

ULP6-03

Flesh and Mettle

A Two-Round D&D® LIVING GREYHAWK™ Principality of Ulek Regional Adventure

Version 1.2

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Once upon a time they were heroes, but one man's depraved mind has transformed them into something else. In every war death is commonplace but for some, death would be a welcome release. Life is consumed only to be reborn, but as what... a monster, a menace or an unlikely champion? A two-round Principality of Ulek regional adventure for APLs 2-12.

Note: PCs that are member of any Principality of Ulek military organizations are strongly recommended to participate in this adventure.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at michaeltlh@earthlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. 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 adventure.

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

Towards the end of the reign of the Warlord, when it was apparent that his betrayal of Turrosh Mak had proven more costly than imagined, a perverse and demented little halfling wizard named Malignus Riggermort came to Turrosh Mak with a proposal. Malignus was obsessed with the manipulation and perfection of life into more powerful creations. Not lacking cruelty himself, Turrosh Mak granted Malignus his wish, funding his experiments with coin, manpower, and slaves to perform his horrible acts. Overjoyed, Malignus packed his belongings and left Strandkeep Castle with the goal of creating the perfect fighting machine, regardless of the cost of lives to do so.

Establishing himself in the province of Deerfield in a secret underground base formerly used by a necromancer of Nerull who fled when his master fell to the Principality of Ulek forces, Malignus began his experimentation. At first, he practiced on animals and vermin, achieving a limited amount of success. Unable to sate his obsession, he turned to undead and though he learned a great deal, it was still not enough. Finally, Malignus decided that the only way to unlock the greatest of secrets that eluded him was to experiment on humanoids. The suffering caused by such experimentations was unfathomable. The first humanoids to fall prey to Malignus were prisoners of war sent to him by Turrosh Mak or former Pomarj soldiers that had proven expendable and unreliable. Using a spy named Eliora implanted in the Royal Army of the Principality of Ulek, Malignus was able to set up and ambush and capture a group of soldiers nicknamed the Stalwart Seven for their successes against the Pomarj. Lead by a dwarf named Stregg Stormheart, a man of great vision and a born leader, the Stalwart Seven became a part of a terrible experiment to create the ultimate soldier of war. Malignus, along with the help of others gifted in the arcane arts and alchemy that served the Pomarj, toiled day and night, cutting the bodies and stitching disparate parts together into a flesh golem. Malignus hoped that he could use his knowledge and a magical tome called a Libram of Flesh to grant the flesh golem greater intelligence and physical power. What he wanted most however was that this special flesh golem could be a leader on the battlefield.

To this end, Malignus decided to use the majority of Stregg's brain along with lesser bits of the brains of the other Stalwart Seven to give birth to his would-be dark champion. However, during the final moments of the experiment, Stregg was somehow able to pool the mental resistance of all the Stalwart Seven together and break free of his bonds. Waves of magic gone wild washed over him, transforming him in unexpected ways. Now that he is free, he finds himself caught in a maelstrom of

thoughts and memories he can barely control and in the body of a monstrous, twisted creature. During this time, Stregg was able to cling to a single memory, that of the location of the spy Eliora in Dreki who was the catalyst for his torment. With his sanity slipping away by the moment and a heart full of rage and lust for vengeance, he is headed for Dreki. The only question that remains is will he meet destruction at the hands of the people whom he swore to defend with his life or will someone offer him salvation.

ADVENTURE SUMMARY

The adventure begins in the city of Dreki located in the Deerfield province near the Disputed Territories. Unless the PCs already live in the city, they are basically just passing through, taking a break from the rigors of adventuring. After hearing a lot of shouting coming from the city's stout wooden gates, the gates are blasted off their hinges as Streggs hideous form strides forward, howling in rage and causing destruction in his wake. At this point the PCs can deal with a couple of non-combat situations; either an accidental fire caused by a pair of horses that got spooked and slammed their cargo of cases of alchemists fire into a building or a startled horse rushing straight towards a small baby that fell from a mothers grasp as she stumbled and knocked herself unconscious while fleeing. If the PCs chose to combat Stregg first then the baby is trampled to death and the fire is put out by bystanders but only after extensive damage. Stregg will attempt only nonlethal damage even if the PCs use lethal damage, except on half-orcs. Military tattoos and Streggs obvious reluctance to inflict serious harm should provide clues to his non-evil nature. In his ravings, the name "Eliora" is constant and when reduced to 25% or less of his hit points, he drops to one knee and invokes the wartime rule of an honorable surrender, quoting it to the letter.

EGGING the crowd on to violence is a belligerent, racist and paranoid dwarven corporal in the Royal Army named Rickul Glorygem. Countering him is a human cleric of Pelor named Davkul Loyalor, a sergeant in the Royal Army and close friend of Stregg Stormheart. His benevolence, wisdom, and higher rank in the Royal Army help to calm matters significantly. Realizing that something has happened to his friend Stregg and the other members of the Stalwart Seven, he brings the PCs into the fold after seeing their heroics.

The fractured nature of Streggs mental state is soon apparent but he is still able to direct the PCs to Eliora, whom he remembers being the person who set up the ambush and bragging about how her cover identity in the Royal Army had them all fooled. Davkul knows where Eliora lives and sends the PCs to bring her in, preferably alive but dead if no other choice remains.

