faithful Flan Druid:** hp 119; see *Appendix Ten*.

➤ **Pholtan Fighter (2):** hp 158, 158; see *Appendix Ten*.

The PCs should rapidly learn that they are facing Pholtans. If they manage to capture one of the Pholtans and question him, he will be very arrogant. Instead of the usual type of NPC who refuses to talk once captured, this captive if questioned will brag about the Fiendfinder-General's great plan. He will feel that Pholtus guides Zylinchin's hand and that nothing can stop Zylinchin's success, no matter what knowledge the PCs gain. He will tell the PCs that the Fiendfinder-General ordered his strike team to take out the blockade as part of the Fiendfinder-General's glorious plot to go to war with the heretics of Nyronnd and win Midmeadow back to the One True Faith. Destroying the blockade takes the attention of the heathens in the Duchy away from Nyronnd. Then the holy war will begin and Pholtus will be victorious!

If the PCs kill all the Pholtans, then they will be able to question them only through *Speak with Dead*, which the Pholtans will resist. They will allow themselves to be raised only by a cleric of Pholtus. After the fight the PCs find Player Handout # 7.

Conclusion

If the PCs are successful, they can make their way back to Adrean's Landing, and Captain Tessa Greenfield will pay them their reward. Even if they admit the Pholtans destroyed the blockade, Tessa will still pay their reward. She will also be interested in any news the PCs have regarding the Pholtans.

If the PCs rescue the University of Rel Mord papers, they will earn a favor from the University.

If Merrick is still alive and still traveling with the PCs, he will thank them for teaching him what real adventuring is all about as follows:

As Tessa finishes thanking you and paying you for your work, Professor Merrick turns to address of all you. His once fine adventuring clothes are now stained and torn in places, but there is a new look of determination, courage and confidence in his eyes.

"Thank you for rescuing the University papers," he says, giving each of you a smile. "But even more than that, I want to thank you for teaching me what real adventuring is all about. I used to think that what made an adventurer succeed was his or her knowledge, but now I understand that experience is what makes the difference. You have given me a very exciting experience – one that I shall never forget. Alas, I have nothing with which to repay you except knowledge – if you are ever in Rel Mord in need of information, come visit me at the University. I will personally help you research any answers you seek."

He laughs and adds, "And of course, I will be happy to listen to any adventuring stories you might have to tell."

Addendum – Gift of the Gnomes

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome

Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the Gnome Vale gemstone listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

The End

Experience Point Summary

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

Encounter Two

Stopping the fight between father and Son

APL2 30 xp

APL4 45 xp

APL6 60 xp

APL8 75 xp

APL10 90 xp

APL12 105 xp

APL14 120 xp

APL16 135 xp

OR

Fighting and Killing all the tax collectors

APL2 30 xp

APL4 45 xp

APL6 30 xp

APL8 0 xp

APL10 0 xp

APL12 0 xp

APL14 0 xp

APL16 0 xp

Encounter Four

Defeating Taharas the Sly's gang:

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Five

Defeating the dock guards and the river guardian:

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Six

Defeating Zylinchin's Pholtan Fanatics:

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

Story Award

Recovering the historical documents stolen from Rel Mord library:

APL2 30 xp

APL4 45 xp

APL6 60 xp

APL8 75 xp

APL10 90 xp

APL12 105 xp

APL14 120 xp

APL16 135 xp

Discretionary roleplaying award

APL2 30 xp

APL4 45 xp

APL6 60 xp

APL8 75 xp

APL10 90 xp

APL12 105 xp

APL14 120 xp

APL16 135 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

APL14 1800 xp

APL16 2025 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two: Enter the Tax Collectors

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

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

Encounter Four: A Little Knowledge

APL 2: L: 64 gp; C: 3 gp; M: 225 gp

APL 4: L: 89 gp; C: 3 gp; M: 625 gp

APL 6: L: 209 gp; C: 3 gp; M: 1,075 gp

APL 8: L: 89 gp; C: 3 gp; M: 1,800 gp

APL 10: L: 89 gp; C: 3 gp; M: 3,000 gp

APL 12: L: 89 gp; C: 3 gp; M: 5,250 gp

APL 14: L: 89 gp; C: 3 gp; M: 6,250 gp

APL 16: L: 89 gp; C: 3 gp; M: 14,750 gp

Encounter Five: Where did THAT Come From?

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

Encounter Six: Guess Who Got There First

APL 2: L: 31 gp; C: 0 gp; M: 300 gp

APL 4: L: 47 gp; C: 0 gp; M: 567 gp

APL 6: L: 344 gp; C: 0 gp; M: 1,133 gp

APL 8: L: 31 gp; C: 0 gp; M: 1,917 gp

APL 10: L: 31 gp; C: 0 gp; M: 3,200 gp

APL 12: L: 31 gp; C: 0 gp; M: 5,500 gp

APL 14: L: 31gp; C: 0 gp; M: 7,667 gp

APL 16: L: 31 gp; C: 0 gp; M: 14,000 gp

Encounter Seven: Celebration at Adrean’s Landing

NOTE: Tessa will compensate the PCs an amount equal to the amount needed to bring them to the APL cap for GP (not to exceed 1000 gp each).

Total Possible Treasure

APL 2: L: 95 gp; C: 153 gp; M: 525 gp - Total: 400gp

APL 4: L: 136 gp; C: 303 gp; M: 1,192 gp - Total: 600gp

APL 6: L: 552 gp; C: 403 gp; M: 2,208 gp - Total: 800gp

APL 8: L: 120 gp; C: 503 gp; M: 3,717 gp - Total: 1250gp

APL 10: L: 120 gp; C: 603 gp; M: 6,200 gp - Total: 2100gp

APL 12: L: 120 gp; C: 703 gp; M: 10,750 gp - Total: 3,000gp

APL 14: L: 120 gp; C: 803 gp; M: 13,917 gp - Total: 6,000gp

APL 16: L: 120 gp; C: 903 gp; M: 28,750 gp - Total: 9,000gp

Special

Favor of Professor Merrick: You have performed a valuable service for Rel Mord University. Until this favor is expended, the character is deemed to have an Influence Point with the parties loyal to the King of Nyronnd. This favor can be redeemed for access to any ONE of the following: the spell *Close Wounds* (Miniatures Handbook), Boccob's Blessed Book, or Helm of Comprehend Languages and Read Magic. Void this favor once it is used.

Favor of House Holomaer: As a reward for helping resolve the situation at Nessermonth, House Holomaer will see that your armor gets enchanted: APL 2 – 6: +2 armor upgrade; APL 8-12: +3 armor upgrade; APL 14: +4 armor upgrade; APL 16: +5 armor upgrade.

Gnome Vale Green Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale gemstone*.

Enmity of Zylinchin: Word has spread of your deeds and your part in destroying the blockade that Zylinchin was counting on to further his plans.

Items for the Adventure Record

[List all things that should be listed on the AR. Also include the items found or made available to characters in the Item Access Section. You should not include any item to which the PCs are granted Core access in the *LIVING GREYHAWK Campaign Sourcebook*. Remove this paragraph]

Item Access

APL 2:

- Gnome Vale green gemstone (Adventure; 0 gp)
- Scroll of *close wounds* (Adventure; MH; 375 gp)

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

- Bracers of Quick Strike (Adventure; Miniatures Handbook; 1,200 gp)
- Bag of Holding, Type 1 (Adventure; DMG 2,500 gp)

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

- Gloves of Fortunate Striking (Adventure; Miniatures Handbook; 2,000 gp)
- Rope of Climbing (Adventure; DMG; 3,000 gp)

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

- +1 Glamered Chain Shirt (Adventure; DMG 4,250 gp)
- Ring of Counter Spells (Adventure; DMG 4,000 gp)

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

- Steadfast Boots (Adventure; Arms and Equipment Guide; 6,000 gp)
- Circlet of Persuasion (Adventure; DMG 4,500 gp)

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

- +1 Keen Falchion (Adventure; DMG 8,375 gp)
- Amulet of Fortune Prevailing (Adventure; Miniatures Handbook; 8,000 gp)
- Periapt of Wisdom +4 (Adventure; DMG 16,000 gp)

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

- Belt of Giant Strength +4 (Adventure; DMG 16,000 gp)
- +1 Blurstrike Light Mace (Adventure; Races of the Wild)
- Gloves of Dexterity +4 (Adventure; DMG 16,000 gp)

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

- Belt of Giant Strength +6 (Adventure; DMG 36,000 gp)
- Cape of the Mountebank (Adventure; DMG 10,800 gp)
- Boots of Speed (Adventure; DMG 12,000 gp)

Appendix One– NPCs

Professor Merrick: Male Human Exp 4 (Delleb); CR 4, Medium Humanoid; HD 4d6+4, hp 21, Init +0, Spd 30 ft./x5, AC 13 (+3 Studded Leather), touch 10, flat footed 13, Base Atk/Grp: +3/+3, Atk: + 3 Melee (1d4/19-20, Dagger); Full Atk: + 3 Melee (1d4/19-20, Dagger); Space/Reach 5/5; AL NG; SV Fort +2, Ref +1, Will +4, Str 10(+0), Dex 10(+0), Con 12(+1), Int 18(+4), Wis 10(+0), Cha 10(+0).

Skills and Feats: Knowledge (arch & eng) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility) +11, Search +13, Spot +7, Swim +3.; Investigator, Run, Toughness

Possessions: MW Studded Leather Armor, Dagger, Adventurer's Outfit, Backpack, Water skin, Pen, Ink, Parchment, Partially filled journal. 24 gp

Languages: Common, Nryondese, Gnomish, Elven, Olman

Space/Reach 5/5; AL NG; SV Fort +3, Ref +3, Will +5, Str 12(+1), Dex 14(+2), Con 15(+2), Int 12(+1), Wis 12(+1), Cha 12(+1).

Skills and Feats: Appraise +12, Balance +9, Climb +9, Gather Information +9, Jump +7, Profession (Sailor) +11, Profession (Merchant) +8, Sense Motive +8, Spot +8, Swim +9, Use Rope +9. Balance +8, Climb +6, Knowledge (geography) +8, Knowledge (local) +6, Profession (Sailor) +11, Sense Motive +6, Spot +8, Swim +8, Use Rope +9. Improved Initiative, Skill Focus(Profession (Sailor)), Toughness

Possessions: Improvise as needed and appropriate.

Languages: Common, Nryondese

Tessa Greenfield of House Holomaer: Female Human (Suloise) Rog 4 (Elhonna); CR 4, Medium Humanoid; HD 4d6+4, hp 22, Init +2, Spd 30 ft/x4, AC 12 (+2 Dex), touch 12, flat footed 10, Base Atk/Grp: +3/+3, Atk: -1 Melee (1d6, Chair); Full Atk: -1 Melee (1d6, Chair); Space/Reach 5/5; SA Sneak Attack +2d6; SQ Evasion, AL CG; SV Fort +2, Ref +6, Will +2, Str 10(+0), Dex 14(+2), Con 12(+1), Int 14(+2), Wis 12(+1), Cha 14(+2).

Skills and Feats: Appraise +12, Balance +9, Climb +9, Gather Information +9, Jump +7, Profession (Sailor) +11, Profession (Merchant) +8, Sense Motive +8, Spot +8, Swim +9, Use Rope +9; Athletic, Skill Focus(Profession (Sailor), Appraise)

Possessions: Improvise as needed and appropriate.

Languages: Ancient Suloise, Common, Elven.

Captain Daille: Male Human (mixed) Exp 4 (Osprem); CR 4, Medium Humanoid; HD 4d6+8, hp 29, Init +6, Spd 30 ft/x4, AC 12 (+2 Dex), touch 12, flat footed 10, Base Atk/Grp: +3/+4, Atk: +4 Melee (1d3 subdual, Fist) ; Full Atk: +4 Melee (1d3 subdual, Fist) ;

Appendix Two – Encounter Three

APL 2

Tax Collector: Male Human War 1; CR 1, Medium Humanoid; HD 1d8+1, hp 6, Init +1, Spd 30 ft./x4, AC 12 (+1 Dex, +1 Cloth), touch 11, flat footed 11, Base Atk/Grp: +1/+2, Atk: + 2 Melee (1d6+1/19-20, Shortsword); Full Atk: + 2 Melee (1d4/19-20, Dagger); Space/Reach 5/5; AL CN; SV Fort +5, Ref +1, Will +0, Str 12(+1), Dex 12(+1), Con 12(+1), Int 12(+1), Wis 10(+0), Cha 09(-1).

Skills and Feats: Handle Animal +1, Intimidate +3, Knowledge (local-NMR) +3, Ride +2, Swim +6; Endurance, Great Fortitude

Possessions: Cloth Armor, Dagger, Shortsword, Belt Purse, Cast off uniform from the Nyrond Imperium with Mafisadi patch sewn over the Imperium Crest

Languages: Speaks Common, Orc

Young Lt. Railsley: Male Human Ftr 1; CR 1, Medium Humanoid; HD 1d10+2, hp 12, Init +2, Spd 20 ft./x4, AC 17 (+2 Dex, +5 Breastplate), touch 12, flat footed 15, Base Atk/Grp: +1/+2, Atk: + 2 Melee (1d8+1/19-20, Longsword); Full Atk: +2 Melee (1d8+1/19-20, Longsword) OR + 2 Melee (1d4/19-20, Dagger) OR +0 (1d8+1/19-20, Longsword) AND + 0 Melee (1d4/19-20, Dagger); Space/Reach 5/5; AL N; SV Fort +4, Ref +2, Will +0, Str 12(+1), Dex 15(+2), Con 14(+2), Int 12(+1), Wis 10(+0), Cha 12(+1).

Skills and Feats: Handle Animal +2, Knowledge (history) +3, Knowledge (local) +3, Knowledge (religion) +3, Ride +3, Swim -5; Dodge, Quickdraw, Two-Weapon Fighting

Possessions: Worn Purple cloak with holes in the breast and collars, Black Trousers, White Shirt with holes in the collar, backpack (contains: 10 flasks of oil, 10 pitons, 11 days rations, 2 50' lengths of silk rope [one knotted], bedroll, 2nd uniform, flint and steel, grappling hook, hooded lantern, signal whistle, spade, waterskin, whetstone, blanket), Breastplate, Longsword, Dagger, 6 gp

Languages: Speaks Common, Dwarven

APL 4

Tax Collector: Male Human War 1; CR 1, Medium Humanoid; HD 1d8+1, hp 6, Init +1, Spd 30 ft./x4, AC 12 (+1 Dex, +1 Cloth), touch 11, flat footed 11, Base Atk/Grp: +1/+2, Atk: + 2 Melee (1d6+1/19-20, Shortsword); Full Atk: + 2 Melee (1d4/19-20, Dagger); Space/Reach 5/5; AL CN; SV Fort +5, Ref +1, Will +0, Str 12(+1), Dex 12(+1), Con 12(+1), Int 12(+1), Wis 10(+0), Cha 09(-1).

Skills and Feats: Handle Animal +1, Intimidate +3, Knowledge (local-NMR) +3, Ride +2, Swim +6; Endurance, Great Fortitude

Possessions: Cloth Armor, Dagger, Shortsword, Belt Purse, Cast off uniform from the Nyrond Imperium with Mafisadi patch sewn over the Imperium Crest

Languages: Speaks Common, Orc.

Young Lt. Railsley: Male Human Ftr 4 ; CR 4, Medium Humanoid; HD 2d10+8, hp 39, Init +3, Spd 20 ft./x4, AC 18(+3 Dex, +5 Breastplate), touch 13, flat footed 15, Base Atk/Grp: +4/+5, Atk: +6 Melee (1d8+1/19-20, Longsword); Full Atk: +6 Melee (1d8+1/19-20, Longsword) OR + 6 Melee (1d4+1/19-20, Dagger) OR +6 (1d8+1/19-20, Longsword) AND + 6 Melee (1d4/19-20, Dagger); Space/Reach 5/5; AL N; SV Fort +6, Ref +4, Will +1, Str 12(+1), Dex 16(+3), Con 14(+2), Int 12(+1), Wis 10(+0), Cha 12(+1).

Skills and Feats: Handle Animal +2, Knowledge (dungeoneering) +2, Knowledge (history) +3, Knowledge (local-NMR) +3, Knowledge (religion) +3, Profession (Soldier) +1, Ride +4, Sense Motive +2, Swim +1; Combat Reflexes, Dodge, Mobility, Quick Draw, Toughness, Two-Weapon Fighting

Possessions: Worn Purple cloak with holes in the breast and collars, Black Trousers, White Shirt with holes in the collar, backpack (contains: 10 flasks of oil, 10 pitons, 11 days rations, 2 50' lengths of silk rope [one knotted], bedroll, 2nd uniform, flint and steel, grappling hook, hooded lantern, signal whistle, spade, waterskin, whetstone, blanket), MW Breastplate, MW Longsword, MW Shortsword, 2 Potions Cure Light Wounds, 17 gp.

Languages: Speaks Common, Dwarven

Appendix Three – APL 2

Encounter Four

Taharas the Sly: Male Human Ftr 2; CR 2, Medium Humanoid; HD 2d10+2, hp 18, Init +6, Spd 30 ft, AC 16, touch 12, flat footed 14, Base Atk/Grp: +2/+5, Atk: +7 Melee (1d8+4; MW Hvy Mace); Full Atk: +7 Melee (1d8+4; MW Hvy Mace); Space/Reach 5/5; AL NE; SV Fort +4, Ref +2, Will -1, Str 16(+3), Dex 15(+2), Con 12(1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +3, Jump +5, Knowledge (local) +2, Sense Motive +0, Tumble +3; Combat Expertise, Improved Trip (Trip +7), Improved Initiative, Weapon Focus(Heavy Mace)

Possessions: Chain Shirt, MW Heavy mace, Cloak, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 11gp

Languages: Ancient Suloise Common.

Kal Ek'hudo: Male Human Ftr 1; CR 1, Medium Humanoid; HD 1d10+2, hp 12, Init +2, Spd 30 ft/x4, AC 17(+2 Dex, +5 Breastplate), touch 12, flat footed 15, Base Atk/Grp: +1/+4, Atk: +4 Melee (1d8+3; Hvy Mace); Full Atk: +4 Melee (1d8+3; Hvy Mace); Space/Reach 5/5; AL NE; SV Fort +4, Ref +2, Will -1, Str 16(+3), Dex 14(+2), Con 14(+2), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +3, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +1; Combat Expertise, Dodge, Mobility

Languages: Ancient Suloise Common.

Possessions: Breastplate, 2 x Heavy Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 3 sp

Igho: Male Human Rog 1; CR 1, Medium Humanoid; HD 1d6+3, hp 9, Init +7, Spd 30 ft, AC 17(+3 Dex, +4 Chain Shirt), touch 13, flat footed 14, Base Atk/Grp: +0/+0, Atk: +0 Melee (1d6, Light Mace); Full Atk: +0 Melee (1d6, Light Mace); Space/Reach 5/5; SA Sneak Attack +1d6; SQ Trapfinding, AL NE; SV Fort +3, Ref +5, Will -1, Str 10(+0), Dex 16(+3), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +5, Balance +5, Bluff +3, Disable Device +5, Jump +2, Open Lock +7, Profession (Soldier) +3, Sense Motive +3, Swim +0, Tumble +5; Combat Expertise, Improved Initiative

Languages: Ancient Suloise Common.

Possessions: Chain Shirt, 2 x Light Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 6 gp

Encounter Six

Pholtan Cleric: Male Human Clr 1; CR 1, Medium Humanoid; HD 1d8+5, hp 13, Init +3, Spd 20 ft/x4, AC 16 (-1 Dex, +5 Breastplate, +2 Hvy Steel Shield), touch 09, flat footed 16, Base Atk/Grp: +0/+0, Atk: +0 Melee (1d8, Morningstar); Full Atk: +0 Melee (1d8, Morningstar) or -1 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +4, Ref -1, Will +5, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 16(+3), Cha 16(+3).

Skills and Feats: Concentration +6, Knowledge (religion) +3; Improved Initiative, Toughness

Possessions: Breastplate, Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus)

Spells Prepared (3/2; base DC = 13 + spell level): 0—Light, ~~Light~~, Detect Magic; 1st—Detect Secret Doors*, Bless, ~~Shield of Faith~~;

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Faithful Flan Druid: Male Human (Flan) Drd 1 (Pholtus); CR 1, Medium Humanoid; HD 1d8+2, hp 10, Init +2, Spd 20 ft/x4, AC 15 (+2 Dex, +3 Hide), touch 12, flat footed 13, Base Atk/Grp: +0/+1, Atk: +1 Melee (1d6+1/18-20, Scimitar) or +2 Ranged (1d4+1, Dart); Full Atk: +1 Melee (1d6+1/18-20, Scimitar) or +2 Ranged (1d4+1, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, AL LN; SV Fort +4, Ref +2, Will +5, Str 12(+1), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 16(+3), Cha 8(-1).