Eliora's house is rigged with several booby traps, trap doors, and special floor boards, mundane at lower APLs and magical at higher ones. She is not big on courage and

if things start to go sour for her, she will try to escape every means at her disposal to blast or sneak her way to freedom. If she escapes, she tries to warn Malignus through his minions that he may be discovered before taking off for good herself. If the PCs bring her in alive or slay her and use Speak with Dead, they may get valuable information out of her.

That evening, the PCs receive a note from Davkul, vehemently asking for their aid in possibly saving the life of Stregg and the others but he offers no other information except to secretly meet him at a fork on the road about 5 miles outside of Dreki. If the PCs agree then shortly thereafter, they see Davkul and other members of the Royal Army with Stregg bound in chains to a large reinforced transport wagon. Rather than escort Stregg to Fort Stonewall for a military tribunal, Davkul frees Stregg and explains that he is aware of a powerful but enigmatic woman of arcane might that may be able to save Stregg. He knows exactly where she lives since Tavila is his mother but feigns knowing this, preferring to give directions that are not exact but can easily lead the PCs to her such as "off the southern coast of the Principality of Ulek, very near Sunflower Cove". He is aware both he and the soldiers present will face military repercussions for their violations of conduct but special circumstances such as these require tough decisions. He sees Stregg as a brother and is prepared to sacrifice his military career if necessary. Lastly, he hands the PCs a small wooden soldier and tells them that if the woman is reluctant to help that they should give this to her and tell her to "remember what is in her heart."

After traveling to the Tavila's home, the PCs come across Tavila trading supplies with some yurian friends of hers. She is initially very suspicious and reluctant to get involved but if the PCs are able to convince her, she takes to the task of trying to save Stregg. Her immediate arcane inspection of his condition reveals the mental deterioration is currently irreversible. She explains that the only thing that she is aware of which can possibly cure his condition is an orb of elemental transference, a device used to harness and bond an elemental spirit to a construct. If they can get one then she may be able to alter the ritual to bond one personality to Streggs body but unfortunately at the expense of the others permanent destruction. She stresses that Stregg must stay behind for her to prepare him for what is to come, emphasizing that time is of the essence.

Venturing towards the lair of Malignus, the PCs run into the ambush party that took out the Stalwart Seven. If Eliora escaped then they have been warned to be more alert. If the PCs are able to defeat them, they should be able to put together enough information to find the lair of Malignus. Because of Streggs damaged mental state, he couldn't piece together enough memories to tell the PCs himself.

Entering the lair of Malignus is like stepping into the unholy soul of torment itself. Almost everything around

the PCs is blasphemous and twisted by inhuman cruelty and a celebration to suffering. The lair has several rooms, including some which still hold the living examples of the madman's victims. The battle within should be fierce and unforgiving and Malignus will only try to flee or surrender if he has no other choice. Should the PCs fall in battle here, what will become of them is unspeakably terrible to say the least. Should they defeat Malignus and his minions, they should find the orb of elemental transference and several other items of interest, possibly even the Libram of Flesh with one charge left in it.

If the PCs find the room with the meenlocks, one of them pleads for the PCs to go to the nearby village of Shale and try to find any survivors that may have been hiding from the Slavers that rode into town. After this he succumbs to the full transformation. The PCs must now decide whether to try search for survivors in the village or return to Tavila with what they have. Whatever they choose, there will be consequences.

If the PCs choose to travel to Shale and try to search for survivors they run into some wandering monsters that have settled in the area that are either evil, hungry, or a fair combination of both.

In Shale the PCs meet a Pomarj operative who is well schooled in the art of subterfuge. He attempts to eliminate them by leading them into an ambush. If the PCs defeat the Slavers, they can search the village, finding a few people, mostly elderly and children who are locked in a cellar of one of the larger homes. Tracks out of Shale show what direction the Slavers headed. It turns out that the Slavers struck Shale and rounded up several potential slaves. Half of them took some of the slaves to Riggermort for purchasing while the others stayed behind to watch over their prisoners, loot the village and deal with any possible visitors. When those Slavers returned to Shale, they grabbed the second group of slaves and took off, leaving the other group to stay behind to finish looting the village before returning to the Pomarj.

Following the tracks left behind by the Slavers, the PCs meet Atrigos, a bearhound cleric of Fharlanghn who is inspecting the dead body of a slave found by a lake he frequents. After a brief exchange, preferably a friendly one, Atrigos offers the PCs assistance in tracking down and stopping the Slavers from reaching the Pomarj. He is unaware of the bullete since it never broke the surface of the ground.

As the PCs near the border between the Principality of Ulek and the Pomarj, they come head to head with the Pomarj slavers and the chain gang of slaves. The battle is to the death and the Slavers are not above using the slaves to save their skins, even if it means killing them. Depending on how long it took the PCs to arrive will also dictate the number of slaves that are still alive due to their laborious forced march.