Skills and Feats: Concentration +6, Handle Animal +1, Knowledge (nature) +4, Knowledge (religion) +2, Profession (Ship Construction) +7, Profession (Sailor) +5, Survival +7; Point Blank, Precise Shot

Languages: Druidic, Common.

Possessions: Scimitar, 6 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Quarterstaff, Wooden Holy Symbol (Pholtus)

Spells Prepared (3/2; base DC = 13 + spell level): 0—Flare, ~~Flare~~, Cure Minor; 1st—Sand Blast, ~~Produce Flame~~;

Note: Animal companion (shark) does not appear in this mod.

Pholtan Fighter: Male Human Ftr 1 (Pholtus); CR 1, Medium Humanoid; HD 1d10+3, hp 8, Init +2, Spd 30 ft/x4, AC 15 (+2 Dex, +2 Leather, +1 Light Wooden

Shield), touch 12, flat footed 13, Base Atk/Grp: +1/+3, Atk: +3 Melee (1d6+2, Light Mace) or +3 Ranged (1d8/19-20, Light Crossbow); Full Atk: +3 Melee (1d6+2, Light Mace) or +3 Ranged (1d8/19-20, Light Crossbow); Space/Reach 5/5; AL LN; SV Fort +5, Ref +2, Will +2, Str 14(+2), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (religion) +1, Sense Motive +4; Combat Reflexes, Power Attack, Cleave

Languages: Common.

Possessions: Leather Armor, Light Wooden Shield, Dagger, Light Mace, Light Crossbow 17 bolts.

Appendix Four – APL 4

Encounter Four

Taharas the Sly: Male Human Ftr 3; CR 3, Medium Humanoid; HD 3d10+3, hp 25, Init +6, Spd 30 ft, AC 17 (+2 Dex, +5 +1 Chain Shirt), touch 12, flat footed 15, Base Atk/Grp: +3/+6, Atk: +8 Melee (1d10+4; 20/x3, MW Halberd); Full Atk: +8 Melee (1d10+4; 20/x3, MW Halberd); Space/Reach 5/5; AL NE; SV Fort +4, Ref +3, Will +0, Str 16(+3), Dex 15(+2), Con 12(1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +3, Jump +7, Knowledge (local) +2, Sense Motive +0, Tumble +6; Combat Expertise, Combat Reflexes, Improved Trip (Trip +7), Improved Initiative, Weapon Focus (Halberd)

Languages: Ancient Suloise, Common.

Possessions: +1 Chain Shirt, MW Halberd, Heavy mace, Cloak, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 11gp

Kal Ek'hudo: Male Human Brb 1/Ftr 2; CR 3, Medium Humanoid; HD 1d12+2d10+6, hp 30, Init +2, Spd 30 ft/x4, AC 17 (+2 Dex, +5 Breastplate) (Karmic+Rage=11), touch 12 (Karmic+Rage=06), flat footed 15 (Karmic+Rage=09), Base Atk/Grp: +3/+6, Atk: +7 Melee (2d4+5/18-20, +1 Falchion); Full Atk: +7 Melee (2d4+5/18-20, +1 Falchion); Space/Reach 5/5; AL NE; SV Fort +7, Ref +2, Will -1, Str 16(+3), Dex 14(+2), Con 14(+2), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +5, Knowledge (local) +3, Profession (Soldier) +1, Search +5, Survival +3, Swim +1; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit) (attack as AoO when hit)

Languages: Ancient Suloise, Common.

Possessions: Breastplate, +1 Falchion, Heavy Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 3 sp.

Igho: Male Human Rog 3; CR 3, Medium Humanoid; HD 3d6+9, hp 27, Init +7, Spd 30 ft, AC 17 (+3 Dex, +4 Chain Shirt), touch 13, flat footed 14, Base Atk/Grp: +2/+2, Atk: +5 Melee (1d6+1, +1 Light Mace); Full Atk: +5 Melee (1d6+1, +1 Light Mace); Space/Reach 5/5; SA Sneak Attack +2d6; SQ Trapfinding, Evasion, Trap sense +1, AL NE; SV Fort +4, Ref +6, Will +0, Str 10(+0), Dex 16(+3), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +9, Bluff +5, Disable Device +7, Jump +5, Open Lock +9, Profession (Soldier) +3, Sense Motive +5, Swim +0, Tumble +9, Use Magic Device +5; Combat Expertise, Improved Initiative, Weapon Finesse

Languages: Ancient Suloise, Common.

Possessions: Chain Shirt, +1 Light Mace, Light Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 6 gp.

Encounter Six

Pholtan Cleric: Male Human Clr 3 (Pholtus); CR 3, Medium Humanoid; HD 3d8+9, hp 27, Init +3, Spd 20 ft/x4, AC 18 (-1 Dex, +5 Breastplate, +2 Heavy Steel Shield, +2 shield of faith), touch 11, flat footed 16, Base Atk/Grp: +2/+2, Atk: +3 Melee (1d8, Morningstar); Full Atk: +3 Melee (1d8, Morningstar) or +2 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +5, Ref +0, Will +6, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 16(+3), Cha 16(+3).

Skills and Feats: Concentration +8, Knowledge (religion) +5; Improved Initiative, Toughness, Divine Spell Power

Languages: Common.

Possessions: Breastplate, Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 3 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Potion of Cure Serious Wounds

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—Light, ~~Light~~, Detect Magic, Guidance; 1st—Detect Secret Doors*, Bless (1 min left, 6th lvl caster), Lesser Vigor, ~~Shield of Faith~~ (1 min left, 6th lvl caster); 2nd—~~Bless Weapon*~~, Silence (1 min left, 6th lvl caster, cast on silver coin), Sound Burst;

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 3, Turn Check +7 (Divine Spell Power +10).

Spells Currently Active: Bless (3rd lvl caster), Shield of Faith (+2 deflection, 3rd lvl caster)

Faithful Flan Druid: Male Human (Flan) Drd 3 (Pholtus); CR 3, Medium Humanoid; HD 3d8+6, hp 24, Init +2, Spd 20 ft/x4, AC 17 (+2 Dex, +2 natural (barkskin), +3 Hide), touch 12, flat footed 15, Base Atk/Grp: +2/+3, Atk: +4 Melee (1d6+1/18-20, Scimitar) or +5 Ranged (1d4+1, Dart); Full Atk: +4 Melee (1d6+1/18-20, Scimitar) or +5 Ranged (1d4+1, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, AL LN; SV Fort +6, Ref +4, Will +7, Str 12(+1), Dex 14(+2), Con 14(+2), Int 10(+0), Wis 16(+3), Cha 8(-1).

Skills and Feats: Concentration +8, Handle Animal +4, Knowledge (nature) +5, Knowledge (religion) +3, Profession (Ship Construction) +9, Profession (Sailor) +5, Survival +9; Point Blank Shot, Precise Shot, Rapid Shot

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Potion of Cure Serious Wounds, Cloak of Resistance +1, Sling, 17 sling bullets

Spells Prepared (4/3/2; base DC = 13 + spell level):
0—Cure Minor, Flare, ~~Flare~~, Light; 1st—Produce Flame, Shillelagh, ~~Produce Flame~~; 2nd—~~Barkskin~~ (15 minutes left, 3rd lvl caster), ~~Woodland Veil~~

Note: Animal companion (shark) does not appear in this mod.

Spells Currently Active: Bless (3rd lvl caster), Barkskin (+2 natural, 3rd lvl caster)

Pholtan Fighter: Male Human Ftr 2 (Pholtus); CR 2, Medium Humanoid; HD 2d10+6, hp 18, Init +2, Spd 30 ft/x4, AC 19 (+2 Dex, +5 Chain Mail, +2 Heavy Steel Shield), touch 12, flat footed 17, Base Atk/Grp: +2/+5, Atk: +6 Melee (1d8+2/19-20, Longsword) or +5 Ranged (1d8,20/x3, Longbow); Full Atk: +6 Melee (1d8+2/19-20, Longsword) or +5 Ranged (1d8,20/x3, Longbow); Space/Reach 5/5; AL LN; SV Fort +6, Ref +2, Will +2, Str 14(+2), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (religion) +1, Sense Motive +4; Combat Reflexes, Power Attack, Cleave, Weapon Focus (Longsword)

Languages: Common.

Possessions: Chain Mail, Heavy Steel Shield, Longsword, Longbow, Dagger, 17 Arrows

Spells Currently Active: Bless (3rd lvl caster)

Appendix Five – APL 6

Languages: Ancient Suloise, Common.

Possessions: +1 Chain Shirt, +1 Light Mace, Light Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), Potion of Cure Light Wounds, 6 gp

Encounter Four

Taharas the Sly: Male Human Ftr 5; CR 5, Medium Humanoid; HD 5d10+5, hp 39, Init +7, Spd 30 ft, AC 18 (+3 Dex, +5 +1 Chain Shirt), touch 13, flat footed 15, Base Atk/Grp: +5/+8, Atk: +10 Melee (1d10+5; 20/x3, +1 Halberd); Full Atk: +10 Melee (1d10+5; 20/x3, +1 Halberd); Space/Reach 5/5; AL NE; SV Fort +5, Ref +4, Will +0, Str 16(+3), Dex 16(+3), Con 12(1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +9, Jump +10, Knowledge (local) +2, Sense Motive +0, Tumble +10; Combat Expertise, Combat Reflexes, Improved Trip (Trip +7), Improved Initiative, Weapon Focus (Halberd), Distracting Attack

Languages: Ancient Suloise, Common.

Possessions: +1 Chain Shirt, +1 Halberd, Heavy mace, Cloak, Clerical Vestments (Pelor), Potion of Cure Light Wounds, 11gp

Kal Ek'hudo: Male Human Brb 1/Ftr 4; CR 5, Medium Humanoid; HD 1d12+4d10+10, hp 46, Init +2, Spd 30 ft/x4, AC 17 (+2 Dex, +5 Breastplate) (Karmic+Rage=11), touch 12 (Karmic+Rage=06), flat footed 15 (Karmic+Rage=09), Base Atk/Grp: +5/+8, Atk: +9 Melee (2d4+5/18-20, +1 Falchion); Full Atk: +9 Melee (2d4+5/18-20, +1 Falchion); Space/Reach 5/5; AL NE; SV Fort +8, Ref +3, Will +0, Str 16(+3), Dex 15(+2), Con 14(+2), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +7, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +5, Survival +3, Swim +3; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit), Power Attack

Languages: Ancient Suloise, Common.

Possessions: Breastplate, +1 Falchion, Masterwork Heavy Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 2 Potions of Cure Serious Wounds, 3 sp

Igho: Male Human Rog 5; CR 5, Medium Humanoid; HD 5d6+15, hp 37, Init +7, Spd 30 ft, AC 18 (+3 Dex, +5 +1 Chain Shirt), touch 13, flat footed 15, Base Atk/Grp: +3/+3, Atk: +6 Melee (1d6+1, +1 Light Mace); Full Atk: +6 Melee (1d6+1, +1 Light Mace); Space/Reach 5/5; SA Sneak Attack +3d6; SQ Trapfinding, Evasion, Trap sense +1, Uncanny Dodge, AL NE; SV Fort +4, Ref +7, Will +0, Str 10(+0), Dex 17(+3), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +11, Bluff +7, Disable Device +9, Hide +7, Jump +5, Open Lock +11, Profession (Soldier) +3, Sense Motive +7, Swim +0, Tumble +11, Use Magic Device +7; Combat Expertise, Improved Initiative, Weapon Finesse

Encounter Five

Heliongram: Female Advanced Half-Dragon Dire Snake; CR 8, Huge Dragon; HD 10d10+40, hp 85, Init +5, Spd 30 ft, climb 20 ft, swim 20 ft, fly(average) 60 ft, AC 22 (-2 size, +5 Dex, +9 natural), touch 13, flat footed 17, Base Atk/Grp: +7/+24, Atk: +16 Melee (2d6+16 plus Poison, Bite); Full Atk: +16 Melee (2d6+16 plus Poison, Bite); Space/Reach 15/15; SA Constrict 1d6+10, Improved grab, Poison, Breath weapon; SQ Low light vision, Scent, Darkvision 60ft, Immunity to acid, sleep, and paralysis, AL NE; SV Fort +10, Ref +11, Will +8, Str 32(+11), Dex 20(+5), Con 18(+4), Int 03(-4), Wis 13(+1), Cha 13(+1).

Skills and Feats: Balance +14, Climb +15, Hide +7, Listen +9, Spot +9; Combat Reflexes, Improved Grapple

Constrict (Ex): With a successful grapple check, a dire snake can constrict a grappled opponent, dealing it 1d6+10 points of bludgeoning damage

Poison (Ex): A dire snake delivers its poison (Fortitude save DC16) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage)

Improved Grab (Ex): If a dire snake hits an opponent that is at least on size category smaller than itself with a bite 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 constrict in the same round. Thereafter, the dire snake has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 on the grapple check, but the dire snake is not considered grappled.) In either case, each successful grapple check it makes during successive rounds automatically deals bite and constrict damage.

Scent (Ex): A dire snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: A Dire snake receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Balance checks.

Breath Weapon (Su): 30-foot line, once per day, damage 6d8 acid, Reflex DC 19 half. The save DC is Constitution-based.

Encounter Six

Pholtan Cleric: Male Human Clr 5 (Pholtus); CR 5, Medium Humanoid; HD 5d8+15, hp 40, Init +3, Spd 20 ft/x4, AC 27 24 (-1 Dex, +10 Full Plate[magic vestment]), +2 Heavy Steel Shield, +3 *shield of faith*, touch 14, flat footed 27, Base Atk/Grp: +3/+3, Atk: +4 Melee (1d8, Morningstar); Full Atk: +4 Melee (1d8, Morningstar) or +3 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +6, Ref +0, Will +7, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 17(+3), Cha 16(+3).

Skills and Feats: Concentration +10, Knowledge (religion) +7; Improved Initiative, Improved Toughness, Divine Spell Power

Languages: Common.

Possessions: Full Plate, Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Rope of Climbing

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0—Light, ~~Light~~, ~~Light~~, Detect Magic, Guidance; 1st—Detect Secret Doors*, ~~Bless~~ (3 minutes left, 8th lvl caster), Lesser Vigor, ~~Shield of Faith~~ (3 minutes left, 8th lvl caster), ~~Shield of Faith~~ (3 minutes left, 8th lvl caster); 2nd—~~Bless Weapon~~*, ~~Silence~~ (3 min left - cast on coin, 8th lvl caster), Spiritual Weapon, Sound Burst; 3rd—~~Clairaudience / Clairvoyance~~*, ~~Water Breathing~~ (1 hour left, 8th lvl caster), ~~Magic Vestment~~ (5 hours left, 8th lvl caster)

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 2, Turn Check +7 (Divine Spell Power +10).

Spells Currently Active: *Bless* (5th lvl caster), *Shield of Faith* (+3 deflection, 8th lvl caster), *Water Breathing* (8th lvl caster), *Magic Vestment* (on armor, +2 enhancement, 8th lvl caster), *Woodland Veil* (+5 to Hide & Move Silent, 5th lvl caster)

Faithful Flan Druid: Male Human (Flan) Drd 5 (Pholtus); CR 5, Medium Humanoid; HD 5d8+10, hp 38, Init +1, Spd 20 ft/x4, AC 19 (+1 Dex, +2 natural [barkskin]), +3 Hide, +3 *Shield of Faith*, touch 14, flat footed 18, Base Atk/Grp: +3/+3, Atk: +4 Melee (1d6/18-20, Scimitar) or +4 Ranged (1d4, Dart); Full Atk: +4 Melee (1d6/18-20, Scimitar) or +4 Ranged (1d4, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, Wildshape 1/day, AL LN; SV Fort +5, Ref +2, Will +8, Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 19(+4), Cha 8(-1).

Skills and Feats: Concentration +9, Handle Animal +7, Knowledge (nature) +8, Knowledge (religion) +4,

Profession (Ship Construction) +12, Profession (Sailor) +6, Survival +12; Eschew Materials, Natural Spell, Improved Toughness

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Potion of Haste, Bag of Holding – Type 1.

Spells Prepared (5,4/3/2; base DC = 13 + spell level): 0—Cure Minor, Flare, Flare, Flare, Light; 1st—Magic Fang, Produce Flame, Shillelagh, ~~Produce Flame~~; 2nd—~~Barkskin~~ (15 minutes left, 3rd lvl caster), ~~Spider Climb~~, ~~Woodland Veil~~; 3rd—Natures Favor, ~~Poison~~

Wildshaped into Smaller Deinonychus: Medium Animal (Shapeshifted Medium Humanoid); HD -, hp 48, Init +4, Spd 60 ft/x4, AC 23 (+2 Dex, +8 natural [+2 barkskin], +3 *Shield of Faith*), touch 15, flat footed 20, Base Atk: +3; Grp: +11, Atk: +7 Melee (1d8+4, Talon); Full Atk: +7/+7 Melee (1d8+4, Talon) and +2/+2 Melee (1d4+2, Foreclaw), and +2 Melee (B2d4+2, Bite); Space/Reach 5/5; SA Pounce; AL LN; SV Fort +9, Ref +4, Will +9, Str 19(+4), Dex 15(+2), Con 19(+4), Int 10(+0), Wis 19(+4), Cha 8(-1).

Skills and Feats: Balance +2, Climb +4, Concentration +13, Escape Artist +2, Hide +10, Jump +24, Listen +12, Move Silently +2, Spot +12, Survival +13, Swim +12.

Note: Animal companion (shark) does not appear in this mod.

Spells Currently Active: *Bless* (5th lvl caster), *Barkskin* (+2 natural, 5th lvl caster), *Shield of Faith* (+3 deflection, 8th lvl caster), *Water Breathing* (8th lvl caster), *Spider Climb* (5th lvl caster), *Woodland Veil* (+5 to Hide & Move Silent, 5th lvl caster)

Pholtan Fighter: Male Human Ftr 3 (Pholtus); CR 3, Medium Humanoid; HD 3d10+9, hp 25, Init +2, Spd 20 ft/x3, AC 21 (+1 Dex, +8 Full Plate, +2 Heavy Steel Shield), touch 11, flat footed 20, Base Atk/Grp: +3/+6, Atk: +8 Melee (1d8+2/19-20, MW Longsword) or +7 Ranged (1d8,20/x3, MW Longbow); Full Atk: +8 Melee (1d8+2/19-20, MW Longsword) or +7 Ranged (1d8,20/x3, MW Longbow); Space/Reach 5/5; AL LN; SV Fort +6, Ref +3, Will +3, Str 14(+2), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (history) +0, Knowledge (religion) +2, Sense Motive +4; Combat Reflexes, Power Attack, Cleave, Weapon Focus (Longsword), Shieldmate

Languages: Common.

Possessions: MW Full Plate, MW Heavy Steel Shield, MW Longsword, MW Longbow, Dagger, 17 Arrows

Spells Currently Active: Bless (5th lvl caster), Water Breathing (8th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 5th lvl caster)

Appendix Six – APL 8

Encounter Four

Taharas the Sly: Male Human Ftr 7; CR 7, Medium Humanoid; HD 7d10+7, hp 53, Init +7, Spd 30 ft, AC 19 (+3 Dex, +5 +1 *Chain Shirt*, +1 Ring of Protection) touch 14, flat footed 16, Base Atk/Grp: +7/+10, Atk: +12 Melee (1d10+5; 20/x3, +1 Halberd); Full Atk: +12/+7 Melee (1d10+5; 20/x3, +1 Halberd); Space/Reach 5/5; AL NE; SV Fort +6, Ref +5, Will +1, Str 16(+3), Dex 16(+3), Con 12(1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +11, Jump +10, Knowledge (local) +2, Sense Motive +0, Tumble +12; Combat Expertise, Improved Trip (*Trip* +7), Combat Reflexes, Dodge, Mobility, Elusive Target, Improved Initiative, Weapon Focus (Halberd)

Languages: Ancient Suloise, Common.

Possessions: +1 *Chain Shirt*, +1 *Halberd*, Heavy mace, Cloak, Clerical Vestments (Pelor), *Gloves of Fortunate Striking*, *Ring of Protection* +1, 11gp.

Kal Ek'hudo: Male Human Brb 1/Ftr 6; CR 7, Medium Humanoid; HD 1d12+6d10+14, hp 62, Init +2, Spd 30 ft/x4, AC 17 (+2 Dex, +5 Breastplate) (Karmic+Rage=09), touch 12 (Karmic+Rage=05), flat footed 15 (Karmic+Rage=07), Base Atk/Grp: +7/+11, Atk: +12 Melee (2d4+7/18-20, +1 Falchion); Full Atk: +12/+7 Melee (2d4+7/18-20, +1 Falchion); Space/Reach 5/5; AL NE; SV Fort +9, Ref +4, Will +1, Str 18(+4), Dex 15(+2), Con 14(+2), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +9, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +7, Survival +3, Swim +8; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit), Power Attack, Improved Bull Rush, Shock Trooper

Languages: Ancient Suloise, Common.