If the PCs return to Tavila with the orb of elemental transference, she is very happy. If the PCs also have the Libram of Flesh, she is ecstatic because with the book and the orb, she believes she can improve upon the ritual she had prepared. If the PCs bring back nothing, she does what she can but ultimately fails. With nothing to help her, Stregg succumbs to complete mental deterioration and becomes an advanced, near-mindless flesh golem. If the PCs have the orb of elemental transference only, Stregg is transformed into a living construct and more emotionally distant than before. If the PCs have both the orb and the Libram, then Stregg is transformed into an incarnate construct with slight physical changes but with his personality fully intact.

If Stregg is either a living construct or an incarnate construct, he asks the PCs to escort him back to Dreki to face up to his actions and to check on his friend Davkul. Upon arriving, the people break out into a panic once more at the sight of Stregg who terrorized them only a short time ago. Davkul is in chains and has been arrested by Rickul for treason. The moment Rickul sees Stregg, he eggs the people on to mob-mentality violence against Stregg. Davkul uses the chaos as a distraction and rushes to stand with Stregg as they plead his case.

If the PCs are successful, Baren Gorunn shows up with several members of the Adamantium Guard and brings swift order to the situation. If the PCs calmly explain things to him, Baren Gorunn is still upset at the disregard of military protocol but is understanding in light of the circumstances in a stern but fair manner.

If the PCs were totally successful, a few weeks later they are invited to a small ceremony to honor the legacy and sacrifices of the Stalwart Seven. There, wearing shiny new breastplate and a large masterwork heavy mace at his side stands Stregg receiving military honors. Davkul also sends them his thanks for their faith and sacrifice.

INTRODUCTION

The adventure begins in the town of Dreki, in the Deerfield province of the Principality of Ulek. Dreki is somewhat north of the coastal village of Sunflower Cove. If players have done ULP 3-06 *A Romantic Interlude*, ULP 5-08 *Flotsam and Jetsam*, or ULP 6-02 *Hook, Line, and Sinker*, then they are aware of Sunflower Cove. Dreki has a population of about 2,250 people and many of them have professions tied to either the fishing industry or the military due to its proximity to the Disputed Territories and to the countries southern coastline. Players whose PCs are in the Royal Army or Navy, Mine Rangers, as well as Liegemen of the Prince are taking a break after having safely escorted a supply caravan of weapons and armor to Dreki. Those not in the military are simply enjoying some down time in between adventuring.

Read or summarize the following boxed text for members Royal Army, Royal Navy, Mine Rangers, or Liegemen of the Prince.

Your orders were to escort the supply caravan of weapons and armor to Dreki and you have followed orders well. You arrived without incident, which has both the merchants receiving the wares as well as the soldiers in town assigned to use them in high spirits. The weapons in particular are exquisitely crafted but nothing less is to be expected from the skilled hands of Kalgath the Weaponsmith. After being stopped at the gate, the cargo is inspected and compared to the manifest before you are allowed through the town's wooden gates. The inhabitants of Dreki are a cautious and vigilant bunch but this is no surprise in light of their proximity to the Disputed Territories. Any who find this odd are reminded that the Pomarjian are nefarious opportunists, apt to take advantage of the slightest thing and make them pay for it under the sharp blade of falchion to their necks.

In the distance, you see several buildings that may be of interest to you. Perhaps you are looking for a good meal and some entertainment to accompany it or need to resupply yourself at the general goods store. Rumors abound and who knows where they will lead you if followed.

For those who are not in the military, Mine Rangers, or Liegeman of the Prince, read or summarize the following boxed text:

You have arrived in the town of Dreki after your most recent taste of adventure. Ah, the life of an adventurer, a well-traveled one indeed and it is rarely dull for very long. Perhaps after a short break you can drum up some work in this busy little town. So close to the Disputed Territories, you think that might not be too hard to do. Danger often breeds opportunity and you are well schooled in this lesson. The threat of assault from Pomarj forces coming from the Disputed Territories has made the inhabitants of Dreki more cautious and vigilant than normal. Any who find this odd is reminded that the Pomarjians are nefarious opportunists, apt to take advantage of the slightest thing and make them pay for it under the sharp blade of falchion to their necks.

In the distance, you see several buildings that may be of interest to you. Perhaps you are looking for a good meal and some entertainment to accompany it or need to resupply yourself at the general goods store. Rumors abound and who knows where they will lead you if followed.

There are several places the PCs can go, including those such as the a weaponsmith or armorsmith shop, a couple of taverns, inns, general goods stores, and almost

anything else that is generally found in a large town. Some of the more notable ones are listed below:

- 1) The Pelican's Perch: This tavern and inn is run by a pair of retired human boat captains named Gerrard and Sareen Wayfield. After a near fatal encounter with some sahuagin from the White Trident tribe they left Sunflower Cove and opened up a tavern in Dreki. The pull of the sea in their souls proved too powerful however so they decided to base the theme of the food and drink of the Pelican's Perch on the creatures of the sea.
- 2) The Forge and Chisel: This is essentially a gym run by an incredibly strong dwarf named Gondarg "Stonebelly" Dark-anvil. Gondarg is a jovial dwarf but has a short temper for jokes about the "all brawn, no brain stereotype". He gets his nickname from daring people to strike him in his solidly muscled stomach with their clenched fist and absorbing the punch. Because of his strict training regimen he is also an anomaly amongst his fellow dwarves in that he refrains from drinking.
- 3) Merkalen's Glass Wonders: Merkalen is a male half-elf with amazing skill when it comes to glassblowing. His works of art are beautiful to behold and his prices are very fair. Merkalen is a quiet and introspective man who has more than once tasted the bitter sting of prejudice because of the elven half of his heritage. His frail body gives him the appearance of being as fragile as his glass creations. Nonetheless, he is kind and well spoken if treated with dignity.