Possessions: Breastplate, +1 Falchion, Masterwork Heavy Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), Gauntlets of Ogre Power, Potion of Cure Moderate Wounds, 3 sp

Igho: Male Human Rog 7; CR 7, Medium Humanoid; HD 7d6+21, hp 51, Init +7, Spd 30 ft, AC 19 (+3 Dex, +5 +1 *Chain Shirt*, +1 Ring of Protection), touch 14, flat footed 16, Base Atk/Grp: +5/+5, Atk: +9 Melee (1d6+1, +1 Light Mace); Full Atk: +9 Melee (1d6+1, +1 Light Mace) or +7/+7 Melee (1d6+1, +1 Light Mace); Space/Reach 5/5; SA Sneak Attack +4d6; SQ Trapfinding, Evasion, Trap sense +2, Uncanny Dodge, AL NE; SV Fort +5, Ref +8, Will +1, Str 10(+0), Dex 17(+3), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +13, Bluff +9, Disable Device +11, Escape Artist +5, Hide +9, Jump +5,

Open Lock +13, Profession (Soldier) +3, Sense Motive +9, Swim +0, Tumble +13, Use Magic Device +9; Combat Expertise, Improved Initiative, Weapon Finesse, Two Weapon Fighting

Languages: Ancient Suloise, Common.

Possessions: +1 *Chain Shirt*, 2 x +1 *Light Mace*, *Light Mace*, Clerical Vestments (Pelor), *Wooden Holy Symbol* (Pelor), *Ring of Protection* +1, *Potion of Haste*, 6 gp

Encounter Five

Petrel'gi: Female Advanced Half-Fiend Morkoth; CR 10, Large Outsider (Aquatic); HD 15d8+75, hp 150, Init +7, Spd Swim 50 ft, Fly(Average) 50ft, AC 22 (-1 size, +3 Dex, +9 natural), touch 12, flat footed 18, Base Atk/Grp: +11/+20, Atk: +15 Melee (3d6+7, Bite); Full Atk: +15 Melee (3d6+7, Bite); Space/Reach 10/10; SA Hypnosis, Smite Good, Spell Like Abilities; SQ Darkvision 60ft, Spell Reflection, Immune to Poison, Resistance Acid 10, Cold 10, Electricity 10, Fire 10, DR10/magic; SR 25/15 See Spell Reflection, AL LE; SV Fort +10, Ref +8, Will +13, Str 20(+5), Dex 16(+3), Con 20(+5), Int 20(+5), Wis 18(+4), Cha 15(+2).

Skills and Feats: Hide +14, Knowledge (arcana) +12, Listen +14, Spellcraft +12, Spot +14, Swim +11, Speak Infernal, Speak Abyssal; Blind-Fight, Dodge, Improved Initiative, Skill Focus (Hide), Hover, Wingover, Improved Natural Attack (Bite)

Smite Good (Su): Once per day Petrel'gi can make a normal melee attack to deal 15 extra points of damage to a good foe.

Hypnosis (Su): Any creature passing within 20 feet of the entrance to a morkoth's lair must make a successful Will saving throw (DC 19) or be hypnotized. A hypnotized creature moves unerringly through the maze at its usual speed. Once in the center of the lair, the affected creature floats quietly in a trance, waiting to be devoured at the morkoth's leisure. A hypnotized creature is helpless against the morkoth's attacks but may attempt a new saving throw at the same DC each round that the morkoth attacks it.

A morkoth can hypnotize any number of creatures at one time. When it is outside its lair, this ability has a range of 20 feet. Hypnosis is a mind-affecting compulsion effect. The save DC is Charisma-based.

Spell Reflection (Su): The morkoth has a special type of spell resistance that causes the effects of any spell, spell-like ability, or magic item that it successfully resists (even those that affect areas) to bounce off and reflect back at the caster. If the caster of the spell or user of the spell-like ability or magic item

fails a second caster level check at DC 15, he or she becomes either the spell's target or the point of origin for the spell's effect, as appropriate. If the morkoth is the subject of a dispel magic spell that is not reflected, its spell reflection ability is suppressed for 1 round.

Spell-Like Abilities: Caster Level = 15th, (base DB = 2 +level) 3/day - ~~Darkness~~, Poison, Unholy Aura; 1/day - Desecrate, Unholy Blight, Contagion, ~~Blasphemy~~, Unhallow, ~~Horrid Wilting~~

Encounter Six

Pholtan Cleric: Male Human Clr 7 (Pholtus); CR 7, Medium Humanoid; HD 7d8+14, hp 52, Init -1, Spd 20 ft/x3, AC 26 (-1 Dex, +10 +1 Full Plate[magic vestment], +3 +1 Heavy Steel Shield, +3 shield of faith, +1 natural[Barkskin]), touch 12, flat footed 26, Base Atk/Grp: +5/+5, Atk: +5 Melee (1d8, Morningstar); Full Atk: +5 Melee (1d8, Morningstar) or +4 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +7, Ref +1, Will +9, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 19(+4), Cha 16(+3).

Skills and Feats: Concentration +12, Knowledge (religion) +9; Extra Turning, Quicken Spell, Divine Spell Power, Divine Metamagic

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Rope of Climbing, Periapt of Wisdom +2

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0—~~Light~~, ~~Light~~, Light, Create Water, Detect Magic, Guidance; 1st—Detect Secret Doors*, ~~Bless~~ (2 minutes left, 7th lvl caster), Lesser Vigor, ~~Shield of Faith~~ (2 minutes left, 7th lvl caster on Ape), ~~Shield of Faith~~ (2 minutes left, 7th lvl caster, on Druid), ~~Shield of Faith~~ (2 minutes left, 7th lvl caster, on self); 2nd—~~Bless Weapon~~*, Silence, ~~Silence~~ (1 min left - cast on coin, 7th lvl caster), Spiritual Weapon, Sound Burst; 3rd—~~Clairaudience~~ / ~~Clairvoyance~~*, Invisibility Purge, ~~Magic Vestment~~ (4 hours left, 11th lvl caster, on self), ~~Water Breathing~~ (2 hours left, 11th lvl caster, shared on all); 4th—~~Divination~~*, Divine Power, Revenance

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 8, Turn Check +7 (Divine Spell Power +10).

Spells Currently Active: Bless (7th lvl caster), Shield of Faith (+3 deflection, 7th lvl caster), Water Breathing (11th lvl caster), Magic Vestment (on armor, +2 enhancement, 7th lvl caster), Barkskin (+1 natural, 7th lvl caster), Woodland Veil (+5 to Hide & Move Silent,

7th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 7th lvl Caster).

Faithful Flan Druid: Male Human (Flan) Drd 7 (Pholtus); CR 7, Medium Humanoid; HD 7d8+14, hp 52, Init +1, Spd 20 ft/x4, AC 20 (+1 Dex, +3 natural [barkskin], +3 Hide, +3 shield of faith), touch 14, flat footed 19, Base Atk/Grp: +5/+5, Atk: +6 Melee (1d6/18-20, Scimitar) or +6 Ranged (1d4, Dart); Full Atk: +6 Melee (1d6/18-20, Scimitar) or +6 Ranged (1d4, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, Wildshape 3/day (used 2), AL LN; SV Fort +6, Ref +3, Will +10, Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 21(+5), Cha 8(-1).

Skills and Feats: Concentration +11, Handle Animal +9, Knowledge (nature) +9, Knowledge (religion) +5, Profession (Ship Construction) +14, Profession (Sailor) +6, Survival +15; Eschew Materials, Natural Spell, Improved Toughness, Fast Wildshape

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Bag of Holding – Type 1, Periapt of Wisdom +2, Potion of Cure Light Wounds.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0—Cure Minor, Flare, Flare, ~~Flare~~, Light; 1st—Magic Fang, Faerie Fire, Produce Flame, Shillelagh, ~~Produce Flame~~; 2nd—~~Barkskin~~ (30 minutes left, 7th lvl caster, on self), ~~Barkskin~~ (30 minutes left, 7th lvl caster, on Cleric) ~~Spider Climb~~, ~~Woodland Veil~~; 3rd—Cure Moderate Wounds, Natures Favor, ~~Poison~~; 4th—Arc of Lightning, ~~Mass Camouflage~~ (30 minutes left, 7th lvl caster, shared on all)

Wildshaped into Smaller Deinonychus: Medium Animal (Shapeshifted Medium Humanoid); HD -, hp 66, Init +2, Spd 60 ft/x4, AC 23, touch 15, flat footed 21, Base Atk/Grp: +5/+13, Atk: +10 Melee (1d8+4, Talon); Full Atk: +10/+10 Melee (1d8+4, Talon) and +10/+10 Melee (1d4+2, Foreclaw), and +10 Melee (2d4+2, Bite); Space/Reach 5/5; SA Pounce; AL LN; SV Fort +9, Ref +4, Will +10, Str 19(+4), Dex 15(+2), Con 19(+4), Int 10(+0), Wis 21(+5), Cha 8(-1).

Skills and Feats: Balance +2, Climb +4, Concentration +14, Escape Artist +2, Hide +10, Jump +24, Listen +12, Move Silently +2, Spot +12, Survival +13, Swim +12.

Spells Currently Active: Bless (7th lvl caster), Shield of Faith (+3 deflection, 7th lvl caster), Water Breathing (11th lvl caster), Barkskin (+1 natural, 7th lvl caster), Spider Climb (7th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 7th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 7th lvl Caster).

Animal Companion: Male Ape; CR N/A, Large Magical Beast; HD 6d8+12, hp 39, Init +3, Spd 30 ft/x4, Climb 30 ft, AC 23 (-1 size, +3 Dex, +5 natural, +3

Studded Leather, +3 shield of faith), touch 15, flat footed 22, Base Atk/Grp: +4/+14, Atk: +10 Melee (1d8+6, Claw); Full Atk: +10/+10 Melee (1d8+6, Claw) and +7 Melee (1d6+3, Bite); Space/Reach 10/10; SQ Link, Share Spells, Evasion, AL N; SV Fort +7, Ref +9, Will +4, Str 22(+6), Dex 16(+3), Con 14(+2), Int 02(-4), Wis 12(+1), Cha 07(-2).

Skills and Feats: Balance +4, Climb +14, Escape Artist +3, Hide -2, Jump +5, Listen +6, Move Silently+2, Spot +6, Swim +4; Alertness, Toughness, Improved Natural Attack (Claws)

Possessions: MW Studded Leather Armor

Spells Currently Active: Bless (7th lvl caster), Shield of Faith (+3 deflection, 7th lvl caster), Water Breathing (11th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 7th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 7th lvl Caster).

Pholtan Fighter: Male Human Ftr 5 (Pholtus); CR 5, Medium Humanoid; HD 5d10+15, hp 49, Init +2, Spd 20 ft/x3, AC 22, touch 12, flat footed 21, Base Atk/Grp: +5/+8, Atk: +11 Melee (1d8+3/19-20, MW Longsword) or +9 Ranged (1d8,20/x3, MW Longbow); Full Atk: +11 Melee (1d8+3/19-20, MW Longsword) or +9 Ranged (1d8,20/x3, MW Longbow); Space/Reach 5/5; AL LN; SV Fort +7, Ref +3, Will +3, Str 15(+2), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (history) +1, Knowledge (religion) +3, Sense Motive +4; Cleave, Combat Reflexes, Eyes in the Back of Your Head, Power Attack, Shieldmate, Weapon Focus (Longsword).

Languages: Common.

Possessions: MW Full Plate, MW Heavy Steel Shield, +1 Longsword, MW Longbow, Dagger, 17 Arrows, 3 potions Cure Light Wounds, Ring of Protection +1

Spells Currently Active: Bless (7th lvl caster), Water Breathing (11th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 7th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 7th lvl Caster).

Appendix Seven – APL 10

Encounter Four

Taharas the Sly: Male Human Ftr 9; CR 9, Medium Humanoid; HD 9d10+9, hp 67, Init +2, Spd 30 ft/x4, AC 17 (+2 Dex, +5 +1 *Glamered Chain Shirt*) (+1 to AC when making full attack with Halberd), touch 12, flat footed 15, Base Atk/Grp: +9/+13, Atk: +15 Melee (1d10+7; 20/x3, +1 Halberd); Full Atk: +15/+10 Melee (1d10+7; 20/x3, +1 Halberd) and +10 Melee (1d6+3; 20/x3, +1 Halberd); Space/Reach 5/5; AL NE; SV Fort +8, Ref +6, Will +3, Str 18(+4), Dex 15(+2), Con 12(+1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +10, Jump +11, Knowledge (local) +2, Sense Motive +0, Swim +6, Tumble +13; Combat Expertise, Combat Reflexes, Dodge, Elusive Target, Improved Disarm, Improved Trip (*Trip with Halberd*: +12), Mobility, Quick Draw, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd).

Languages: Ancient Suloise, Common.

Possessions: +1 Halberd, +1 *Glamered Chain Shirt*, *Steadfast Boots*, *Cloak of Resistance* +1, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), 8gp.

Kal Ek'hudo: Male Human Brb 1/Ftr 6/Tct 2; CR 9, Medium Humanoid; HD 1d12+6d10+2d10+27, hp 87, Init +3, Spd 30 ft/x4, AC 18 (Karmic + R.Rage = 10), touch 13 (Karmic + R.Rage = 05), flat footed 15 (Karmic + R.Rage = 07), Base Atk/Grp: +9/+13, Atk: +15 Melee (2d4+7/18-20, +1 Falchion); Full Atk: +15/+10 Melee (2d4+7/18-20, +1 Falchion); Space/Reach 5/5; SQ Flanker, AL NE; SV Fort +13, Ref +5, Will +1, Str 18(+4), Dex 16(+3), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +10, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +8, Survival +3, Swim +9; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit), Power Attack, Weapon Focus (Falchion), Sidestep, Reckless Rage.

Flanker (Ex): A Tactical Soldier can Flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Languages: Ancient Suloise, Common.

Possessions: Breastplate, +1 Falchion, Masterwork Heavy Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), *Gauntlets of Ogre Power*, *Amulet of Health* +2, 3 sp

Igho: Male Human Rog 9; CR 9, Medium Humanoid; HD 9d6+27, hp 65, Init +8, Spd 30 ft, AC 21 (+5 Dex, +5 +1 *Chain Shirt*, +1 Ring of Protection), touch 16, flat footed 15, Base Atk/Grp: +6/+6, Atk: +11 Melee (1d6+1, +1 Light Mace); Full Atk: +11/+6 Melee (1d6+1, +1 Light Mace) or +9/+9/+4 Melee (1d6+1, +1 Light Mace); Space/Reach 5/5; SA Sneak Attack +5d6; SQ Trapfinding, Evasion, Trap sense +2, Uncanny Dodge, Improved Uncanny Dodge, AL NE; SV Fort +6, Ref +11, Will +2, Str 10(+0), Dex 20(+5), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +16, Bluff +11, Disable Device +13, Escape Artist +10, Hide +12, Jump +5, Open Lock +17, Profession (Soldier) +3, Sense Motive +11, Swim +0, Tumble +16, Use Magic Device +11; Combat Expertise, Improved Initiative, Staggering Strike, Two Weapon Fighting, Weapon Finesse.

Languages: Ancient Suloise, Common.

Possessions: +1 *Chain Shirt*, 2 x +1 *Light Mace*, Light Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), *Ring of Protection* +1, *Gloves of Dexterity* +2, *Potion of Cure Serious Wounds*, *Potion of Haste*, 6 gp

Encounter Five

Skua'lip: Female Advanced Half-Fiend Morkoth Mnk 2; CR 12, Large Outsider (Aquatic); HD 15d8+2d8+85, hp 170, Init +8, Spd Swim 50 ft, Fly(Average) 50ft, AC 25 (-1 Size, +3 Dex, +9 natural, +4 wisdom), touch 16, flat footed 22, Base Atk/Grp: +12/+21, Atk: +16 Melee (3d6+7, Bite); Full Atk: +16 Melee (3d6+7, Bite) and +11 Melee (1d6+3, 2 claws) or +13/+13 Melee (1d8+7, Flurry of Bites); Space/Reach 10/10; SA Hypnosis, Smite Good, Spell Like Abilities, Flurry of Blows; SQ Darkvision 60ft, Spell Reflection, Immune to Poison, Resistance Acid 10, Cold 10, Electricity 10, Fire 10, DR10/magic, AC bonus, Evasion; SR 25/15 See Spell Reflection, AL LE; SV Fort +13, Ref +11, Will +16, Str 20(+5), Dex 16(+3), Con 20(+5), Int 20(+5), Wis 18(+4), Cha 16(+3).

Skills and Feats: Hide +14, Knowledge (Arcana) +10, Listen +13, Spellcraft +10, Spot +13, Swim +7, Speak Infernal, Speak Abyssal; Blind-Fight, Dodge, Improved Initiative, Skill Focus (Hide), Hover, Wingover, Improved Natural Attack (Bite), Stunning Fist (Fort DC 15, 2/day), Combat Reflexes

Smite Good (Su): Once per day Skua'lip can make a normal melee attack to deal an extra 15 points of damage equal to a good foe.

Hypnosis (Su): Any creature passing within 20 feet of the entrance to a morkoth's lair must make a successful Will saving throw (DC 19) or be hypnotized. A hypnotized creature moves unerringly through the maze at its usual speed. Once in the center of the lair, the affected creature floats quietly in a trance, waiting to be devoured at the morkoth's leisure. A hypnotized creature is helpless against the morkoth's attacks but may attempt a new saving throw at the same DC each round that the morkoth attacks it.

A morkoth can hypnotize any number of creatures at one time. When it is outside its lair, this ability has a range of 20 feet. Hypnosis is a mind-affecting compulsion effect. The save DC is Charisma-based.

Spell Reflection (Su): The morkoth has a special type of spell resistance that causes the effects of any spell, spell-like ability, or magic item that it successfully resists (even those that effect areas) to bounce off and reflect back at the caster. If the caster of the spell or user of the spell-like ability or magic item fails a second caster level check at DC 15, he or she becomes either the spell's target or the point of origin for the spell's effect, as appropriate. If the morkoth is the subject of a dispel magic spell that is not reflected, its spell reflection ability is suppressed for 1 round.

Spell-Like Abilities (Sp): Caster Level = 15th, (base DC = 12 + level) 3/day - ~~Darkness~~, Poison, Unholy Aura; 1/day - Desecrate, Unholy Blight, Contagion, ~~Blasphemy~~, Unhallow, ~~Horrid Willing~~, Summon Monster IX (Fiends Only).

Encounter Six

Pholtan Cleric: Male Human Clr 9 (Pholtus); CR 9, Medium Humanoid; HD 9d8+18, hp 66, Init -1, Spd 20 ft/x3, AC 29 (-1 Dex, +4 natural [barkskin], +10 +2 Full Plate [magic vestment], +3 +1 Heavy Steel Shield, +3 shield of faith), touch 12, flat footed 29, Base Atk/Grp: +6/+6, Atk: +7 Melee (1d8, Morningstar); Full Atk: +7/+2 Melee (1d8, Morningstar) or +6 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +9, Ref +3, Will +12, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 20(+5), Cha 16(+3).

Skills and Feats: Concentration +14, Knowledge (religion) +11; Divine Metamagic, Divine Spell Power, Extra Turning, Extra Turning, Quicken Spell.

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Rope of Climbing, Periapt of Wisdom +2, Cloak of Resistance +1, Cirlet of Persuasion

Spells Prepared (6/6/5/4/3/2; base DC = 15 + spell level): 0—~~Light~~, ~~Light~~, Light, Create Water, Detect Magic, Guidance; 1st—Detect Secret Doors*, ~~Bless~~ (4 minutes left,

9th lvl caster), Divine Favor, Lesser Vigor, ~~Shield of Faith~~ (4 minutes left, 9th lvl caster on Ape), ~~Shield of Faith~~ (4 minutes left, 9th lvl caster, on Druid), ~~Shield of Faith~~ (4 minutes left, 9th lvl caster, on self); 2nd—~~Bless Weapon~~*, Silence, ~~Silence~~ (7 min left - cast on coin, 12th lvl caster), Spiritual Weapon, Sound Burst; 3rd—~~Clairaudience~~ / ~~Clairvoyance~~*, ~~Invisibility Purge~~ (7 min left - cast on coin, 12th lvl caster), ~~Magic Vestment~~ (6 hours left, 9th lvl caster, on self), Searing Light, Water Breathing (2 hours left, 12th lvl caster, shared on all); 4th—~~Divination~~*, Divine Power, Recitation, Revenance; 5th—~~True Seeing~~* (4 minutes left, 9th lvl caster, on self), ~~Stalwart Pact~~ (Active on Self), Flame Strike

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 10, Turn Check +10 (Divine Spell Power +13).

Spells Currently Active: Bless (9th lvl caster), Shield of Faith (+3 deflection, 9th lvl caster), Invisibility Purge (9th lvl caster), Magic Vestment (on armor, +2 armor, 9th caster), Water Breathing (12th lvl caster), True Seeing (9th lvl caster), Stalwart Pact (at 33hps triggers and grants +60 temp hp, DR 5/magic and +4 luck bonus to all saves, lasts 12 rounds, 12th lvl caster), Barkskin (+4 natural, 9th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 9th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 9th lvl Caster).

Faithful Flan Druid: Male Human (Flan) Drd 9 (Pholtus); CR 9, Medium Humanoid; HD 9d8+18, hp 66, Init +1, Spd 20 ft/x4, AC 21 (+1 Dex, +4 natural[Barkskin], +3 Hide, +3 shield of faith), touch 14, flat footed 20, Base Atk/Grp: +6/+6, Atk: +7 Melee (1d6/18-20, Scimitar) or +7 Ranged (1d4, Dart); Full Atk: +7/+1 Melee (1d6/18-20, Scimitar) or +7/+1 Ranged (1d4, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, Wildshape 3/day (used 1), Wildshape (Large), Venom Immunity, AL LN; SV Fort +7, Ref +4, Will +11, Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 20(+5), Cha 8(-1).

Skills and Feats: Concentration +13, Handle Animal +11, Knowledge (nature) +10, Knowledge (religion) +6, Profession (Ship Construction) +17, Profession (Sailor) +7, Survival +19; Elephant's Hide, Eschew Materials, Fast Wildshape, Improved Toughness, Natural Spell.

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Periapt of Wisdom +2, Bag of Holding Type 1, Ring of Counterspells (Dispel Magic).

Spells Prepared (6/6/5/4/3/2; base DC = 15 + spell level): 0—Cure Minor, Flare, Flare, ~~Flare~~, Light; 1st—Magic Fang, Faerie Fire, Produce Flame, Shillelagh,

~~Produce Flame~~; 2nd— ~~Barkskin~~ (50 minutes left, 9th lvl caster, on self), ~~Barkskin~~ (50 minutes left, 9th lvl caster, on Cleric), ~~Bulls Strength~~ (4 minutes left, 9th lvl caster, on Ape), ~~Spider Climb~~, ~~Woodland Veil~~; 3rd— Cure Moderate Wounds, Protection from Energy, Natures Favor, ~~Poison~~; 4th— Arc of Lightning, Dispel Magic, ~~Mass Camouflage~~ (50 minutes left, 9th lvl caster, shared on all) ; 5th— ~~Stoneskin~~ (50 minutes left and 60 point left, 9th lvl caster, on Cleric), Wall of Thorns.

Wildshaped into Smaller Megaraptor: Large Animal (Shapeshifted Medium Humanoid); HD -, hp 93, Init +2, Spd 60 ft/x4, AC 25 (+2 Dex, +10 natural [+4 Barkskin], +3 shield of faith), touch 12, flat footed 23, Base Atk/Grp: +6/+19, Atk: +11 Melee (2d8+5, Talons); Full Atk: +11 Melee (2d8+5, Talons) and +6/+6 Melee (1d4+2, Foreclaw) and +6 Melee (2d6+2, Bite); Space/Reach 10/5; SA Pounce; AL LN; SV Fort +11, Ref +5, Will +11, Str 21(+5), Dex 15(+2), Con 21(+5), Int 10(+0), Wis 20(+5), Cha 8(-1).

Skills and Feats: Balance +2, Climb +5, Concentration +19, Escape Artist +2, Hide +6, Jump +25, Listen +13, Move Silently +2, Spot +13, Survival +27, Swim +5.

Spells Currently Active: Bless (9th lvl caster), Shield of Faith (+3 deflection, 9th lvl caster), Water Breathing (12th lvl caster), Barkskin (+4 natural, 9th lvl caster), Spider Climb (9th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 9th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 9th lvl Caster), Stoneskin (60 pts, DR10/Adamantium, 9th lvl caster).

Animal Companion: Male Ape; CR N/A, Large Magical Beast; HD 8d8+16, hp 52, Init +3, Spd 30 ft/x4, Climb 30 ft, AC 29 (-1 size, +3 Dex, +11 natural [+4 Barkskin], +3 Studded Leather, +3 shield of faith), touch 15, flat footed 26, Base Atk/Grp: +6/+18, Atk: +14 Melee (1d8+8, Claw); Full Atk: +14/+14 Melee (1d8+8, Claw) and +12 Melee (1d6+4, Bite); Space/Reach 10/10; SQ Link, Share Spells, Evasion, Devotion, AL N; SV Fort +8, Ref +10, Will +4, Str 27(+8), Dex 17(+3), Con 14(+2), Int 02(-4), Wis 12(+1), Cha 07(-2).

Skills and Feats: Balance +6, Climb +14, Escape Artist +3, Hide -2, Jump +5, Listen +6, Move Silently+2, Spot +6, Survival +1, Swim +4; Alertness, Improved Natural Attack (Claws), Toughness.

Possessions: MW Studded Leather Armor.

Spells Currently Active: Bless (9th lvl caster), Shield of Faith (+3 deflection, 9th lvl caster), Barkskin (+4 natural, 9th lvl caster), Water Breathing (12th lvl caster), Bulls Strength (9th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 9th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 9th lvl Caster).

Pholtan Fighter: Male Human Ftr 7 (Pholtus); CR 7, Medium Humanoid; HD 7d10+21, hp 67, Init +2, Spd 20 ft/x3, AC 24 (+1 Dex, +9 +1 Full Plate, +3 +1 Heavy Steel Shield, +1 Ring of Protection), touch 12, flat footed

22, Base Atk/Grp: +7/+10, Atk: +12 Melee (1d8+3/19-20, MW Longsword) or +11 Ranged (1d8,20/x3, MW Longbow); Full Atk: +12/+7 Melee (1d8+5/19-20, MW Longsword) or +11/+6 Ranged (1d8,20/x3, MW Longbow); Space/Reach 5/5; AL LN; SV Fort +8, Ref +4, Will +4, Str 15(+2), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (history) +2, Knowledge (religion) +4, Sense Motive +4; Combat Reflexes, Power Attack, Cleave, Weapon Focus (Longsword), Weapon Specialization (Longsword), Shieldmate, Improved Shieldmate, Eyes in the Back of Your Head

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, +1 Longsword, MW Longbow, Dagger, 17 Arrows, Ring of Protection +1, Potion Cure Serious Wounds, Potion Cure Moderate Wounds.

Spells Currently Active: Bless (9th lvl caster), Water Breathing (12th lvl caster), Bulls Strength (9th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 9th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 9th lvl Caster).

Appendix Eight – APL 12

Encounter Four

Taharas the Sly: Male Human Ftr 11; CR 11, Medium Humanoid; HD 11d10+11, hp 81, Init +2, Spd 30 ft/x4, AC 18 (+2 Dex, +5 +1 *Glamerd Chain Shirt*, +1 *Ring of Protection* +1) (+1 to AC when making full attack with Halberd), touch 13, flat footed 16, Base Atk/Grp: +11/+16, Atk: +18 Melee (1d10+8; 20/x3, +1 *Sweeping Halberd*); Full Atk: +18/+13 Melee (1d10+8; 20/x3, +1 *Sweeping Halberd*) and +13 Melee (1d6+3; 20/x3, +1 *Sweeping Halberd*); Space/Reach 5/5; AL NE; SV Fort +9, Ref +6, Will +3, Str 20(+5), Dex 15(+2), Con 12(+1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +12, Jump +12, Knowledge (local) +2, Sense Motive +0, Swim +7, Tumble +15; Combat Reflexes, Dodge, Mobility, Combat Expertise, Elusive Target, Improved Combat Expertise, Improved Trip (*Trip with Halberd:* +16), Mobility, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Hold the Line.

Languages: Ancient Suloise, Common.

Possessions: +1 *Sweeping Halberd*, +1 *Glamerd Chain Shirt*, *Steadfast Boots*, *Gauntlets of Ogre Power*, *Ring of Protection* +1, *Cloak of Resistance* +1, 6 potions of *Cure Light Wounds*, *Amulet of Natural Armor* +1, 8gp

Kal Ek'hudo: Male Human Brb 1/Ftr 8/Tct 2; CR 11, Medium Humanoid; HD 1d12+10d10+22, hp 94, Init +3, Spd 30 ft/x4, AC 18 (+3 Dex, +5 *Breastplate*) (Karmic + R.Rage = 10), touch 13 (Karmic + R.Rage = 05), flat footed 15 (Karmic + R.Rage = 07), Base Atk/Grp: +11/+15, Atk: +18 Melee (2d4+7/15-20, +1 *Keen Falchion*); Full Atk: +18/+13/+8 Melee (2d4+7/15-20, +1 *Keen Falchion*); Space/Reach 5/5; SQ Flanker, AL NE; SV Fort +15, Ref +6, Will +2, Str 18(+4), Dex 16(+3), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +11, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +9, Survival +3, Swim +8; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit), Power Attack, Cleave, Weapon Focus (Falchion), Greater Weapon Focus (Falchion), Reckless Rage, Sidestep.

Languages: Ancient Suloise, Common.

Flanker (Ex): A Tactical Soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer

adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Possessions: *Breastplate*, +1 *Keen Falchion*, *Masterwork Heavy Mace*, *Clerical Vestments (Pelor)*, *Wooden Holy Symbol (Pelor)*, *Cloak of Resistance* +1, *Gauntlets of Ogre Power*, *Amulet of Health* +2, 3 sp

Igho: Male Human Rog 11; CR 11, Medium Humanoid; HD 11d6+33, hp 79, Init +8, Spd 30 ft, AC 21 (+5 Dex, +5 +1 *Chain Shirt*, + *Ring of Protection*), touch 16, flat footed 16, Base Atk/Grp: +8/+8, Atk: +14 Melee (1d6+1, +1 *Light Mace*); Full Atk: +14/+9 Melee (1d6+1, +1 *Light Mace*) or +12/+12/+7 Melee (1d6+1, +1 *Light Mace*); Space/Reach 5/5; SA Sneak Attack +6d6; SQ Trapfinding, Evasion, Trap sense +3, Uncanny Dodge, Improved Uncanny Dodge, Opportunist, AL NE; SV Fort +7, Ref +13, Will +3, Str 10(+0), Dex 20(+5), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +19, Bluff +13, Disable Device +15, Escape Artist +15, Hide +15, Jump +5, Open Lock +18, Profession (Soldier) +3, Sense Motive +13, Swim +0, Tumble +19, Use Magic Device +13; Combat Expertise, Improved Initiative, Weapon Finesse, Two Weapon Fighting, Staggering Strike

Languages: Ancient Suloise, Common.

Possessions: +1 *Chain Shirt*, 2 x +1 *Light Mace*, *Light Mace*, *Clerical Vestments (Pelor)*, *Wooden Holy Symbol (Pelor)*, *Ring of Protection* +1, *Gloves of Dexterity* +2, *Cloak of Resistance* +1, *Amulet of Fortune Prevailing*, *Potion of Cure Serious Wounds*, *Potion of Haste*, 6 gp

Encounter Five

Corraria: Female Advanced Half-Fiend Morkoth Mnk 3; CR 14, Large Outsider (Aquatic); HD 19d8+3d8+110, hp 220, Init +8, Spd Swim 50 ft, Fly (Average) 50ft, AC 26 (-1 size, +4 Dex, +9 natural, +4 wisdom) touch 17, flat footed 22, Base Atk/Grp: +16/+25, Atk: +20 Melee (3d6+7, Bite); Full Atk: +20 Melee (3d6+7, Bite) and +15 melee (1d6+3, 2 claws) or +20/+20 Melee (1d8+7, Flurry of Bites); Space/Reach 10/10; SA Hypnosis, Smite Good, Spell Like Abilities, Flurry of Blows; SQ Darkvision 60ft, Spell Reflection, Immune to Poison, Resistance Acid 10, Cold 10, Electricity 10, Fire 10, DR10/magic, AC bonus, Evasion; SR 30/22 See Spell Reflection, AL LE; SV Fort +14, Ref +13, Will +17, Str 20(+5), Dex 18(+4), Con 20(+5), Int 20(+5), Wis 19(+4), Cha 16(+3).

Skills and Feats: Hide +17, Knowledge (arcana) +12, Listen +15, Spellcraft +12, Spot +15, Swim +11, Speak Infernal, Speak Abyssal; Blind-Fight, Dodge, Improved Initiative, Skill Focus (Hide), Hover, Wingover,

Improved Natural Attack (Bite), Stunning Fist (Fort DC 15, 3/day), Combat Reflexes, Ability Focus (Spell Reflection), Ability Focus (Hypnosis), Sudden Empower, Sudden Quicken

Hypnosis (Su): Any creature passing within 20 feet of the entrance to a morkoth's lair must make a successful Will saving throw (DC 21) or be hypnotized. A hypnotized creature moves unerringly through the maze at its usual speed. Once in the center of the lair, the affected creature floats quietly in a trance, waiting to be devoured at the morkoth's leisure. A hypnotized creature is helpless against the morkoth's attacks but may attempt a new saving throw at the same DC each round that the morkoth attacks it.

A morkoth can hypnotize any number of creatures at one time. When it is outside its lair, this ability has a range of 20 feet. Hypnosis is a mind-affecting compulsion effect. The save DC is Charisma-based.

Spell Reflection (Su): The morkoth has a special type of spell resistance that causes the effects of any spell, spell-like ability, or magic item that it successfully resists (even those that affect areas) to bounce off and reflect back at the caster. If the caster of the spell or user of the spell-like ability or magic item fails a second caster level check at DC 17, he or she becomes either the spell's target or the point of origin for the spell's effect, as appropriate. If the morkoth is the subject of a dispel magic spell that is not reflected, its spell reflection ability is suppressed for 1 round.

Spell-Like Abilities: Caster Level 20th, (base DC = 13 + spell level); 3/day - ~~Darkness~~, Poison (Fort DC22), Unholy Aura (Fort DC23); 1/day - Desecrate, Unholy Blight(will DC23), Contagion, ~~Blasphemy~~, Unhallow, Horrid Wilting (Fort DC23), Summon Monster IX (Fiends only), ~~Destruction~~

Encounter Six

Pholtan Cleric: Male Human Clr 11 (Pholtus); CR 11, Medium Humanoid; HD 11d8+22, hp 80 (89 with temp hp), Init -1, Spd 20 ft/x3, AC 29 (-1 Dex, +4 natural [Barkskin], +10 +2 Full Plate [magic vestment], +3 +1Heavy Steel Shield, +3 Shield of Faith), touch 12, flat footed 29, Base Atk/Grp: +8/+8, Atk: +10 Melee (1d8, Morningstar); Full Atk: +10/+5 Melee (1d8, Morningstar) or +9 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +10, Ref +3, Will +14, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 20(+5), Cha 16(+3).

Skills and Feats: Concentration +16, Knowledge (religion) +13; Extra Turning, Extra Turning, Quicken Spell, Divine Spell Power, Divine Metamagic (Quicken).

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Rope of Climbing, Periapt of Wisdom +2, Cloak of Resistance +1, Cirlet of Persuasion.

Spells Prepared (6/7/5/5/4/3/1; base DC = 15 + spell level): 0—~~Light~~, ~~Light~~, Light, Create Water, Detect Magic, Guidance; 1st—Detect Secret Doors*, ~~Bless~~ (6 minutes left, 11th lvl caster), Divine Favor, Lesser Vigor, ~~Protection from Chaos~~ (6 minutes left, 11th lvl caster, cast on self), ~~Shield of Faith~~ (6 minutes left, 11th lvl caster Ape), ~~Shield of Faith~~ (6 minutes left, 11th lvl caster, on Druid), ~~Shield of Faith~~ (6 minutes left, 11th lvl caster, on self); 2nd—~~Bless Weapon~~*, Silence, ~~Silence~~ (8 min left - cast on coin, 14th lvl caster), Sound Burst, Spiritual Weapon; 3rd—~~Clairaudience~~ / ~~Clairvoyance~~*, ~~Invisibility Purge~~ (6 min left - cast on coin, 11th lvl caster), ~~Magic Vestment~~ (8 hours left, 11th lvl caster, on self), Dispel Magic, Searing Light, ~~Water Breathing~~ (2 hours left, 11th lvl caster, shared on all); 4th—~~Divination~~*, Castigate, Divine Power, Recitation, Revengeance; 5th—~~True Seeing~~* (6 minutes left, 11th lvl caster, on self), ~~Stalwart Pact~~ (Active on Self), Flame Strike, Flame Strike; 6th—~~Find the Path~~*, ~~Heroes Feast~~ (8 hours left, 11th level caster, +9 temp hp)

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 10, Turn Check +10 (Divine Spell Power +13).

Spells Currently Active: Bless (11th lvl caster), Protection from Chaos (+2 deflect and +2 saves against chaotically aligned, 11th lvl caster), Shield of Faith (+3 deflection, 11th lvl caster), Invisibility Purge (11th lvl caster), Magic Vestment (on armor, +2 armor, 11th caster), Water Breathing (11th lvl caster), True Seeing (11th lvl caster), Stalwart Pact (at 40hps triggers and grants +70 temp hp, DR 5/magic and +4 luck bonus to all saves, lasts 14 rounds, 14th lvl caster), Heroes Feast (+9 temp hps, +1 attack, +1 will saves, immune to poison and fear, 11th lvl caster), Barkskin (+4 natural, 11th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 11th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 11th lvl Caster).

Faithful Flan Druid: Male Human (Flan) Drd 11 (Pholtus); CR 11, Medium Humanoid; HD 11d8+22, hp 80 (89 with temp hp), Init +1, Spd 20 ft/x4, AC 21 (+1 Dex, +4 natural [barkskin], +3 Hide, +3 shield of faith), touch 14, flat footed 24, Base Atk/Grp: +8/+8, Atk: +10 Melee (1d6/18-20, Scimitar) or +11 Ranged (1d4, Dart); Full Atk: +10/+5 Melee (1d6/18-20, Scimitar) or +11/+6 Ranged (1d4, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, Wildshape 4/day (used 1), Wildshape (Large), Venom Immunity, Wildshape (Tiny), AL LN; SV Fort +8, Ref +4, Will +15,

Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 24(+7), Cha 8(-1).

Skills and Feats: Concentration +15, Handle Animal +13, Knowledge (nature) +11, Knowledge (religion) +7, Profession (Ship Construction) +19, Profession (Sailor) +8, Survival +21; Elephant's Hide, Eschew Materials, Fast Wildshape, Improved Toughness, Natural Spell.

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Bag of Holding Type 1, Periapt of Wisdom +4.

Spells Prepared (6/7/6/6/5/3/1; base DC = 15 + spell level): 0— Cure Minor, Flare, Flare, ~~Flare~~, Light; 1st— Magic Fang, Faerie Fire, Produce Flame, Shillelagh, ~~Produce Flame~~, ~~Cure Light Wounds~~; 2nd— ~~Barkskin~~ (70 minutes left, 11th lvl caster, on self), ~~Barkskin~~ (70 minutes left, 11th lvl caster, on Cleric), ~~Barkskin~~ (70 minutes left, 11th lvl caster, on Ape), ~~Bull's Strength~~ (6 minutes left, 11th lvl caster, on Ape), ~~Spider Climb~~, ~~Woodland Veil~~; 3rd— Cure Moderate Wounds, Protection from Energy, Natures Favor, ~~Poison~~, Greater Magic Fang, Wind Wall; 4th— Arc of Lightning, Dispel Magic, ~~Mass Camouflage~~ (70 minutes left, 11th lvl caster, shared on all), Flame Strike; 5th— ~~Stoneskin~~ (70 minutes left and 70 point left, 11th lvl caster, on Cleric), Wall of Thorns, Rejuvenation Cocoon; 6th— Fires of Purity

Wildshaped into Smaller Megaraptor: Large Animal (Shapeshifted Medium Humanoid); HD -, hp 113 + 9 temp hp, Init +2, Spd 60 ft/x4, AC 25(+2 Dex, +10 natural [+4 barkskin], +3 shield of faith), touch 15, flat footed 23, Base Atk/Grp: +8/+21, Atk: +14 Melee (2d8+5, Talons); Full Atk: +14 Melee (2d8+5, Talons) and +9/+9 Melee (1d4+2, Foreclaw) and +9 Melee (2d6+2, Bite); Space/Reach 10/5; SA Pounce; SQ -; AL LN; SV Fort +12, Ref +5, Will +15, Str 21(+5), Dex 15(+2), Con 21(+5), Int 10(+0), Wis 24(+7), Cha 8(-1).

Skills and Feats: Balance +2, Climb +5, Concentration +19, Escape Artist +2, Hide +6, Jump +25, Listen +13, Move Silently +2, Spot +13, Survival +27, Swim +5.

Spells Currently Active: Bless (11th lvl caster), Shield of Faith (+3 deflection, 11th lvl caster), Water Breathing (11th lvl caster), Heroes Feast (+9 temp hps, +1 attack, +1 will saves, immune to poison and fear, 11th lvl caster), Barkskin (+4 natural, 11th lvl caster), Spider Climb (11th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 11th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 11th lvl Caster), Stoneskin (70 pts, DR10/Adamantine, 11th lvl caster).