If the PC's decide to roam around the town of Dreki, they can try to pick up some rumors here and there. There are several places to go and people to speak to get rumors. PCs may Gather Information to get some juicy gossip, not all of it which is true or perhaps exaggerated truth. PCs who openly display a membership in any military metaorganization, Mine Rangers, or Liegeman of the Prince receive a +2 Circumstance bonus to this roll, reflecting the respect that the inhabitants of Dreki have for such PCs.

The number of rumors picked up depends on the roll based on the chart below:

Gather Information check: 10-14: 1 rumor

Gather Information check: 15-19: 2 rumors

Gather Information check 20-24: 3 rumors

Gather Information check 25-29: 4 rumors

Gather Information check 30 or more: all rumors

List of rumors:

"I heard the strangest thing from a soldier the other day. His regiment went into a long abandoned town a little deep into the Disputed Territories. At night, he swore he saw the ghostly form of a small boy glide out of a charred building towards him with a black rose in his hand. The moment the soldier screamed in fear, the ghost just faded away with a tear running down each cheek.

"What's the story with Pengellen. He seems more wrapped up in his books now than ever. That old sage is a walking library and I think he got somebody's attention with all the visitors he's had lately, especially from Prince Olinstaad himself."

"Singing angelfish?? I always heard that all sorts of weird things happened in Sunflower Cove. I heard they were putting a catapult on the roof of a lighthouse!! You'd better get one hell of a skilled siege engineer to fire that thing from a spot like that."

"I heard a dwarf was damn near stoned to death in the Low Market of Greutam. That place has a well earned reputation for being one of the most raucous places in the Principality of Ulek but there are laws against such things. You'd think the place was run by orc barbarians!!"

"Poor Jonas and his son. I guess the roads from Havenhill to Dreki are more dangerous than we imagined. When they found his wagon, it looked like it had been mangled pretty fierce. His youngest son Elbrett was found sealed and cowering inside an overturned barrel. Must have been in shock because all he could repeat over and over was "the swarm."

"That Windshear woman has some nerve!! After the Royal Army gives her everything she just turns around and disappears on them. I guess maybe what they say about elves is true. They're too busy running from their problems to face up to them."

If the PCs go to the Chisel and Anvil, read the following boxed text:

Strolling along the streets of Dreki, you come across a small crowd forming around the entrance of a building called the Chisel and Anvil. The sign of the building depicts a powerfully built dwarf pressing an enormous black anvil over his head. Suddenly, the crowd begins chanting "Come on Gondarg, put some muscle into it!!" Following this, you hear the sounds of someone grunting and straining. As you squeeze yourself into a spot in front of the crowd, you see a living reenactment of the motif on the sign. Perhaps the brawniest dwarf you've ever seen is gritting his teeth and sweating profusely as he struggles to press a large anvil over his head. Muscles ripple along his body as he slowly lifts the anvil over his head, holding it there for a second. Suddenly, he steps forward,

allowing the anvil to hit the ground behind him with a thunderous impact. The crowd roars in celebration as the dwarf catches his breath before flexing his biceps and smiling triumphantly.

"Come on. Step up and take a swing. Right here in the bread basket!!" he says, pointing to his abdomen. With that, a human dressed in brown pants with a gray shirt steps up and rears back, punching the dwarf in the abdomen. Rather than bend over in pain, the dwarf barely flinches, smiling at the human. The human shakes his fist for a moment and grimaces in pain. With a wry smile the dwarf tells him, "Don't worry friend. A little ice on that will fix you up quick."

If any of the PCs want to try punching Gondarg, he insists on no magical strength-enhancing items or magic of any kind be used. If the PC cheats in any way, both Gondarg and the crowd berate him/her and demands that they leave. If the PC chooses to be fair about it then continue as follows. Assume that for purposes of absorbing the punch, Gondarg has DR 3/-. If a PC is able to do at least 4 points of damage after the DR is taken into effect, then read the following:

The crowd lets out a collective gasp as you strike a solid blow into Gondarg's abdomen. He winces in pain for a moment and as he rubs the point of impact, he says "It felt like a brick slammin' me in my gut. Well done."

If the PC fails to bypass his special DR for this contest, read the following boxed text. Regardless, PCs only get one try each.

The crowd lets out a collective cheer as you strike a solid blow in Gondarg's abdomen. Your hand recoils in pain as you feel like you slammed your fist into a cinderblock. As you rub your hand, Gondarg smiles and says, "Hah!! I felt that less than the back rub I got from a pretty dwarven lass yesterday." With that, the crowd roars in laughter.

If any PCs are curious about membership, Gondarg tells them that they can join his gym for 50 gp a year. This price is non-negotiable. If any PC takes him up on the offer, this can be written in on the AR and signed by the DM. This is strictly a roleplaying feature. It is also a good way to justify any increases in skills that are Strength-based.

If the PCs visit Merkalen's Glass Wonders, read or summarize the following boxed text:

Your attention is drawn to a small, nondescript shop with the name "Merkalan's Glass Wonders" on a small wooden plaque hanging above the door by a hemp rope. You

pause for a moment to stare at the beautiful glass sculptures and designs through the display window. The sunlight streaming into the shop reflects on the works of art with spectacular radiance. Seated inside is a half-elf with a frail build gently pressing some melted glass into place on an unfinished sculpture. Every motion is gentle and precise and his attention to detail is astounding. Noticing your presence, he turns to you and says, "Welcome to my shop. My name is Merkalen Whitestone. Look around and if you have any questions, feel free to ask."

If the PCs wish to purchase something from Merkalen's goods, Tiny objects of art are 5 gp and Small objects of art are 15 gp. If the PCs mention that the prices seem rather high, they can make an **Appraise check DC 12** to realize that the prices, considering the high quality they are made with, are very fair. If the PCs ask to learn the skill, Merkalen offers to teach them provided they pay off the lessons by helping him in the shop when they are in Dreki to learn. This works as the Craft: Glassworking skill if the PC chooses to take actual ranks in this type of crafting.

If the PCs choose to go to the Pelican's Perch, read or summarize the following boxed text:

Looking for a place to get a good meal or a drink, you are told that the Pelican's Perch is the place to be. An average size tavern, it would be easy to find even if you couldn't read its name painted on the wall. Centered on the pinnacle of the roof is a finely crafted wooden pelican. As you approach the door, it opens abruptly and a sheepish looking woman with round spectacles and a handful of books scurries out, almost bumping into the bouncer standing guard at the door.

"Oh, begging you pardon sir," she says meekly, "I was in a rush and should've been more careful." She casts a shy glance at the bouncer briefly before continuing down the street.

This harmless looking woman is anything but harmless. Her name is Elicora Pegason and she is a Pomarj agent who has infiltrated the Royal Army using a cover identity and her arcane skills. She is also the woman who set up the Stalwart Seven to be ambushed by the Pomarj patrol working for Malignus. Riggermort. PCs can make a **Spot check DC 10** to discern the subjects of the books based on their titles. Subject matter includes geography, alchemy, and dwarven history.

Continuing into the tavern, the smell of cooked salmon and lobster is overwhelming and you can't help but be mesmerized by the

aroma. A minstrel sits in the corner playing a lively tune with his flute as patrons pass by, often dropping a copper or silver piece in a small bucket at his feet. Mounted above the bar is a curious sight. To the far left side is the head of a medium sized shark and to the far right is the head of a strange green skinned creature with bulbous fish eyes and a row of small razor-sharp teeth in its maw. Mounted between them is large marlin. A pretty human waitress with wavy blonde hair and light green eyes walks up to you and says, "Welcome. What can I get you to eat? As you can tell, we specialize in seafood, best in the Principality of Ulek for sure."

PCs can purchase almost any kind of seafood and all manner of wines and normal drink associated with a tavern are available: Consider these as examples of what the PCs can order: salmon, trout, grouper, snapper, tuna, marlin, shark, oysters, lobster, shrimp, crab, barracuda, conch, and shellfish.

PCs can make a **Knowledge: Arcana check DC 10** to realize that the head of the green skinned creature belongs to a sahuagin. If they ask the significance of it, the bar maid smiles and says *"Well, Gerrard and Sareen, the owners of this tavern are retired sea captains. Seems they had a run in a long time ago with those creatures. Sahuagin is what they call them. Nasty and evil I tell you they are and if you don't believe me, just ask any member of the Royal Navy. That one there and his savage crew attacked Gerrard's ship. They would've killed him and Sareen for sure if not for intervention of the Royal Navy. When Gerrard saw that one bite Sareen in the leg, he went crazy and beat its head in with a club. After that, he put the days of sea captain behind him but that love of the sea was too great so he opened up this place. I guess you could say he keeps that nasty lookin' thing there for the sake of nostalgia. Personally, I think it's hideous but it's become quite an attraction and makes for excellent storytelling."*

Beyond this, the PCs are free to roam about Dreki as they wish. Standard PHB items are available for purchase and there are a few temples, most of them dedicated to the dwarven pantheon, Ulaa, and one to Osprey as well as a few magic shops for potions and scrolls. Let the players enjoy the flavor of Dreki but proceed if things start to drag.

ENCOUNTER 1: A VENGEFUL RAGE

Eventually Stregg, in his enraged and confused state makes it to Dreki. Make a note of where each PC is and roll 1d3+1. This is the number of rounds it will take each one to reach Stregg and interact with him after he blasts

the wooden gate doors off their hinges. Given his damage reduction, the weapons of the guards are largely ineffective. Despite his size, Stregg is able to approach without being noticed until the last few seconds. The guard on the 15 ft. high watchtower next to the gate is in the middle of taking a small break and is currently buying a small stuffed animal for his daughter from a street vendor.