Animal Companion: Male Ape; CR N/A, Large Magical Beast; HD 8d8+16, hp 52 + 9 temp hp, Init +3, Spd 30 ft/x4, Climb 30 ft, AC 25 (-1 size, +3 Dex, +7 natural, +3 Studded Leather, +3 Shield of Faith), touch 15, flat footed 23, Base Atk/Grp: +6/+18, Atk: +15

Melee (1d8+8, Claw); Full Atk: +15/+15 Melee (1d8+8, Claw) and +13 Melee (1d6+4, Bite); Space/Reach 10/10; SQ Link, Share Spells, Evasion, Devotion, AL N; SV Fort +8, Ref +10, Will +5, Str 27(+8), Dex 17(+3), Con 14(+2), Int 02(-4), Wis 12(+1), Cha 07(-2).

Skills and Feats: Balance +6, Climb +14, Escape Artist +3, Hide -2, Jump +5, Listen +6, Move Silently+2, Spot +6, Survival +1, Swim +4; Alertness, Toughness, Improved Natural Attack (Claws)

Possessions: MW Studded Leather Armor.

Spells Currently Active: Bless (11th lvl caster), Shield of Faith (+3 deflection, 11th lvl caster), Water Breathing (11th lvl caster), Heroes Feast (+9 temp hps, +1 attack, +1 will saves, immune to poison and fear, 11th lvl caster), Bull's Strength (11th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 11th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 11th lvl Caster).

Pholtan Fighter: Male Human Ftr 7/Tct2 (Pholtus); CR 9, Medium Humanoid; HD 9d10+27, hp 85 (95 with temp hp), Init +6, Spd 20 ft/x3, AC 24 (+1 Dex, +9 +1 Full plate, +3 +1 Heavy Steel Shield, +1 Ring of Protections +1), touch 12, flat footed 23, Base Atk/Grp: +9/+14, Atk: +17 Melee (1d8+7/19-20, +1 Longsword) or +16 Ranged (1d8,20/x3, Longbow); Full Atk: +17/+12 Melee (1d8+7/19-20, +1 Longsword) or +16/+11 Ranged (1d8,20/x3, MW Longbow); Space/Reach 5/5; AL LN; SV Fort +12, Ref +5, Will +6, Str 18(+4), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (history) +3, Knowledge (religion) +5, Sense Motive +4; Combat Reflexes, Power Attack, Cleave, Weapon Focus (Longsword), Weapon Specialization (Longsword), Shieldmate, Improved Shieldmate, Eyes in the Back of Your Head, Improved Initiative, Sidestep

Flanker (Ex): A Tactical Soldier can Flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, Ring of Protection +1, +1 Longsword, MW Longbow, Dagger, 17 Arrows, Gauntlets of Ogre Power +2, Cloak of Resistance +1, Potion Cure Moderate Wounds.

Spells Currently Active: Bless (11th lvl caster), Shield of Faith (+3 deflection, 11th lvl caster), Water Breathing (11th lvl caster), Heroes Feast (+9 temp hps, +1 attack, +1

will saves, immune to poison and fear, 11th lvl caster),
Woodland Veil (+5 to Hide & Move Silent, 11th lvl
caster), *Mass Camouflage* (+10 Hide & Move Silent, 11th
lvl Caster).

Appendix Nine – APL 14

Encounter Four

Taharas the Sly: Male Human Ftr 13; CR 13, Medium Humanoid; HD 13d10+13, hp 95, Init +2, Spd 30 ft/x4, AC 18 (+2 Dex, +5 +1 *Glamerd Chain Shirt*, +1 *Ring of Protection* +1), (+1 to AC when making full attack with Halberd), touch 13, flat footed 16, Base Atk/Grp: +13/+18, Atk: +20 Melee (1d10+12; 20/x3, +1 *Sweeping Halberd*); Full Atk: +20/+15/+10 Melee (1d10+12; 20/x3, +1 *Sweeping Halberd*) and +15 Melee (1d6+4; 20/x3, +1 *Sweeping Halberd*); Space/Reach 5/5; AL NE; SV Fort +10, Ref +7, Will +4, Str 22(+6), Dex 15(+2), Con 12(+1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +14, Jump +12, Knowledge (local) +2, Sense Motive +0, Swim +7, Tumble +17; Combat Reflexes, Dodge, Mobility, Combat Expertise, Elusive Target, Improved Combat Expertise, Improved Disarm, Improved Trip (*Trip with Halberd*: +16), Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Power Attack, Weapon Specialization (Halberd), Hold the Line.

Languages: Ancient Suloise, Common.

Possessions: +1 *Sweeping Halberd*, +1 *Glamerd Chain Shirt*, *Steadfast Boots*, *Belt of Giant Strength* +4, *Ring of Protection* +1, *Cloak of Resistance* +1, *Amulet of Natural Armor* +1, 1 *Potion Cure Moderate Wounds*, 8gp

Kal Ek'hudo: Male Human Brb 1/Ftr 10/Tct 2; CR 13, Medium Humanoid; HD 1d12+12d10+26, hp 110, Init +3, Spd 30 ft/x4, AC 18 (+3 Dex, +5 *Breastplate*) (Karmic + R.Rage = 10), touch 13 (Karmic + R.Rage = 06), flat footed 15 (Karmic + R.Rage = 07), Base Atk/Grp: +13/+17, Atk: +19 Melee (2d4+7/15-20/x(1d4), +1 *Keen Doom Burst Falchion*); Full Atk: +19/+14/+9 Melee (2d4+7/15-20/x(1d4), +1 *Keen Doom Burst Falchion*); Space/Reach 5/5; SQ Flanker, AL NE; SV Fort +15, Ref +7, Will +3, Str 16(+3), Dex 16(+3), Con 14(+2), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +12, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +11, Survival +3, Swim +8; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit), Power Attack, Cleave, Weapon Focus (Falchion), Greater Weapon Focus (Falchion), Reckless Rage, Sidestep, Weapon Specialization (Falchion)

Flanker (Ex): A Tactical Soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer

adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Languages: Ancient Suloise, Common.

Possessions: *Breastplate*, +1 *Keen Doom Burst Falchion*, *Masterwork Heavy Mace*, *Clerical Vestments (Pelor)*, *Wooden Holy Symbol (Pelor)*, 3 sp

Igho: Male Human Rog 13; CR 13, Medium Humanoid; HD 13d6+39, hp 93, Init +4, Spd 30 ft, AC 21 (+5 Dex, +5 +1 *Chain Shirt*, +1 *Ring of Protection*), touch 16, flat footed 16, Base Atk/Grp: +9/+9, Atk: +15 Melee (1d6+1, +1 *Blurstrike Light Mace*); Full Atk: +15/+10 Melee (1d6+1, +1 *Blurstrike Light Mace*) or +13/+13/+8/+8 Melee (1d6+1, +1 *Blurstrike Light Mace* and +1 *Light Mace*); Space/Reach 5/5; SA Sneak Attack +7d6; SQ Trapfinding, Evasion, Trap sense +4, Uncanny Dodge, Improved Uncanny Dodge, Opportunist, AL NE; SV Fort +8, Ref +14, Will +4, Str 10(+0), Dex 21(+5), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +20, Bluff +15, Disable Device +17, Escape Artist +18, Hide +16, Jump +5, Open Lock +20, Profession (Soldier) +3, Sense Motive +15, Swim +0, Tumble +20, Use Magic Device +15; Combat Expertise, Weapon Finesse, Two Weapon Fighting, Improved Two Weapon Fighting, Staggering Strike, Combat Reflexes

Languages: Ancient Suloise, Common.

Possessions: *Chain Shirt*, +1 *Blurstrike Light Mace*, +1 *Light Mace*, *Light Mace*, *Clerical Vestments (Pelor)*, *Wooden Holy Symbol (Pelor)*, *Ring of Protection* +1, *Amulet of Fortune Prevailing*, *Gloves of Dexterity* +2, *Cloak of Resistance* +1, *Potion of Haste*, 6 gp

Encounter Five

Gaaree'eeki: Female Half-fiend Kraken FTRI; CR 16; Gargantuan Outsider; HD 20d10+1d10+210; hp 325; Init +8; Spd swim 20 ft., Fly 20ft (average); AC 23 (-4 size, +2 Dex, +15 natural), touch 8, flat-footed 21; Base Atk/Grp: +21/+51; Atk: +31 melee (3d6+14/19-20, Clawed Tentacle); Full Atk: 2 Clawed Tentacles +31/+31 melee (3d6+14/19-20, Clawed Tentacles) and +26/+26/+26/+26/+26/+26 melee (1d6+7, Arms) and +26 melee (4d6+7, Bite); Space/Reach 20/15 (60ft with Clawed Tentacle, 30ft with Arms); SA Improved Grab, Constrict 2d8+14 (tentacle) or 1d6+7(arm), Smite Good (+20), Spell Like Abilities; SQ Ink Cloud, Jet, Low Light Vision, Darkvision 60, Immune to Poison, Resistance Acid 10, Cold 10, Electricity 10, Fire 10, DR10/magic; SR 31; AL LE; SV Fort +24, Ref +14, Will +13; Str 38(+14), Dex 14 (+2), Con 31(+10), Int 25(+7), Wis 20(+5), Cha 22(+6).

Skills and Feats: Concentration +25, Diplomacy +17, Hide +18, Intimidate +26, Knowledge (geography) +27, Knowledge (nature) +27, Knowledge (religion) +27, Listen +30, Move Silently +18, Search +28, Sense Motive +25, Spot +30, Survival +5 (+7 following tracks), Swim +22, Use Magical Device +26; Alertness, Blind-Fight, Hover, Improved Critical (clawed tentacle), Improved Initiative, Improved Grapple, Iron Will, Quick Reconnoiter, Martial Weapon Proficiency

Smite Good (su): Once per day Gaaree'eeki may make a normal Melee attack to deal 20 points extra damage against a good foe.

Spell-Like Abilities: Caster Level 20th, (base DC = 16 + spell level); 3/day - ~~Darkness~~, Poison (Fort DC25), Unholy Aura (Fort DC26); 1/day - Desecrate, Unholy Blight(Will DC26), Contagion, ~~Blasphemy~~, Unhallow, Horrid Wilting (Fort DC26), Summon Monster IX (Fiends only), ~~Destruction~~

Caster Level 9, (base DC = 8 + spell level); 1/day - Control Weather, Control Winds, Dominate Animal (Will DC 19), Resist Energy

Improved Grab (ex): To use this ability she must hit with an arm or clawed tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins a grapple check she can establish a hold and can constrict.

Constrict (Ex): She deals automatic arm or tentacle damage with a successful grapple check. 2d8+14 (tentacle) or 1d6+7(arm)

Jet (Ex): She can jet backwards once per round as a full-round action, at a speed of 280 feet. She must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): She can emit a cloud of jet-black ink in a 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Combat: She strikes her opponents with her clawed tentacles, then grabs or crushes them with her arms or drags the victims into her huge jaws. An opponent can make sunder attempts against her tentacles or arms as if they were weapons. Her clawed tentacles have 20 hit points and her arms have 10 hit points. If she is currently grappling a target with one clawed tentacle or arm she usually uses another limb to make her attack of opportunity against the sunder attempt. Severing a tentacle or arm deals damage to her equal to half the limb's full normal hit points.

Tactics: If the PCs look capable she will cast Unholy Aura before surfacing. If targeted repeatedly with a specific energy type she will use Resist Energy. She will use her Control Winds ability to raise a windstorm (DMG Pg.94) if necessary to deal with overly mobile opponents. She will flee down river using its Jet ability if she loses both tentacles and 3 arms or if she is reduced to less than 100 HPs. She will use her *Horrid Wilting* followed by *Summon Monster IX* if she is pursued or if she drops below 30 HPs.

Encounter Six

Pholtan Cleric: Male Human Clr 13 (Pholtus); CR 13, Medium Humanoid; HD 13d8+26, hp 94 (104 with temp hp), Init -1, Spd 20 ft/x3, AC 34 (-1 Dex, +5 natural [barkskin], +11 +3 Full Plate [magic vestment], +5 +3 Heavy Steel Shield[magic vestment], +4 shield of faith), touch 13, flat footed 34, Base Atk/Grp: +9/+9, Atk: +11 Melee (1d8, Morningstar); Full Atk: +11/+6 Melee (1d8, Morningstar) or +10 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +11, Ref +4, Will +16, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 23(+6), Cha 16(+3).

Skills and Feats: Concentration +18, Knowledge (religion) +15; Divine Metamagic, Divine Spell Power, Extra Turning, Extra Turning, Quicken Spell, Sudden Empower.

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Rope of Climbing, Periapt of Wisdom +4, Cloak of Resistance +1, Cirlet of Persuasion

Spells Prepared (6/7/6/5/5/4/2/1; base DC = 15 + spell level): 0—~~Light~~, ~~Light~~, Light, Create Water, Detect Magic, Guidance; 1st—Detect Secret Doors*, Bless (6 minutes left, 13th lvl caster), Divine Favor, Lesser Vigor, ~~Protection from Chaos~~ (8 minutes left, 13th lvl caster, cast on self), ~~Shield of Faith~~ (8 minutes left, 13th lvl caster on Ape), ~~Shield of Faith~~ (8 minutes left, 13th lvl caster, on Druid), ~~Shield of Faith~~ (8 minutes left, 13th lvl caster, on self); 2nd—Bless Weapon*, Bull's Strength, Remove Paralysis, Silence, Silence (8 min left - cast on coin, 13th lvl caster), Sound Burst, Spiritual Weapon; 3rd—~~Clairaudience~~ / ~~Clairvoyance~~*, ~~Invisibility Purge~~ (8 min left - cast on coin, 13th lvl caster), ~~Magic Vestment~~ (on armor, 10 hours left, 13th lvl caster), ~~Magic Vestment~~ (on shield, 10 hours left, 13th lvl caster), Dispel Magic, Searing Light, ~~Water Breathing~~ (2 hours left, 13th lvl caster, shared on all); 4th—~~Divination~~*, Castigate, Discern Lies, Divine Power, Recitation, Revenance; 5th—~~True Seeing~~* (8 minutes left, 13th lvl caster, on self), ~~Stalwart Pact~~ (Active on Self), ~~Stalwart Pact~~ (Active on Druid), Flame Strike, Flame Strike; 6th—~~Find the Path~~*, Harm, ~~Heroes Feast~~ (8 hours left, 13th level caster, +10 temp hp); 7th—~~Sunbeam~~*, ~~Dictum~~

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 10, Turn Check +10 (Divine Spell Power +13).

Spells Currently Active: Bless (13th lvl caster), Protection from Chaos (+2 deflect and +2 saves against

chaotically aligned, 13th lvl caster), Shield of Faith (+4 deflection, 13th lvl caster), Invisibility Purge (13th lvl caster), Magic Vestment (on armor, +3 armor, 13th caster), Magic Vestment (on shield, +3 armor, 13th caster), Water Breathing (13th lvl caster), True Seeing (13th lvl caster), Stalwart Pact (at 47hps triggers and grants +80 temp hp, DR 5/magic and +4 luck bonus to all saves, lasts 16 rounds, 16th lvl caster), Heroes Feast (+10 temp hps, +1 attack, +1 will saves, immune to poison and fear, 13th lvl caster), Barkskin (+5 natural, 13th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 13th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 13th lvl Caster).

Faithful Flan Druid: Male Human (Flan) Drd 13 (Pholtus); CR 13, Medium Humanoid; HD 13d8+26, hp 94 (104 with temp hp), Init +1, Spd 20 ft/x4, AC 23 (+1 Dex, +5 natural [barkskin], +3 Hide, +4 shield of faith), touch 15, flat footed 22, Base Atk/Grp: +9/+9, Atk: +11 Melee (1d6/18-20, Scimitar) or +12 Ranged (1d4, Dart); Full Atk: +11/+6 Melee (1d6/18-20, Scimitar) or +12/+7 Ranged (1d4, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, Wildshape 4/day (used 1), Wildshape (Large), Venom Immunity, Wildshape (Tiny), Wildshape (Plant), A Thousand Faces, AL LN; SV Fort +9, Ref +5, Will +16, Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 25(+7), Cha 8(-1).

Skills and Feats: Concentration +17, Handle Animal +15, Knowledge (nature) +12, Knowledge (religion) +8, Profession (Ship Construction) +23, Profession (Sailor) +11, Survival +25; Elephant's Hide, Eschew Materials, Fast Wildshape, Improved Toughness, Natural Spell, Oaken Resilience.

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Periapt of Wisdom +4, Bag of Holding Type I

Spells Prepared (6/7/7/6/5/4/3/2; base DC = 17 + spell level): 0—Cure Minor, Flare, Flare, Flare, Light; 1st—Magic Fang, Faerie Fire, Produce Flame, Shillelagh, Produce Flame, Cure Light Wounds; 2nd—~~Barkskin~~ (90 minutes left, 13th lvl caster, on self), ~~Barkskin~~ (90 minutes left, 13th lvl caster, on Cleric), ~~Bull's Strength~~ (8 minutes left, 13th lvl caster, on Ape), ~~Spider Climb~~, ~~Woodland Veil~~, Resist Energy, Bear's Endurance; 3rd—Cure Moderate Wounds, Protection from Energy, Natures Favor, ~~Poison~~, Greater Magic Fang, Swift Fly; 4th—Arc of Lightning, Dispel Magic, ~~Mass Camouflage~~ (90 minutes left, 13th lvl caster, shared on all), Flame Strike; 5th—~~Stoneskin~~ (90 minutes left and 100 point left, 13th lvl caster, on Cleric), Wall of Thorns, Rejuvenation Cocoon Binding Winds; 6th—Fires of Purity, Greater Dispel Magic, Fire Seeds; 7th—Heal, Firestorm.

Wildshaped into Smaller Megaraptor: Large Animal (Shapeshifted Medium Humanoid); HD -, hp 133 (143 with temp hp), Init +2, Spd 60 ft/x4, AC 26 (-1 size, +2 Dex, +11 natural [+5 barkskin], +4 shield of faith), touch 15, flat footed 24, Base Atk/Grp: +9/+22, Atk: +16 Melee (2d8+5, Talons); Full Atk: +16 Melee (2d8+5, Talons) and +11/+11 Melee (1d4+2, Foreclaw) and +11 Melee (2d6+2, Bite); Space/Reach 10/5; SA Pounce; AL LN; SV Fort +13, Ref +6, Will +16, Str 21(+5), Dex 15(+2), Con 21(+5), Int 10(+0), Wis 25(+5), Cha 8(-1).

Skills and Feats: Balance +2, Climb +5, Concentration +21, Escape Artist +2, Hide +6, Jump +25, Listen +15, Move Silently +2, Spot +15, Survival +31, Swim +5.

Spells Currently Active: Bless (13th lvl caster), Shield of Faith (+4 deflection, 13th lvl caster), Water Breathing (13th lvl caster), Stalwart Pact (at 47hps or 66hp in Wildshape triggers and grants +80 temp hp, DR 5/magic and +4 luck bonus to all saves, lasts 16 rounds, 16th lvl caster), Heroes Feast (+10 temp hps, +1 attack, +1 will saves, immune to poison and fear, 13th lvl caster), Barkskin (+5 natural, 13th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 13th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 13th lvl Caster), Stoneskin (100 pts, DR10/Adamantine, 13th lvl caster).

Animal Companion: Male Ape; CR N/A, Large Magical Beast; HD 10d8+20, hp 65 (75 with temp hp), Init +4, Spd 30 ft/x4, Climb 30 ft, AC 34 (-1 size, +4 Dex, +14 natural[Barkskin], +3 Studded Leather, +4 Shield of Faith), touch 18, flat footed 32, Base Atk/Grp: +7/+18, Atk: +17 Melee (1d8+9, Claw); Full Atk: +17/+17 Melee (1d8+9, Claw) and +15 Melee (1d6+4, Bite); Space/Reach 10/10; SA ; SQ Link, Share Spells, Evasion, Devotion, Multiattack, AL N; SV Fort +9, Ref +13, Will +5, Str 28(+9), Dex 18(+4), Con 14(+2), Int 02(-4), Wis 12(+1), Cha 07(-2).

Skills and Feats: Balance +7, Climb +17, Escape Artist +4, Hide -1, Jump +8, Listen +6, Move Silently+3, Spot +6, Survival +1, Swim +7; Alertness, Toughness, Improved Natural Attack (Claws), Lightning Reflexes

Possessions: +1 Medium Fortification Studded Leather Armor

Spells Currently Active: Bless (13th lvl caster), Shield of Faith (+4 deflection, 13th lvl caster), Water Breathing (13th lvl caster), Heroes Feast (+10 temp hps, +1 attack, +1 will saves, immune to poison and fear, 13th lvl caster), Bulls Strength (13th lvl caster), Barkskin (+5 natural, 13th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 13th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 13th lvl Caster).