Two developments occur once Stregg plows through the front gates that the PCs must deal with in addition to Stregg himself. The first is that a merchant wagon carrying several types of alchemical materials is just past the gate when Stregg comes through. His violent arrival causes immediate panic with the horses still tied to the wagon. To complicate matters further, when Stregg smashes through the gates, one of the gate doors hits the wagon with tremendous force, partially severing that which connects the horses to the wagon. The horses, now completely scared out of their wits, take off in a mad gallop down the street away from Stregg. As they do, their connection to the wagon finally snaps and the wagon crashes into and through the wall of a general goods store. The damaged contents of the wagon, flasks of alchemist's fire, bladefire, thunderstones, and tanglefoot bags, detonate in a sizable explosion. The general goods store erupts in flames, putting many people in harms way.

The second development is that as the horses continue to gallop down the street a young mother with her 1 year old child in hand start to flee the scene. As they do, an explosion from the general goods store sends a piece of blunt wooden shrapnel towards her that knocks her unconscious. The baby falls to the ground a bit scratched up but not seriously hurt. The horses continue galloping forward, making a straight path towards the fallen mother and her baby. If the horses are not halted or deviated somehow, both the mother and the child will get trampled over and possibly killed.

For purposes of adjudicating the lengths and widths of the street, assume that the length is that of whatever battle map or surface you use and the width of the streets is 40 feet. Feel free to draw out 3 or 4 random buildings about 40 feet long and 25 feet wide parallel to one another on the map or surface you use. The width of the opening of the front gate is 20 feet.

Your time in the town of Dreki has been enjoyable and nothing out of the ordinary.... until now that is. The tranquility of the moment is shattered in the cacophony of explosions and the screams of terrified people running away from the front gates while soldiers rush towards it. From where you stand, you can feel the ground shudder beneath your feet with methodical timing as if something enormous were pounding the earth with every step.

Scrambling towards the street to see what the source of the devastation is, another loud explosion goes

off and more screams fill the air. As you make it to the street, what you see before you is horrific. A huge humanoid composed of slabs of scarred, twisted flesh sewn and bolted together with metallic wire and screws lumbers forward screaming madly. A few brave soldiers rush up to the imposing figure and lunge at it with their longswords. A few blades strike true but the gash of wounds seal as quickly as they are opened. Crossbow bolts pelt it from all directions only to shatter to splinters. The monster, dressed only in a raggedy loins cloth and swinging a tree trunk like a gargantuan club sweeps the area in front of it, slamming the tree trunk into two unlucky soldiers. The impact is so great that the soldiers are flung like thrown darts and sent crashing into some wooden crates.

"Elora!!! Elora where are you. When I find you I'm going to make you pay for what you've done!! I'll grind your bones to dust you conniving harlot!! Nothing and no one will stand against me. " it howls.

In the distance and past the creature you can see the cause of the explosions. A supply wagon has plowed through the wall of the general goods store and has turned the store into a raging inferno. Townsfolk struggle to try to put out the fire, attempting to form an improvised bucket brigade with the water troughs nearby. Several people lay on the ground burned or stunned as small but powerful explosions continue rocking the inside of the store to its foundation.

A pair of terrified horses gallops down the street with reckless abandon, running with no regard for anyone or anything in their path. You catch sight of a young woman lying motionless on the street. Two feet away from her is a small baby boy, covered in scratches and wailing in despair. The horses gallop forward, oblivious with fear to the innocent people they are about to trample.

Tactics: Stregg attacks foes with nonlethal damage only, with the exception of half-orcs who remind him too much of his tormentors. The Stalwart Seven comprising his mind are still good men that just want justice against those who harmed them. He will attack only those who stand in his way or those who attack him

There are several ways to deal with Stregg. The worst tactic is to engage him in lengthy combat. For lower APLs, he is simply too much to handle given his AC, hit points, massive strength, and immunities. At higher APLs, it is possible the PCs may deal enough damage to kill him but fighting him with lethal damage only fuels his rage even more which in turn causes his mental state to degrade faster. Half-orcs are in for a bad time however as Stregg remembers that orcs were in the group that ambushed him and lashes out with lethal damage. This should be a hint to the PCs that something isn't right.

Another more useful tactic is a Diplomacy check. Because the situation is so chaotic, the PC must make a rushed Diplomacy check. This is a full-round action that incurs a -10 penalty. PCs may attempt this roll more than once but not more than once per round. Special modifiers listed below alter the roll either in a positive or negative manner:

Modifiers to the Diplomacy check:

-4 if done by a half-orc PC

+4 if done by a dwarf

+2 if done by a person who is a visibly recognized member of any of the following Principality of Ulek metaorganizations: Royal Army, Royal Navy, Mine Rangers, Liegemen of the Prince, Keepers of the Soul Forged, Temple Hegemony, Church of the Cudgel, or Bardic Circle.

+2 if the PC has ever received a Recommendation from any Principality of Ulek metaorganization except the Web and the Society of Shadows.

-2 if done after he was attacked by the person using Diplomacy or allies of this person

+2 if done before he was attacked by the person using Diplomacy or allies of this person

+2 if done by anyone who was awarded the title of Aspirant Knight from ULP5-IN6 "Preying on Hope's Deliverance"

Fellow PCs may attempt to aid the PC who tries to use Diplomacy but the bonuses on the chart only apply to the PC who is making the actual Diplomacy roll. The **Diplomacy check DC is 15 + APL**.