Pholtan Fighter: Male Human Ftr 9/Tct2 (Pholtus); CR 11, Medium Humanoid; HD 11d10+44, hp 114 (124 with temp hp), Init +6, Spd 20 ft/x3, AC 25 (+1 Dex, +10 +2 Full plate, +3 +1 Heavy Steel Shield, +1 Ring of Protection), touch 12, flat footed 24, Base Atk/Grp: +11/+16, Atk: +20 Melee (1d8+7/19-20, +1 Longsword)

or +16 Ranged (1d8,20/x3, Longbow); Full Atk: +20/+15/+10 Melee (1d8+7/19-20, +1 Longsword) or +16/+11/+6 Ranged (1d8,20/x3, MW Longbow); Space/Reach 5/5; SA ; SQ Flanker, AL LN; SV Fort +14, Ref +6, Will +7, Str 18(+4), Dex 14(+2), Con 18(+4), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (history) +4, Knowledge (religion) +6, Sense Motive +4; Combat Reflexes, Power Attack, Cleave, Weapon Focus (Longsword), Greater Focus (Longsword), Weapon Specialization (Longsword), Shieldmate, Improved Shieldmate, Eyes in the Back of Your Head, Improved Initiative

Flanker (Ex): A Tactical Soldier can Flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Languages: Common.

Possessions: +2 Full Plate, +1 Heavy Steel Shield, +1 Ring of Protections, +1 Longsword, MW Longbow, Dagger, 17 Arrows, Gauntlets of Ogre Strength +2, Potion Cure Moderate Wounds, Amulet of Health +2, Cloak of Resistance +1.

Spells Currently Active: Bless (13th lvl caster), Water Breathing (13th lvl caster), Heroes Feast (+10 temp hps, +1 attack, +1 will saves, immune to poison and fear, 13th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 13th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 13th lvl Caster).

Appendix Ten – APL 16

Encounter Four

Taharas the Sly: Male Human Ftr 15; CR 15, Medium Humanoid; HD 15d10+15, hp 109, Init +3, Spd 30 ft/x4, AC 19 (+3 Dex, +5 +1 *Glamerd Chain Shirt*, +1 Ring of Protection) (+1 to AC when making full attack with Halberd), touch 14, flat footed 16, Base Atk/Grp: +15/+19, Atk: +25 Melee (1d10+15; 20/x3, +1 Sweeping Halberd); Full Atk: +25/+20/+15 Melee (1d10+15; 20/x3, +1 Sweeping Halberd) and +20 Melee (1d6+8; 20/x3, +1 Sweeping Halberd); Space/Reach 5/5; AL NE; SV Fort +11, Ref +9, Will +5, Str 24(+7), Dex 16(+3), Con 12(+1), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Balance +17, Jump +13, Knowledge (local) +2, Sense Motive +0, Swim +8, Tumble +20; Combat Reflexes, Dodge, Mobility, Combat Expertise, Elusive Target, Improved Trip (*Trip with Halberd:* +19), Spinning Halberd, Two-Weapon Fighting, Weapon Focus (Halberd), Distracting Attack, Power Attack, Greater Weapon Focus (Halberd), Weapon Specialization (Halberd), Greater Weapon Specialization (Halberd), Hold the Line.

Languages: Ancient Suloise, Common.

Possessions: +1 Sweeping Halberd, Heavy Mace, +1 *Glamerd Chain Shirt*, *Steadfast Boots*, *Ring of Protection* +1, *Cloak of Resistance* +1, *Potion Cure Moderate Wounds*, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), *Belt of Giant Strength* +6, *Amulet of Natural Armor* +1, 8gp.

Kal Ek'hudo: Male Human Brb 1/Ftr 12/Tct 2; CR 15, Medium Humanoid; HD 1d12+14d10+43, hp 184, Init +3, Spd 30 ft/x4, AC 18 (+3 Dex, +5 Breastplate) (Karmic+R.Rage = 10), touch 13 (Karmic+R.Rage = 5), flat footed 15 (Karmic+R.Rage = 7); Base Atk/Grp: +15/+19, Atk: +22 (+4 more while flanking) Melee (2d4+9 /15-20/x(1d4) + 1 Keen Harmonizing Doom Burst Falchion); Full Atk: +22/+17/+12 (+4 more while flanking) Melee (2d4+9 /15-20/x(1d4) + 1 Keen Harmonizing Doom Burst Falchion); Space/Reach 5/5; SQ Flanker, AL NE; SV Fort +15, Ref +7, Will +3, Str 18(+4), Dex 16(+3), Con 14(+2), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Intimidate +13, Knowledge (local) +3, Profession (Soldier) +1, Sense Motive +13, Survival +3, Swim +9; Combat Reflexes, Dodge, Combat Expertise, Deft Opportunist (+4 to hit on AoO attacks), Karmic Strike (attack as AoO when hit), Power Attack, Cleave, Weapon Focus (Falchion), Greater Weapon Focus (Falchion), Reckless Rage, Sidestep, Weapon Specialization (Falchion), Improved Toughness x 4

Flanker (Ex): A Tactical Soldier can Flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which

flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Languages: Ancient Suloise, Common.

Possessions: Breastplate, +1 Keen Harmonizing (+4 from flanks) Doom Burst Falchion, Masterwork Heavy Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), *Gauntlets of Ogre Power*, *Amulet of Fortune Prevailing*, *Cape of the Mountebank*, 3 sp

Igho: Male Human Rog 15; CR 15, Medium Humanoid; HD 15d6+45, hp 107, Init +6, Spd 30 ft, AC 18 (+4 Dex, +4 Chain Shirt), touch 14, flat footed 14, Base Atk/Grp: +11/+11, Atk: +18 Melee (1d6+1, +1 Blurstrike Light Mace); Full Atk: +18/+13/+9 Melee (1d6+1, +1 Blurstrike Light Mace) or +16/+16/+11/+11/+6/+6 Melee (1d6+1, +1 Blurstrike Light Mace); Space/Reach 5/5; SA Sneak Attack +8d6; SQ Trapfinding, Evasion, Trap sense +5, Uncanny Dodge, Improved Uncanny Dodge, Opportunist, AL NE; SV Fort +8, Ref +15, Will +4, Str 10(+0), Dex 23(+6), Con 16(+3), Int 13(+1), Wis 8(-1), Cha 8(-1).

Skills and Feats: Appraise +6, Balance +22, Bluff +17, Disable Device +19, Escape Artist +20, Hide +18, Jump +5, Knowledge (arcana) +2, Open Lock +22, Profession (Soldier) +3, Sense Motive +17, Swim +0, Tumble +22, Use Magic Device +17; Combat Expertise, Weapon Finesse, Two Weapon Fighting, Improved Two Weapon Fighting, Greater Two Weapon Fighting, Staggering Strike, Combat Reflexes

Languages: Ancient Suloise, Common.

Possessions: Chain Shirt, 2 x +1 Blurstrike Light Mace, Light Mace, Clerical Vestments (Pelor), Wooden Holy Symbol (Pelor), *Gloves of Dexterity* +4, *Boots of Speed*, 6 gp.

Encounter Five

Varchulanga: Female Advanced Half-Fiend Kraken of Legend Ftr 1; CR 18, Gargantuan Outsider (Aquatic); HD 20d10+1d10+315, hp 409, Init +7, Spd Swim 20ft, Fly(Average) 20ft., 3I (-4 size, +5 Dex, +20 natural), touch 11, flat-footed 26; Base Atk/Grp: +21/+56, Atk: +37 melee (3d6+19/19-20, Clawed Tentacle); Full Atk: +37/+37 melee (3d6+19/19-20, Clawed Tentacles) and +31/+31/+31/+31/+31/+31 melee (1d6+9, 6 Arms) and +31 melee (4d6+9, Bite); Space/Reach 20/15 (60ft with Clawed Tentacle, 30ft with Arms); SA Improved Grab, Constrict 2d8+14 (tentacle) or 1d6+7(arm), Smite Good (+20), Spell Like Abilities, Raging Blood; SQ Ink

Cloud, Jet, Low Light Vision, Darkvision 60, Immunities, Resistance Acid 10, Cold 10, Electricity 10, Fire 10, DR10/magic, Regrow Limbs; SR 31, AL LE; SV Fort +32, Ref +20, Will +18, Str 48(+19), Dex 20(+5), Con 41(+15), Int 27(+8), Wis 22(+7), Cha 26(+8).

Skills and Feats: Concentration +25, Diplomacy +17, Hide +18, Intimidate +26, Knowledge (Arcana) +27, Knowledge (Geography) +27, Knowledge (Nature) +27, Listen +30, Move Silently +18, Search +28, Sense Motive +25, Spot +30, Survival +5 (+7 following tracks), Swim +22, Use Magical Device +26; Alertness, Blind-Fight, Hover, Improved Critical (clawed tentacle), Combat Reflexes, Improved Grapple, Iron Will, Power Attack, Martial Weapon Proficiency, Weapon Focus (Clawed Tentacle)

Smite Good (Su): 1/ Day she can make a normal Melee attack to deal +20 extra points of damage against a good foe.

Spell-Like Abilities (Sp): Caster Level = 20th, Saves are CHA based (base DC = 8 + spell level) 3/day - ~~Darkness~~, Poison, Unholy Aura; 1/day - Desecrate, Unholy Blight, Contagion, ~~Blasphemy~~, Unhallow, Horrid Wilting, Summon Monster Ix (Fiends only), ~~Destruction~~

The following are at Caster Level 9 (base DC = 8 + spell level) 1/day - Control Weather, Control Winds, Dominate Animal (Will DC19), Resist Energy

Improved Grab (Ex): To use this ability, she must hit with an arm or clawed tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins a grapple check she can establish a hold and can constrict.

Constrict (Ex): She deals automatic arm or tentacle damage with a successful grapple check. 2d8+14 (tentacle) or 1d6+7 (arm)

Jet (Ex): She can jet backwards once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): She can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which she normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Raging Blood (Su): She has acid in her blood. Each time damage is dealt to her a piercing or slashing attack, her blood sprays outwards in a 5-foot cone, dealing 1d4 points of acid damage to all within range (no save). Her own blood does not harm her.

Regrow Limbs (Ex): If she loses a limb, head or body part, a new one grows in 1 round. She cannot be slain by a vorpal weapon's head severing ability.

Immunities (Ex): Immune to fear, poison and mind-affecting effects

Skills: From her kraken ancestry she has a +8 racial bonus on any Swim check to perform some special action to avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Combat: She strikes her opponents with her clawed tentacles, then grabs or crushes them with her arms or drags the victims into her huge jaws. An opponent can make sunder attempts against Varchulanga's tentacles or arms as if they were weapons. Her clawed tentacles have 20 hit points and her arms have 10 hit points. If a she is currently grappling a target with one clawed tentacle of arm she usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a tentacle or arm deals damage to her equal to half the limb's full normal hit points.

Tactics: If the PCs look capable she will cast Unholy Aura before surfacing. If targeted repeatedly with a specific energy type she will use Resist Energy. She will use her Control Winds ability (DMG Pg.94) if necessary to deal with overly mobile opponents. She will flee down river using her Jet ability if she is reduced to less than 100 HPs. She will hold off on using her Horrid Wilting and Summon Monster IX until she is pursued while fleeing or if she drops below 40 HPs.

Encounter Six

Pholtan Cleric: Male Human Clr 15 (Pholtus); CR 15, Medium Humanoid; HD 15d8+30, hp 108 (119 with temp hp), Init -1, Spd 20 ft/x3, 32 (-1 Dex, +5 natural [barkskin]), +11 +3 Full Plate [magic vestment], +3 +1 Heavy Steel Shield, +4 shield of faith, touch 13, flat footed 32; Base Atk/Grp: +11/+11, Atk: +13 Melee (1d8, Morningstar); Full Atk: +13/+8/+3 Melee (1d8, Morningstar) or +12 Ranged (1d8, 19-20, Light Crossbow); Space/Reach 5/5; SQ Turn Undead, AL LN; SV Fort +12, Ref +5, Will +19, Str 10(+0), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 25(+7), Cha 16(+3).

Skills and Feats: Concentration +20, Knowledge (religion) +17; Divine Metamagic, Divine Spell Power, Extra Turning, Extra Turning, Quicken Spell, Sudden Empower, Sudden Silent.

Languages: Common.

Possessions: +1 Full Plate, +1 Heavy Steel Shield, Morningstar, Light Crossbow, 7 bolts, Dagger, 2 potions Cure Light Wounds, Silver Holy Symbol (Pholtus), Rope of Climbing, Periapt of Wisdom +4, Cloak of Resistance +1, Circlet of Persuasion.

Spells Prepared (6/7/6/5/5/4/2/1; base DC = 16 + spell level): 0—~~Light, Light~~, Light, Create Water, Detect Magic, Guidance; 1st—Detect Secret Doors*, ~~Bless~~ (10 minutes left, 15th lvl caster), Divine Favor, Lesser Vigor, ~~Protection from Chaos~~ (10 minutes left, 15th lvl caster, cast on self), ~~Shield of Faith~~ (10 minutes left, 15th lvl caster on Ape), ~~Shield of Faith~~ (10 minutes left, 15th lvl caster, on Druid), ~~Shield of Faith~~ (10 minutes left, 15th lvl caster, on self); 2nd—~~Bless Weapon~~*, Bull's Strength, Eagle's Splendor, Remove Paralysis, Silence, ~~Silence~~ (9 min left - cast on coin, 15th lvl caster), Sound Burst, Spiritual Weapon; 3rd—~~Clairaudience / Clairvoyance~~*, ~~Magic Circle against Chaos~~ (100 minutes left, 15th lvl caster, on Druid), ~~Invisibility Purge~~ (10 min left - cast on coin, 15th lvl caster), ~~Magic Vestment~~ (11 hours left, 15th lvl caster, on self), Dispel Magic, Searing Light, ~~Water Breathing~~ (3 hours left, 15th lvl caster, shared on all); 4th—~~Divination~~*, Castigate, Discern Lies, Divine Power, Recitation, Revenance; 5th—~~True Seeing~~* (10 minutes left, 15th lvl caster, on self), ~~Stalwart Pact~~ (Active on Self, 18th lvl caster), ~~Stalwart Pact~~ (Active on Druid 18th lvl caster), Flame Strike, Flame Strike, Flame Strike; 6th—~~Find the Path~~*, Harm, ~~Heroes Feast~~ (8 hours left, 15th level caster, +11 temp hp), Mass Bear's Endurance; 7th—~~Sunbeam~~*, Dictum, Mass Spell Resistance; 8th—~~Sunbeam~~*, Firestorm

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast Divination spells at +1 caster level); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Turn Attempts Remaining: 11, Turn Check +10 (Divine Spell Power +13).

Spells Currently Active: Bless (15th lvl caster), Protection from Chaos (+2 deflect and +2 saves against chaotically aligned, 15th lvl caster), Shield of Faith (+4 deflection, 15th lvl caster), Invisibility Purge (15th lvl caster), Magic Vestment (on armor, +3 armor, 15th caster), Magic Vestment (on shield, +3 armor, 15th caster), Water Breathing (15th lvl caster), True Seeing (15th lvl caster), Stalwart Pact (at 54hps triggers and grants +90 temp hp, DR 5/magic and +4 luck bonus to all saves, lasts 18 rounds, 18th lvl caster), Heroes Feast (+11 temp hps, +1 attack, +1 will saves, immune to poison and fear, 15th lvl caster), Barkskin (+5 natural, 15th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 15th lvl caster), Mass Camouflage (+10 Hide & Move Silent, 15th lvl Caster).

Faithful Flan Druid: Male Human (Flan) Drd 15 (Pholtus); CR 15, Medium Humanoid; HD 15d8+30, hp 108 (119 with temp hp), Init +5, Spd 20 ft/x4, 23 (+1 Dex, +5 natural [barkskin], +3 Hide, +4 shield of faith), touch 15, flat footed 22; Base Atk/Grp: +11/+11, Atk: +13 Melee (1d6/18-20, Scimitar) or +14 Ranged (1d4, Dart); Full Atk: +13/+8/+3 Melee (1d6/18-20, Scimitar) or +14/+9/+4 Ranged (1d4, Dart); Space/Reach 5/5; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, Wildshape 5/day (used 1), Wildshape (Large), Venom Immunity, Wildshape (Tiny), Wildshape (Plant), A

Thousand Faces, Wildshape (Huge), Timeless Body, , AL LN; SV Fort +10, Ref +6, Will +17, Str 10(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 25(+7), Cha 8(-1).

Skills and Feats: Concentration +19, Handle Animal +17, Knowledge (nature) +13, Knowledge (religion) +9, Profession (Ship Construction) +25, Profession (Sailor) +12, Survival +27; Elephant's Hide, Eschew Materials, Fast Wildshape, Improved Initiative, Improved Toughness, Natural Spell, Oaken Resilience.

Languages: Druidic, Common.

Possessions: Scimitar, 4 Darts, Hide Armor, 50 foot Hemp Rope, Rowboat, Wooden Holy Symbol (Pholtus), Periapt of Wisdom +4, Bag of Holding Type I.

Spells Prepared (6/7/7/6/5/5/4/3/1; base DC = 17 + spell level): 0—Cure Minor, Flare, Flare, ~~Flare~~, Light; 1st—Magic Fang, Faerie Fire, Produce Flame, Shillelagh, ~~Produce Flame~~, ~~Cure Light Wounds~~; 2nd—~~Barkskin~~ (100 minutes left, 15th lvl caster, on self), ~~Barkskin~~ (100 minutes left, 15th lvl caster, on Cleric), ~~Bull's Strength~~ (9 minutes left, 15th lvl caster, on Ape), ~~Spider Climb~~, ~~Woodland Veil~~, Resist Energy, Gust of Wind; 3rd—Cure Moderate Wounds, Protection from Energy, Natures Favor, ~~Poison~~, Greater Magic Fang, Swift Fly; 4th—Arc of Lightning, Dispel Magic, ~~Mass Camouflage~~ (100 minutes left, 15th lvl caster, shared on all), Flame Strike, Control Water; 5th—~~Stoneskin~~ (100 minutes left and 110 point left, 15th lvl caster, on druid), Wall of Thorns, Rejuvenation Cocoon, Binding Winds, Cure Critical Wounds; 6th—Fires of Purity, Greater Dispel Magic, Fire Seeds, Mass Bear's Endurance; 7th—Brilliant Aura, Heal, Firestorm; 8th—Repel Metal and Stone

Wildshaped into Smaller Megaraptor: Large Animal (Shapeshifted Medium Humanoid); HD -, hp 158 (169 with temp hp), Init +6, Spd 60 ft/x4, AC 27 (+2 Dex, +11 natural [+5 barkskin], +4 shield of faith), touch 16, flat footed 25, Base Atk/Grp: +11/+24, Atk: +17 Melee (2d8+5, Talons); Full Atk: +17 Melee (2d8+5, Talons) and +12/+12 Melee (1d4+2, Foreclaw) and +11 Melee (2d6+2, Bite); Space/Reach 10/5; SA Pounce; AL LN; SV Fort +14, Ref +7, Will +17, Str 21(+5), Dex 15(+2), Con 21(+5), Int 10(+0), Wis 25(+5), Cha 8(-1).

Skills and Feats: Balance +2, Climb +5, Concentration +23, Escape Artist +2, Hide +6, Jump +25, Listen +15, Move Silently +2, Spot +15, Survival +33, Swim +5.

Spells Currently Active: Bless (15th lvl caster), Magic Circle against Chaos (+2 deflect and +2 saves against chaotically aligned, 15th lvl caster), Shield of Faith (+4 deflection, 15th lvl caster), Water Breathing (15th lvl caster), Stalwart Pact (at 54hps triggers and grants +90 temp hp, DR 5/magic and +4 luck bonus to all saves, lasts 18 rounds, 18th lvl caster), Heroes Feast (+11 temp hps, +1 attack, +1 will saves, immune to poison and fear, 15th lvl caster), Barkskin (+5 natural, 15th lvl caster), Woodland Veil (+5 to Hide & Move Silent, 15th

lvl caster), *Mass Camouflage* (+10 Hide & Move Silent, 15th lvl Caster), *Stoneskin* (110 pts, DR10/Adamantium, 15th lvl caster).

Animal Companion: Male Ape; CR N/A, Large Magical Beast; HD 12d8+24, hp 78 +11 temp hps, Init +4, Spd 30 ft/x4, Climb 30 ft, AC 31 (-1 size, +4 Dex, +11 natural. +4 Shield of Faith, +3 Studded Leather), touch 17, flat footed 27; Base Atk/Grp: +9/+20, Atk: +20 Melee (1d8+9, Claw); Full Atk: +20/+20 Melee (1d8+9, Claw) and +18 Melee (1d6+4, Bite); Space/Reach 10/10; SA ; SQ Link, Share Spells, Evasion, Devotion, Multiattack, AL N; SV Fort +10, Ref +14, Will +7, Str 29(+9), Dex 19(+4), Con 14(+2), Int 02(-4), Wis 12(+1), Cha 07(-2).