There are several clues that the PCs can gather from Streggs misshapen form that may prevent them from doing something foolish. After the first round, PCs may make **DC 15 Spot checks** to notice that the warped tattoos on Streggs right arm and shoulder are common amongst members of the military. Secondly, PCs can make **DC 15 Heal checks** as a full round action on any of the wounded soldiers to realize that while Streggs blows have been very powerful, they have also been with nonlethal damage (except against half-orcs as noted before.) Lastly, PCs can make a **Knowledge: Arcana check DC 19** to realize that Stregg is some kind of flesh golem but different somehow.

If the battle begins to get out of hand and either Stregg is wreaking massive havoc with little or no resistance or Stregg himself is about to be slain, the DM can use his / her discretion and take actions to avoid this for the sake of the story. Remember that Stregg is not evil but rather a victim. Also, once every round make a **SHIFT PERSONALITY** roll and consult the chart in the Appendix. DMs are encouraged to roleplay the aspects of each individual personality. Do not allow the battle to last more than 6 rounds. At the end of round 6, Davkul

intervenes to prevent Rickul from killing Stregg and uses his higher rank in the Royal Army to get the paranoid dwarf to back off.

In regards to the general goods store set ablaze, the fire is being stoked by the contents of the wagon, especially the flasks of bladefire, alchemist fire, tanglefoot bags, and thunderstones. The initial explosion caused by the simultaneous breaking of several sealed flasks of alchemist's fire set off the first explosion. The force of this explosion caused the thunderstones to start to detonate which in turn caused more flasks to break and the fire to grow.

PCs may join the bucket brigade to help put out the blaze but there are dangers involved. Because they have to get so close to the blazing building to toss the water at it, they risk being burned, a sudden wave of heat, the effects of a random thunderstone detonating, or shrapnel. Every time they pour a bucket, roll a 1d4 and consult the chart below. After the PCs pour 4 buckets on the fire, assume that with the help of other PCs or innocent bystanders, the fire is under control. If the PCs do not try to help, the fire prolongs itself and causes damage to nearby businesses and moderate wounds to those in the bucket brigade. The standard duration of the fire is 6 rounds without any PC assistance.

Fire chart:

On a roll of 1-2: Nothing happens. You got lucky and doused some of the fire without incident.

On a roll of 3: A small explosion causes a sudden rush of intense heat to strike you. You take 1d6 points of nonlethal burn damage.

On a roll of 4: A larger explosion goes off, sending a wisp of flame towards you. You take 1d4 points of lethal fire damage.

On a roll of 5: You are caught in the area of effect of a thunderstone detonating. Make a DC 15 Fortitude save or you are deafened for 1 hour.

On a roll of 6: A piece of shrapnel hits you. You take 1d2 points of damage.

If magic is used to help end the fire, consider the following as a guide. For every 5 gallons of water a **create water** spell produces and falls on the fire, reduce the duration of the fire by 1 round. For spells that create cold energy, spells that are 0 or 1st level do not affect the duration of the fire. Cold-based spells of 2nd-3rd level reduce it by 1 round, 4th-5th level spells by two rounds, 6th-7th level spells by three rounds, and 8th-9th level spells by 4 rounds.

In regards to the horses threatening to trample the woman and child, assume that the PCs are 40 feet away from them in random directions. The horses will be there in one round. PCs may attempt to make Handle Animal checks on the horses. Consider the attempt to be an attempt to "push" the horses due to the adverse

conditions (DC 25). PCs with Animal Empathy or similar abilities may attempt a rushed Diplomacy check with a -10 penalty to calm the horses down enough to stop their gallop. The **Diplomacy DC is 15 + APL**.

PCs may also attempt to place solid barriers in the way like **walls of force** or another barrier that either intimidates or inhibits the horses (Ex: **wall of fire**, **Evard's Black tentacles**, etc.) or even cast spells that affect the ground the horses are running on (Ex: **soften earth and stone**).

If all else fails, the PCs may attempt standard maneuvers like bull rush or simply take the hit rather than allow the innocents to get trampled. If a PC heroically takes the hit, apply damage as a trample but regardless of what you roll, do not let the PC drop below -9 hit points and allow them to be auto-stabilized.

Development: If Stregg is brought down to less than 25% of his hit points, he will surrender and invoke the wartime code of conduct with regards to an honorable surrender. PCs that see this and continue to attack him should get a warning from the DM. PCs, particularly those in the military who continue to attack Stregg after he has surrendered in spite of this have their actions reported to their commanding officers or metaorganization leaders and are punished with a loss of one rank or level in that metaorganization after the adventure has ended.

All APLs

➤ **Stregg Stormheart, Male Living Construct:** hp 281; see Appendix 7

After 6 rounds if the PCs have been unable to subdue or calm Stregg down, he pauses to survey the carnage he's caused and is overwhelmed with shame. If the PCs stopped him themselves, read or summarize the following boxed:

The huge monstrosity before you cups his malformed hands and covers his face. "What have I done.. What am I... Vengeance.. no... no... mercy for me.. but what of my son.. my magic is slipping away.. must be quiet.. the voices echo but only one speaks. Seven as one but not undone... What am I..", he mutters to himself. As he draws his hands away, one blue eye and one brown eye stare back at you pitifully from his jigsaw-patterned face as tears swell within them. The creature then breaks out into a fit of sobs and lamentations and as you gaze upon its wretched form, you cannot help but feel some measure of compassion for him. A tormented soul... perhaps. An evil creature... perhaps not.