Skills and Feats: Balance +7, Climb +17, Escape Artist +4, Hide -1, Jump +8, Listen +6, Move Silently+3, Spot +6, Survival +1, Swim +7; Alertness, Toughness, Improved Natural Attack (Claws), Lightning Reflexes, Iron Will

Possessions: +1 Heavy Fortification Studded Leather Armor.

Spells Currently Active: *Bless* (15th lvl caster), *Shield of Faith* (+4 deflection, 15th lvl caster), *Water Breathing* (15th lvl caster), *Heroes Feast* (+11 temp hps, +1 attack, +1 will saves, immune to poison and fear, 15th lvl caster), *Bulls Strength* (15th lvl caster), *Woodland Veil* (+5 to Hide & Move Silent, 15th lvl caster), *Mass Camouflage* (+10 Hide & Move Silent, 15th lvl Caster).

Pholtan Fighter: Male Human Ftr 11/Tct 2 (Pholtus); CR 13, Medium Humanoid; HD 13d10+52, hp 146 (158 with temp hp), Init +6, Spd 20 ft/x3, AC 25 (+1 Dex, +10 +2 Full Plate, +3 +1 Heavy Steel Shield, +1 Ring of Protection), touch 12, flat footed 24, Base Atk/Grp: +13/+19, Atk: +23 Melee (1d8+9/19-20, +1 Longsword) or +21 Ranged (1d8,20/x3, MW Longbow); Full Atk: +23/+18/+13 Melee (1d8+9/19-20, +1 Longsword) or +21/+16/+11 Ranged (1d8,20/x3, MW Longbow); Space/Reach 5/5; SA ; SQ Flanker, Interpose, Defensive Shield, AL LN; SV Fort +14, Ref +6, Will +7, Str 21(+5), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 14(+2), Cha 8(-1).

Skills and Feats: Knowledge (history) +5, Knowledge (religion) +7, Sense Motive +4; Combat Reflexes, Power Attack, Cleave, Weapon Focus (Longsword), Greater Focus (Longsword), Weapon Specialization (Longsword), Shieldmate, Improved Shieldmate, Eyes in the Back of Your Head, Improved Initiative, Improved Toughness x2

Flanker (Ex): A Tactical Soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer

adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassible or occupied.

Languages: Common.

Possessions: +2 Full Plate, +1 Heavy Steel Shield, +1 Ring of Protections, +1 Longsword, MW Longbow, Dagger, 17 Arrows, Belt of Giant Strength +4, Potion Cure Moderate Wounds, Bracers of Quick Strike, Cloak of Resistance +1

Spells Currently Active: *Bless* (15th lvl caster), *Water Breathing* (15th lvl caster), *Heroes Feast* (+11 temp hps, +1 attack, +1 will saves, immune to poison and fear, 15th lvl caster), *Woodland Veil* (+5 to Hide & Move Silent, 15th lvl caster), *Mass Camouflage* (+10 Hide & Move Silent, 15th lvl Caster).

Appendix 11 – New Rules Items

Classes

Tactical Soldier (*Miniatures Handbook*)

The tactical soldier is the master of teamwork in melee. She has trained in cooperative battle tactics and knows how to take advantage of position and timing to make herself and her teammates a deadly, unified force in battle. No other force compares to a group of melee-worthy combatants along with a tactical soldier in the wings, ready to multiply the total deadly effectiveness of the group by far more than their number alone would indicate.

It takes a special kind of person to give up the limelight in favor of teamwork. Those with the necessary ability to think about the objective first and their own glory second make ideal tactical soldiers. Fighters, paladins, and rangers are the most common tactical soldiers, knowing just how to multiply the strengths and eradicate the weakness of battle-hardened combatants.

NPC tactical soldiers make ideal cohorts or hirelings. What fighter wouldn't want a tactical soldier backing him up, ready to step in and fight when the melee begins?

Hit Die: d10.

Requirements

To qualify to become a tactical soldier, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Sense Motive 2 ranks.

Feats: Cleave, Combat Reflexes.

Class Skills

The tactical soldier's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Table: The Tactical Soldier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Flanker
2nd	+2	+3	+0	+0	Sidestep
3rd	+3	+3	+1	+1	Interpose
4th	+4	+4	+1	+1	Defensive shield
5th	+5	+4	+1	+1	Offensive strike
6th	+6	+5	+2	+2	–
7th	+7	+5	+2	+2	Delayed Cleave
8th	+8	+6	+2	+2	Unbalancing blow
9th	+9	+6	+3	+3	–
10th	+10	+7	+3	+3	Reciprocal strike

Class Features

All of the following are class features of the tactical soldier prestige class.

Weapon and Armor Proficiency: Tactical soldiers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Sidestep (Ex): At 2nd level, a tactical soldier gains Sidestep (described later in this chapter) as a bonus feat. If she already has the feat, she can choose another one.

Interpose (Ex): A tactical soldier gains this ability, usable three times per day, at 3rd level. When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge bonus to Armor Class, though their attack rolls do not take the normal -4 penalty (but her attack rolls still do).

Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower all her defense to make a very aggressive attack. When making an offensive strike, the tactical soldier gains a +4 bonus on melee attack rolls and damage rolls for 1 round. Until her next turn, however, she is wide open to physical and magical attacks. All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity. All normal restrictions on cleave attempts and attacks of opportunity apply.

Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunities from creatures threatening its square. This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th-level tactical soldier can make an attack of opportunity (subject to normal restrictions) against a foe that successfully attacks an ally of the soldier and deals damage. She can use this ability three times per day.

Creatures

Monster of Legend (*Monster Manual II*)

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. These divinely enhanced creatures are often set to guard artifacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

Creating a Monster of Legend

"Monster of Legend" is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider, though the monster of legend's home plane is the Material Plane. It has all the base creature's attributes, except as noted here.

Hit Dice: All the base creature's Hit Dice increases to d8s (if smaller than d8, otherwise same as base creature).

Speed: Same as base creature.

AC: Base creature's natural armor bonus improves by +5.

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	1	1	–	–
Diminutive	1d2	1d2	1	–
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium-size	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	2d4	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d8

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + 1/2 the monster of legend's Hit Dice + the monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5' cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: the monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric (save DC 10 + spell level + the monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su): 10/magic.

Enhanced Attributes (Ex): The save DC for each of the monster of legend's special attacks, spells, and spell-like abilities increases by +4.

Fast Healing (Ex): A monster of legend regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below.

Old Damage	New Damage
–	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su): the creature is supernaturally quick. It can take an extra partial action each round, as if affected by a *haste* spell.

Immunities (Ex): The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su): the creature has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Regrow Limbs (Ex): If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of legend with this ability cannot be slain by a vorpal weapon's head severing ability.

See in Darkness (Su): the creature can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Spell resistance (Su): the creature has spell resistance equal to 10 + 1/2 monster of legend's Hit Dice.

Subtype (Ex): the creature has one of the following subtypes: cold or fire.

Saves: Each of the base creature's base saves increases by +3

Abilities: Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: a monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Level Adjustment: Same as base creature +7.

Morkoth (Monster Manual II)

Medium Aberration (Aquatic)

Hit Dice: 7d8+7 (38 hp)

Initiative: +6

Speed: Swim 50 ft. (10 squares)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Atk/Grapple: +5/+4

Attack: Bite +4 melee (1d8-1)

Full Attack: Bite +4 melee (1d8-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hypnosis

Special Qualities: Darkvision 60 ft., spell reflection

Saves: Fort +3, Ref +4, Will +8

Abilities: Str 8, Dex 14, Con 13, Int 16, Wis 17, Cha 13

Skills: Hide +15, Knowledge (arcana) +13, Listen +13, Spellcraft +13, Spot +13, Swim +7

Feats: Blind-fight, Dodge, Improved Initiative. Skill Focus (hide)^B

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Medium)/15-21 HD (Large)

Level Adjustment: +3

Few creatures of the deep enjoy reputations for cruelty and hatred as extensive as that of the morkoth.

The top half of a morkoth resembles a deep-sea fish with bulging eyes, protruding teeth and a saillike fin along its back. Its lower body resembles that of an octopus in that it has eight tentacles, but the creature also sports limbs like the legs of a crustacean. Occasionally a morkoth has a squidlike beak instead of a mouth, but the typical version just has a maw like that of a fish.

A morkoth live a solitary existence, spending most of its days inside a maze of tunnels constructed of rock or coral at the bottom of the sea. The outer part of a morkoth's lair usually consists of six tunnels, all spiraling outward, crisscrossing and interconnecting with one another in a bewildering pattern. The creature's actual home is at the center of this maze.

A morkoth uses a variety of lures to draw prey into its clutches. It may dangle treasure as a prize, but its hypnosis ability is the most powerful lure at its disposal. Once in a morkoth's clutches, a victim doesn't usually survive for long, since these creatures are interested in capturing only food, not slaves or captives. A morkoth has little interest in treasure except as a lure for prospective victims.

Combat

A morkoth's bite is its only offensive weapon. Normally it uses its hypnosis ability to lure a passing creature through its maze, then devours its prey alive. The morkoth is a cautious monster, so it chooses its victims carefully. Typically, it tries to lure the last in a group of passing creatures into its tunnel, hoping that the others won't notice that one's absence until it is too late.

Hypnosis (Su): Any creature passing within 20 feet of the entrance to a morkoth's lair must make a successful Will saving throw (DC 19) or be hypnotized. A hypnotized creature moves unerringly through the maze at its usual speed. Once in the center of the lair, the affected creature floats quietly in a trance, waiting to be devoured at the morkoth's leisure. A hypnotized creature is helpless against the morkoth's attacks but may attempt a new saving throw at the same DC each round that the morkoth attacks it.

A morkoth can hypnotize any number of creatures at one time. When it is outside its lair, this ability has a range of 20 feet. Hypnosis is a mind-affecting compulsion effect. The save DC is Charisma-based.

Spell Reflection (Su): The morkoth has a special type of spell resistance that causes the effect of any spell, spell-like ability, or magic item that it successfully resists (even those that effect areas) to bounce off and reflect back at the

caster. If the caster of the spell or user of the spell-like ability or magic item fails a caster level check (DC 15), he or she becomes either the spell's target or the point of origin for the spell's effect, as appropriate. If the morkoth is the subject of a *dispel magic* spell that is not reflected, its spell reflection ability is suppressed for 1 round.

Morkoth Tunnels

A creature that has successfully resisted the morkoth's hypnosis ability might try to rescue a friend who was drawn into the tunnels. The passages of a morkoth's lair are so narrow that only one medium character can swim through any 5-foot section at a time. An ambitious DM could map out the mazelike tunnel system and allow the characters to try to work their way through it.

Alternatively, the DM could handle penetration of the lair abstractly as follows: roll 2d6 to determine the number of intersections between the tunnel's entrance and the morkoth's lair. Allowing 10 to 40 feet between intersections. At each intersection, have the lead character make a Survival check (DC 15) to discern the correct path. Each correct choice brings the group one intersection closer to the lair; each incorrect choice adds 1d6 intersections to the route and an equal number of rounds to the time needed to complete the trip.

It is always possible to navigate any labyrinth by simply choosing one wall and following wherever it goes. A creature using this method can eventually find the morkoth's chamber without error, but this route is usually not the shortest possible path. Roll 1d6+6 for the number of intersections the rescuers must traverse using this method.

Feats

Deft Opportunist (Complete Adventurer)

You are prepared for the unexpected.

Prerequisite: Dex 15, Combat Reflexes.

Benefit: You get a +4 bonus on attack rolls when making attacks of opportunity.

Distracting Attack (Miniatures Handbook)

You are skilled at interfering with opponents in melee.

Prerequisite: Base attack bonus +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

Divine Metamagic [Divine] (Complete Divine)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Divine Spell Power [Divine] (Complete Divine)

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would apply a -1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Elephant's Hide [Wild] (*Complete Divine*)

You can thicken your kin to the toughness of an elephant's.

Prerequisites: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

Elusive Target [Tactical] (*Complete Warrior*)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Eyes in the Back of Your Head (*Complete Warrior*)

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak attacked when flanked.

Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

Fast Wild Shape [Wild] (*Complete Divine*)

You assume your wild shape faster and more easily than you otherwise could.

Prerequisites: Dex 13, ability to use wild shape

Benefit: You gain the ability to wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Karmic Strike (*Complete Warrior*)

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a –4 penalty to your Armor class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

Oaken Resilience [Wild] (*Complete Divine*)

Prerequisite: Ability to wild shape into a plant.

Benefit: You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for 10 minutes.

Quick Reconnoiter (*Complete Divine*)

You can learn a lot of information from just a quick scan of an area or object.

Prerequisite: Listen 5 ranks, Spot 5 ranks.

Benefit: You can make one Spot check and one Listen check each round as a free action. You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

Reckless Rage (*Races of Stone*)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional –2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Shieldmate [General] (*Miniature's Handbook*)

You can protect those near you with your shield.

Prerequisite: Base attack bonus +1.

Benefit: When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class. If you are using a tower shield, those creatures get a +2 shield bonus. The creature loses the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed or otherwise unable to take actions. This shield bonus doesn't stack with other shield bonuses the allied creatures may have.

Special: A fighter may select Shieldmate as one of his fighter bonus feats.

Shock Trooper [Tactical] (*Complete Warrior*)

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Headless Charge: To use this maneuver, you must charge and make an attack at the end of your charge using your Power Attack feat. The penalty you take on your attack roll must be –5 or worse. In addition to normal charge modifiers (which give you a –2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Sidestep (*Miniatures Handbook*)

You can move nimbly around the battlefield.

Prerequisite: Dex 15, Tumble 8 ranks, Dodge, Mobility

Benefit: Once per round, when you make an attack of opportunity, you may take a 5-foot step after you attack. This 5-foot step doesn't count against your limit of one 5-foot step per round or against any movement you take on your turn.

Spinning Halberd [Style] (*Complete Warrior*)

You have mastered the style of fighting with a halberd, and can use all parts of the weapon – blade, spike, hook, or butt – to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + ½ your Strength modifier.

Staggering Strike (*Complete Adventurer*)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first) your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Sudden Empower [Metamagic] (*Miniatures Handbook*)

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower spell normally if you have it.

Sudden Silent [Metamagic] (*Miniatures Handbook*)

Once per day you may cast a spell silently without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Silent Spell feat normally, if you have it.

Spells

Arc of Lightning (*Complete Arcane*)

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warlock 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component Two small iron rods.

Binding Winds (*Complete Divine*)

Evocation

Level: Druid 5, Weather 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: One creature

Duration: Concentration

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a flurry of air to encircle and hold your target. The *binding winds* do not move. Instead, they become a physical barrier surrounding the subject. The subject may act normally, but she cannot move from her current location. The winds carry her voice away, so she can speak but cannot be heard, and she cannot hear anything but the roar of the winds.

Furthermore, no sonic or language-dependent spells or effects may be cast into or out of the *binding winds* (though spells cast by the caster upon himself function normally). Ranged attacks made into or out of the *binding winds* suffer a –2 penalty. Binding winds hold flying creatures in mid-air.

Brilliant Aura (*Complete Divine*)

Transmutation

Level: Druid 7

Components: V, S

Casting Time: 1 standard action

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

Target: 1 person per 2 levels, all of whom must be within 30 ft. of each other

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You limn your allies in a glowing nimbus, transforming their attacks into brilliant energy.

Each person affected by this aura gives off light as a torch (20-foot radius). Their weapon attacks (melee or ranged) function as if their weapons were brilliant energy weapons: they ignore nonliving matter, and armor and enhancement

AC bonuses do not count against them. The attacks cannot harm undead, constructs, or objects. In addition, all attacks gain an enhancement bonus on damage equal to one-half the caster's level (maximum +10).

Camouflage (*Complete Divine*)

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

Castigate (*Complete Divine*)

Evocation [Sonic]

Level: Cleric 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A Fortitude saving throw is allowed for half damage from this spell.

Fires of Purity (*Complete Divine*)

Evocation [Fire]

Level: Druid 6, Purification 6, sorcerer/wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Target: Creature touched

Duration: 1 round/level

Saving Throw: Reflex negates (harmless); see text

Spell Resistance: Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the target, but are quite capable of harming anyone else who comes into contact with them.

With a successful melee attack, the subject deals an extra 1d6 points of fire damage +1 point per caster level (maximum +15). If the defender has spell resistance, it applies to this effect.

Creatures hitting the subject are susceptible to the same damage unless that attack with weapons that have exceptional reach, such as longspears.

Any creature taking fire damage from *fires of purity* must succeed on a Reflex save or catch fire. Creatures on fire burn for 1d4 rounds and take 1d6 points of fire damage each round, unless they succeed on Reflex saves (at the spell's DC) in subsequent rounds or douse themselves in water (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*).

The target takes only half damage from fire-based attacks. If such an attack allows a reflex save for half damage, the target takes no damage on a successful save.

Camouflage, Mass (*Complete Divine*)

Transmutation

Level: Druid 4, ranger 4

Components: V,S

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: Any number of creatures, no two of which can be more than 60ft. apart

Duration: 10 min./level

As *camouflage*, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.)

Nature's Favor (*Complete Adventurer*)

Evocation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess (maximum +3).

Recitation (*Complete Divine*)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard 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.

Rejuvenation Cocoon (*Complete Divine*)

Conjuration (Healing)

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 2 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, you create a temporary cocoon of energy around a creature you touch that provides healing and a measure of protection.

When you cast the spell, the cocoon forms around the target. The glowing, yellow-green cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon. The cocoon initially forms a few inches from the target, but deforms enough to allow the target to reach in a backpack, cast a spell with somatic component, draw a weapon, or perform similar actions. The target can't move from the space it is in while cocooned, however. Nor can it leave the *rejuvenating cocoon* early without using teleportation magic or dealing enough damage to destroy the cocoon.

The cocoon has hardness 10 and 10 hit points per caster level. If it is destroyed, the spell ends.

One round after the cocoon forms, it heals the target of 10 points of damage per caster level and purges the target of poison and disease. At the end of the second round, the *rejuvenation cocoon* dissipates and the target emerges, able to move and act freely.

Material Component: Cocoon from a butterfly.

Revenance (*Complete Divine*)

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Stalwart Pact (*Complete Divine*)

Conjuration (Healing)

Level: Cleric 5, pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched, then 1 round/level

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This allows the target to enter into a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP

Items:

Boots, Steadfast (*Arms and Equipment Guide*)

These thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is Medium-size or larger, she also counts as being set against a charge. The weapon does not have to have reach.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price: 6,000 gp; Weight: 1 lb.

Bracers of Quick Strike (*Miniature's Handbook*)

These bracers provide the benefit of incredible speed. Once per day, when taking a full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action.) The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price: 1,200 gp.

Blurstrike (*Races of the Wild*)

On command (a free action), a weapon with this special ability fades partially from view, appearing as only a faint outline, though the wielder can see it normally. When used in an attack, an activated blurstrike weapon (along with its wielder's hand and arm) appear as nothing but an amorphous blur near the wielder's body. The blurring effect prevents a foe from knowing exactly where the blow is aimed. The first attack made with a blurstrike weapon each round is made as if the target were flat-footed. Foes that don't rely on sight for combat (such as creatures with the blindsight special quality) and creatures with the uncanny dodge class feature retain their Dexterity bonus and dodge bonuses to AC against the wielder's attacks. A blurstrike weapon can remain blurry for up to 10 rounds a day. The duration of the effect need not be in consecutive rounds; deactivating the effect is also a free action. This property can only be applied to melee weapons. Faint illusion; CL 3rd; Craft Magic ARMs and Armor, blur, invisibility; Price +2 bonus.

Doom Burst (*Miniatures Handbook*)

A cascade of blackness pours from this weapon when its wielder strikes true. On a successful critical hit, the weapon causes the victim to become shaken (no saving throw) for 5 minutes. This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the shaken effect if appropriate). A creature that is already shaken is not affected (aside from the critical hit damage).

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *doom*; Price: +1 bonus.

Gloves of Fortunate Striking (*Miniature's Handbook*)

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike at the enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it's lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after he uses the gloves. The gloves can be used only after they are worn for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wonderous Item, *true strike*; Price: 2,000 gp

Harmony (*Arms and Equipment Guide*)

Harmony weapons help their wielders press the advantage against a flanked opponent. When flanking an opponent, the wielder of this weapon gains a +4 bonus on attacks rather than the normal +2 for flanking. Only melee weapons can have this ability.

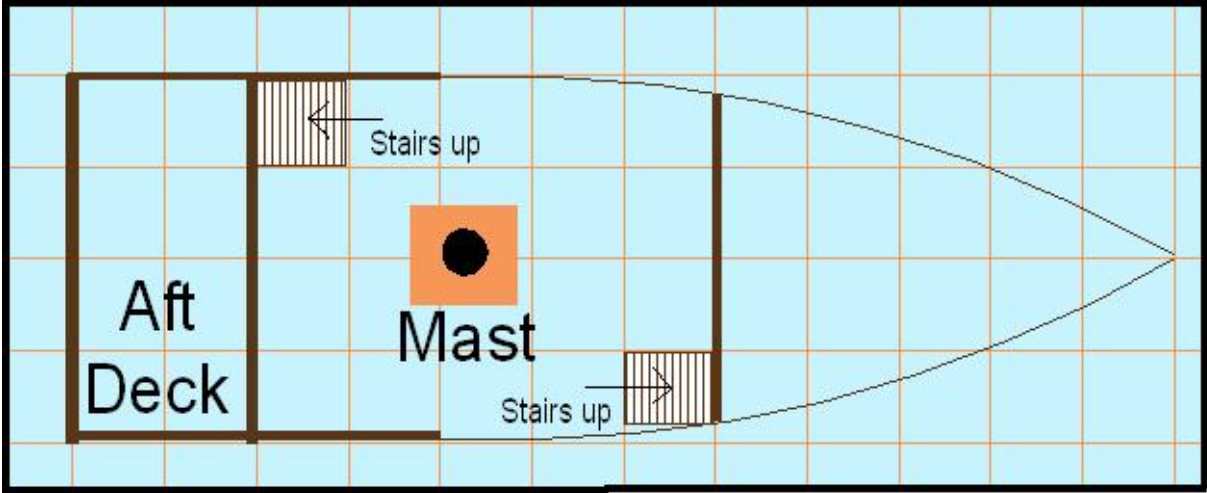
Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, *detect thoughts*; Market Price: +1 bonus.

Sweeping (*Arms and Equipment Guide*)

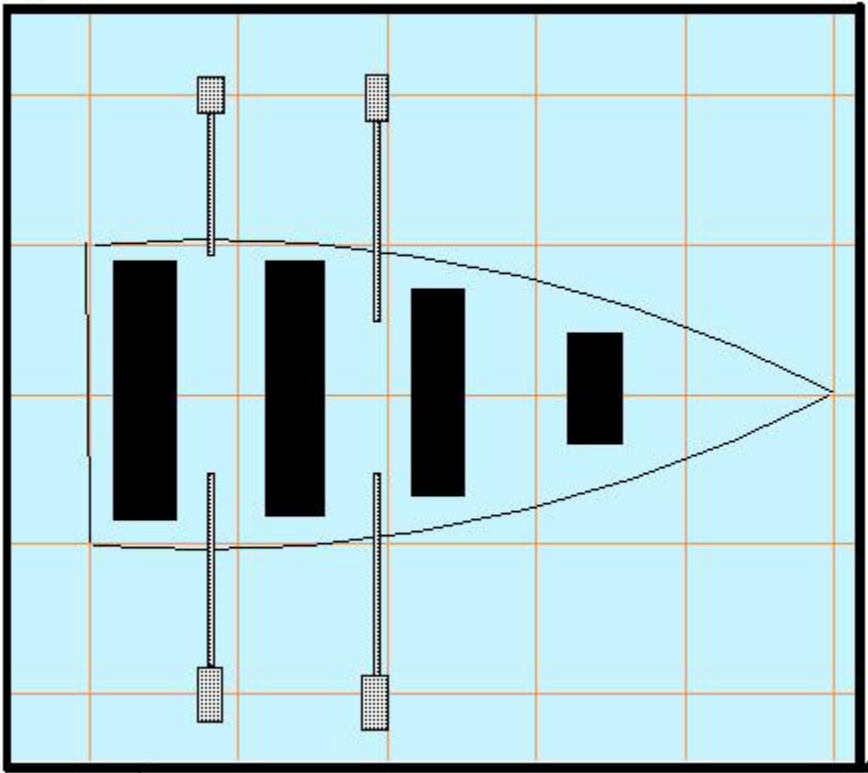
This ability grants a +4 bonus on Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon. Only melee weapons can have this ability.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor; *bull's strength*; Market Price: +1 bonus.

Diagram of Patrol Boats near the Dockhouse



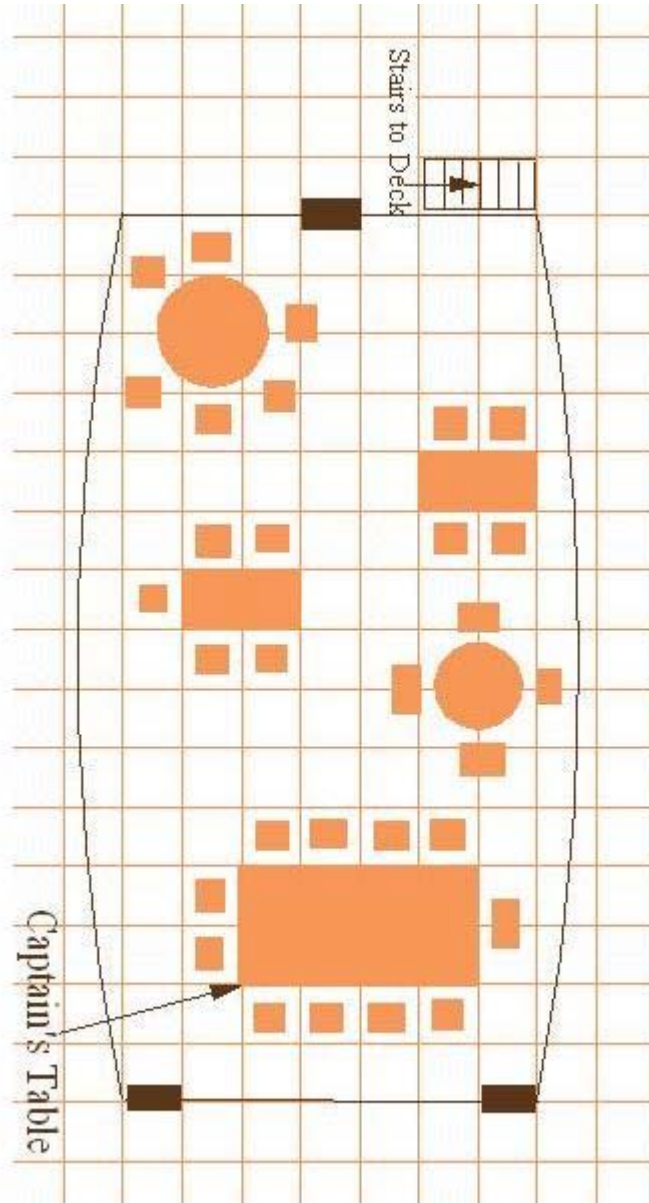
Boat used by the PCs:



One square = 5 feet

Player Handout # 1

Map of the Dining Lounge of the Nesser Queen



Player Handout # 2



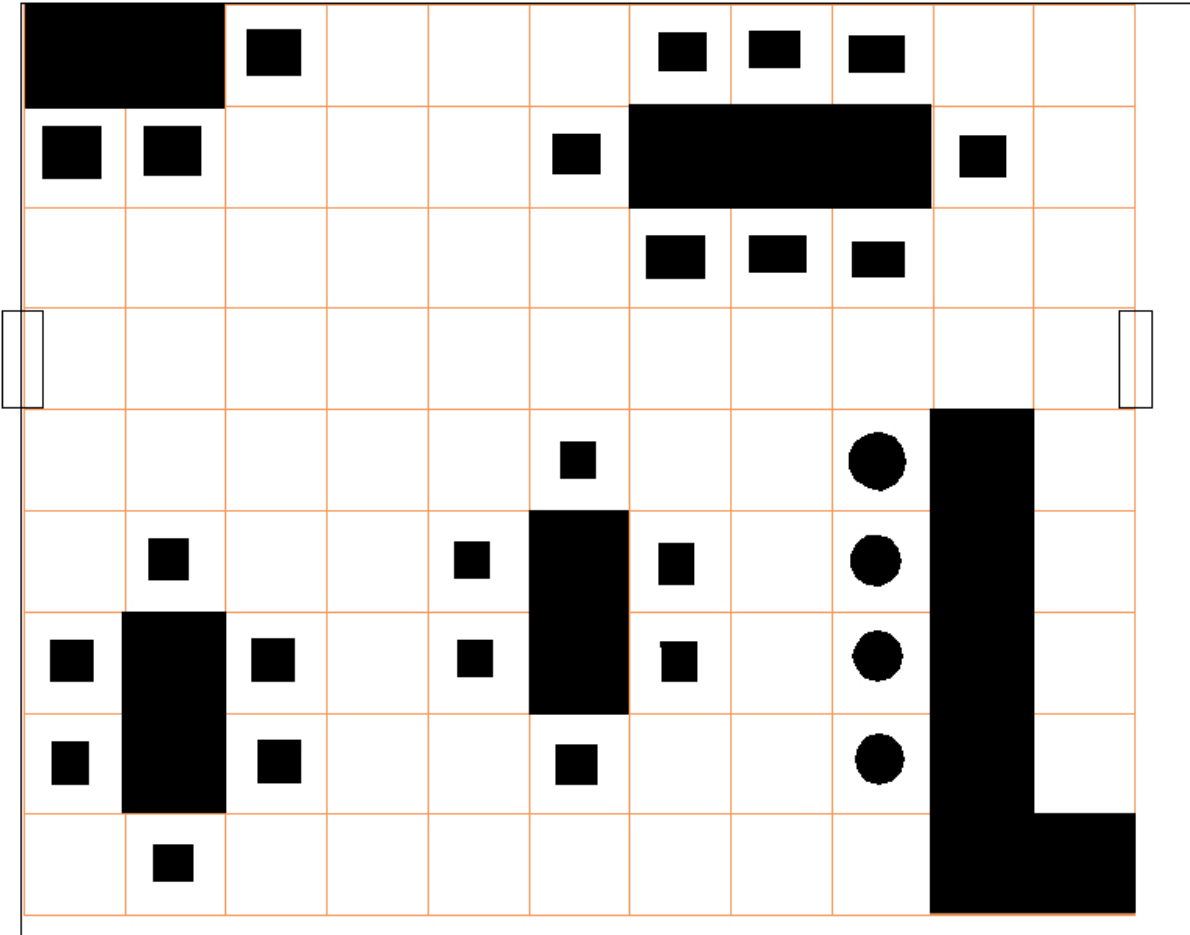
Tessa's Devices



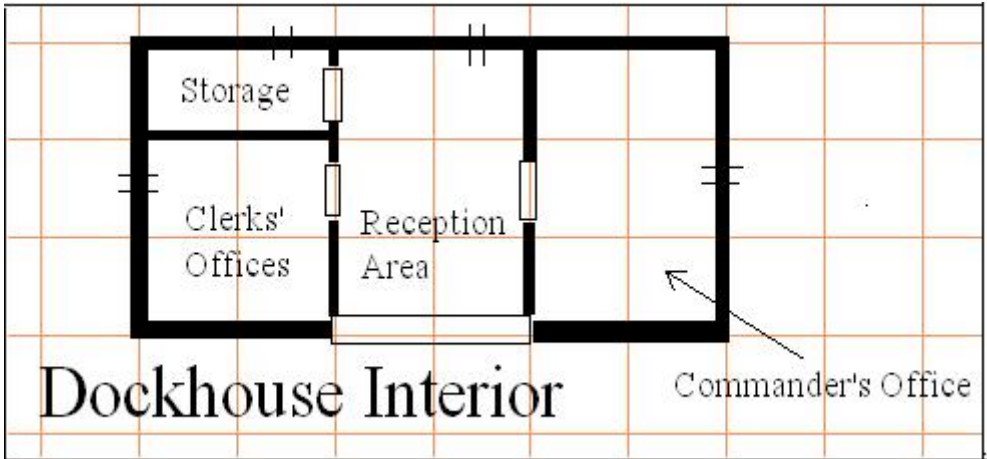
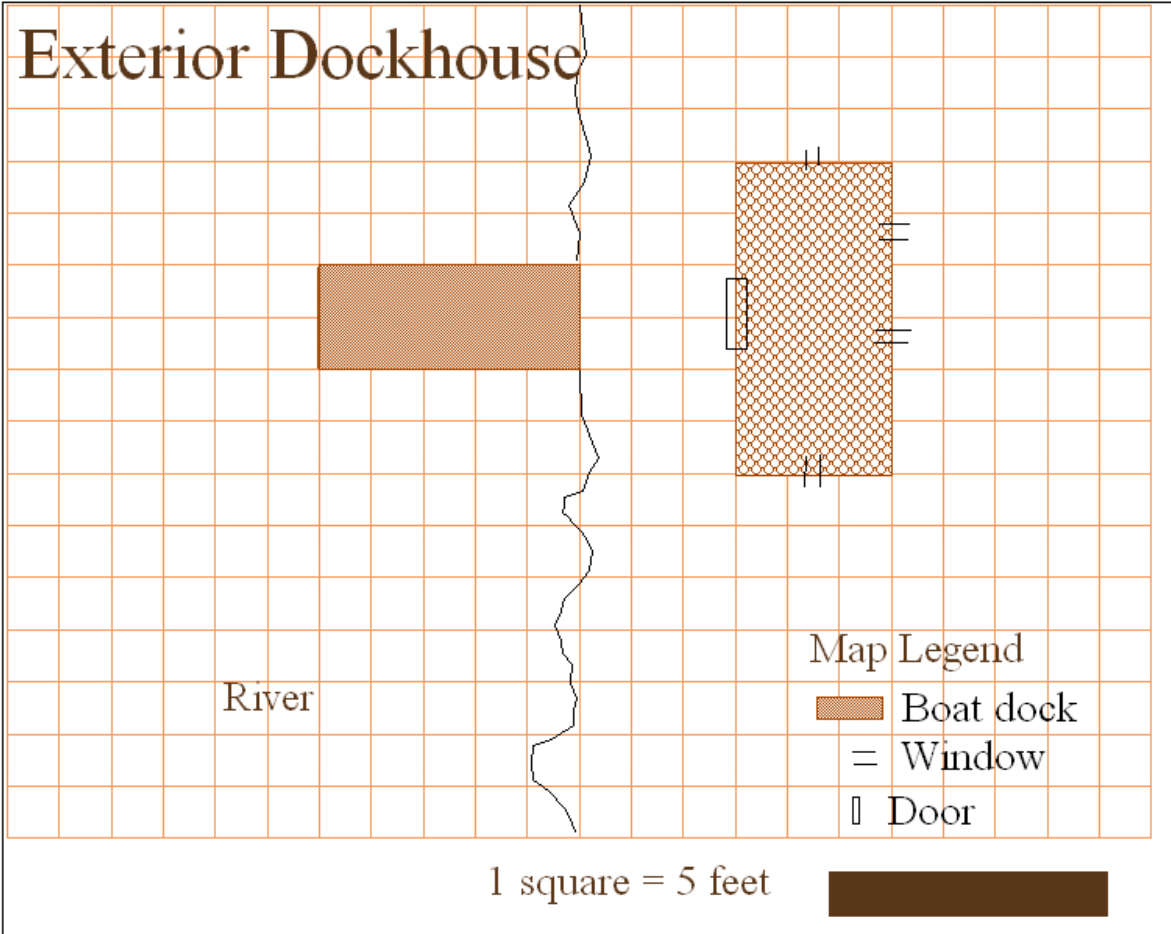
The 4 devices that Tessa hands you are surprisingly heavy. They are contained in a single wooden box each in their individual compartment. The box is heavily padded with cotton batting, insuring that any sudden shock wouldn't be easily transmitted to its contents. Each hemispherical device is 6 inches in diameter and weights about 10 pounds.

Tessa's instructions for activating the devices were as follows:

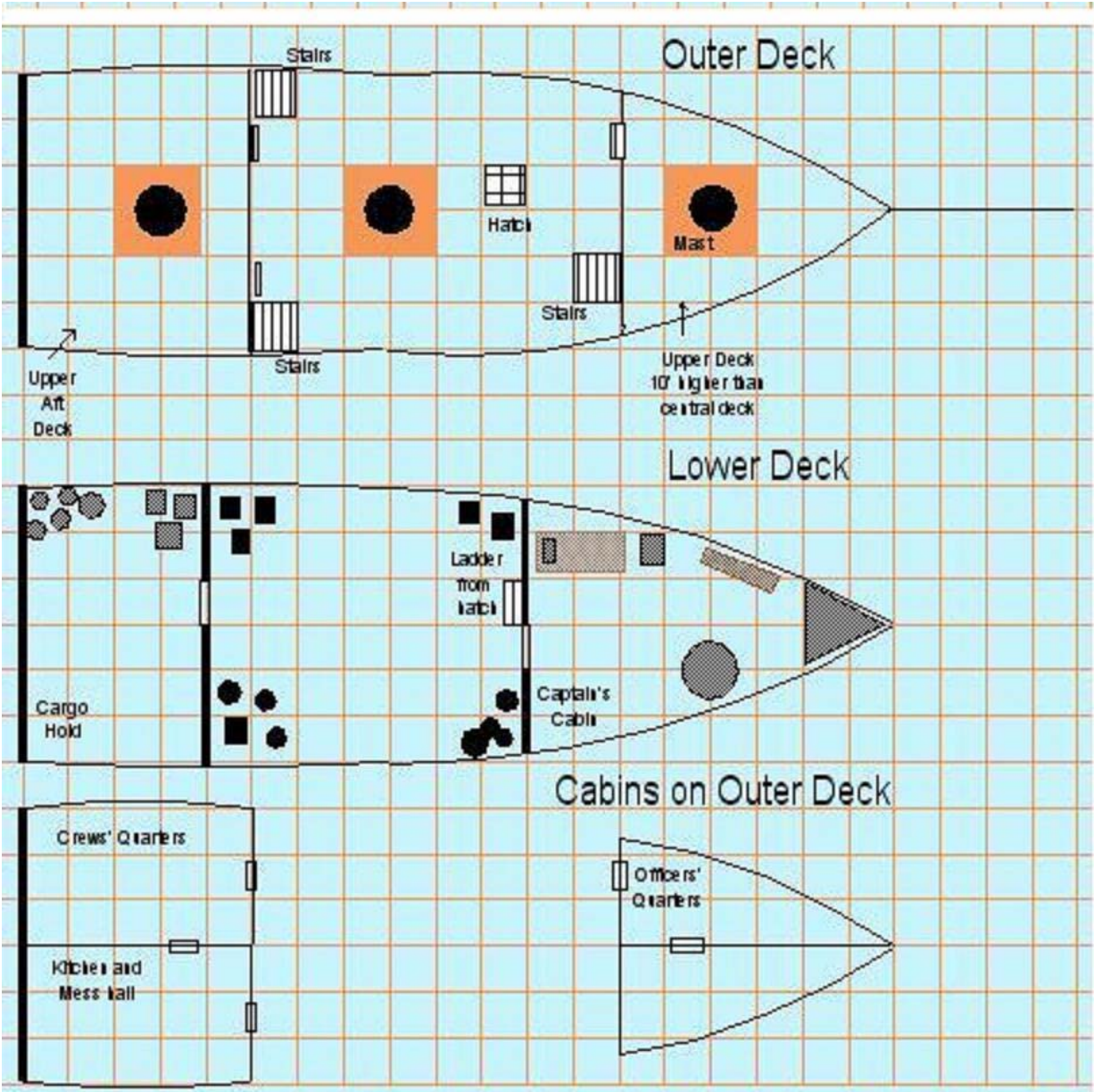
1. The devices should be good from the next three to five days
2. Place the device at or below the waterline of the vessel
3. With the flat side of the device pressed against a solid surface, with the dials facing you, turn the RIGHT dial THREE (3) complete revolution deosil (clockwise) this should arm the device
4. The device should activate in somewhere around 5 minutes
5. Leave the area immediately!
6. DO NOT, FOR ANY REASON, TOUCH A DEVICE ONCE IT HAS BEEN ARMED
7. The armed device should start to make a crackling sound shortly before it triggers



BRITVALE'S TAVERN



Player Handout # 6



Player Handout # 7

May Phohtus guide your steps.

As we discussed at our last meeting, in order to succeed with our plan to win Midmeadow away from the heretics and back to the Blinding Light, we cannot afford any interference. The evil Emperor of Nyronð must be free to take our bait and wage war against the Pale, without any interference from other nations, particularly nearby nations that may want to gain territory for themselves.

For this reason, I am growing very concerned about the blockade of the Nesser River. It is angering the merchants of the Duchy of Urnst and slowly pushing their leaders to the brink of war with Nyronð. If the Hextorite Emperor is distracted by a war with Urnst, it could delay our glorious plan. This must not happen, particular not now when the wheels are set in motion and our long journey to victory has begun.

Therefore, I have new orders for you. Assemble your strike team and head south to disrupt this blockade. Do not travel there directly – stealth is more important than immediate action. Take time to plan your course and travel a roundabout route if necessary to avoid detection. When you deal with the blockade, you must leave no survivors. My name must not be associated with this task until the time is right. The fools in the Pale are already angry with me. They must never learn that we are driving them to war.

In Phohtus' Light

Fiend-Finder General Zylinchin