From behind you, several soldiers come marching up with weapons in hand. Leading the soldiers and barking out orders with mean-spirited zeal is a surly dwarf wielding a dwarven war axe. "Well, what are you waiting for dammit!!" he shouts to the soldiers as they surround the creature from all sides. "Strike

now and put that piece of Pomarj trash down quick before starts rampaging again. I'll be damned if I let it live to see another day. Not on my watch. "

"But Rickul sir, the rules of surrender state..", says a young soldier to the dwarf with a puzzled stare.

Rickul turns to him and with a snarl says, "Pomarj trash that walks into my town and does this doesn't deserve mercy. He deserves to be dead. "With that, he shoves the soldier out of the way and raises his dwarven war axe, aiming for a clean shot upon the creatures head.

The creature turns to him and says, "Colonel Stregg Stormheart of the Principality of Ulek Royal Army... file my report... must find Eliora the traitor. She's the fox in the hen house. "

Its words do nothing to halt the advancing strike of Rickul's dwarven war axe. At the last second, a heavy mace intervenes between Rickul and the monster, knocking the axe from the dwarf's hand. "Always the rabble-rouser and malcontent huh Rickul? Stand down immediately. That is an order!! "

Infuriated, the dwarf immediately goes to retrieve his weapon. As he does, a man dressed in priestly vestments with a stylized sun-faced holy symbol dangling from his yellow sash belt says, "You're presence is no longer needed Rickul. You may leave now. "

"Rest assured I'll file a report Davkul about this with Master General Finigan Brightaxe.", says Rickul.

As Rickul storms away, so do most of the soldiers who obviously share his vitriolic demeanor. Davkul walks up to the creature and places his hand upon its scarred chest. Perplexed by this show of kindness, the creature looks to Davkul and for a moment, a glimmer of sanity is reflected in its eyes.

"Davkul my friend..", it mutters. "It is you isn't it. It's Stregg.. or I think it is... the voices in my head... seven as one but not undone. What kind of magic do you have in the wooden toy soldiers."

Davkul's eyes widen and water as if realizing the terrible truth. "Oh Stregg my friend.. what have they done to you. By Pelor's light help me understand. Come with me. "he says to Stregg, as he motions for you to follow him as well.

At this point in time the PCs can ask Stregg or Davkul some questions. Davkul has a calming presence on Stregg as it is obvious that the bonds of friendship are deep between them. Listed below are some sample questions that may be asked. If the PCs ask a question not on the list, answer it the best way you can based on what you feel Stregg or Davkul would know.

To Stregg: "What are you?" " *I am one yet all seven. Seven as one but not undone. They are within me but the voices are fading. I fear for Olbert the most.* "

To Stregg: "Who is Olbert?" " *One of my troops. The Stalwart Seven we were.. or are... or were.. cannot understand which. We were betrayed by the spy Eliora. She is here. She is a Pomarj agent in the Royal Army. I must destroy her.* " < PERSONALITY SHIFT >

To Stregg: "Who did this to you?" " *The one who is twisted both in mind and body. Both large and small he is. The scalpel cuts deep but his wicked laughter cuts deepest.* "

To Stregg: "Where did this happen to you?" " *Into the Disputed Territories. They live beneath the ground like the vermin they are. Not the first or last to fall. The fallen scream for mercy that will not come. Too much chaos. Not enough clarity.* "

To Davkul: "Who was that mean dwarf?" " *His name is Rickul Glorygem and he despises anything even remotely unusual. Ever since his brothers were killed by hill giants, he's been nothing but spiteful. I think that only the fact that I outrank him is what keeps him in line but just barely.* "

To Davkul: "What is your relationship with Stregg?" " *Stregg is my dearest friend. I have no siblings and during the arduous battles against the forces of the Warlord and the foul undead of the necromancer we saved each others lives more than once. He graced me by proclaiming me his honorary brother, something dwarves rarely do with those not of their race. Even if it takes my life, I'll not let anyone harm him.* "

To Davkul or Stregg: "What does Eliora look like and where does she live in Dreki?" Stregg and Davkul both describe her as a sheepish-looking woman with rounded spectacles. She appears to be very shy and unassuming. As to her location, Davkul says, " *I know where she lives. She owns a house nearby. Get to it as quickly as you can and drag that woman back here for questioning. Bring her in alive if possible but dead if you must. She'll pay for what she's done. Rest assured my friend. They all will.* "

To Davkul: "Can you send some soldiers with us?" " *I would love to but I must tend to the wounded, coordinate the clean up, and stay with Stregg to make sure no one attempts retribution for his acts.* "

With that Davkul gives you direction on how to get to Eliora's house. He is a 7th level cleric and has access to 6 cure minor spells, 5 cure light wounds spells, 4 cure moderate wounds spells, 3 cure serious wounds spells, and 2 cure critical wounds spells, as well as a wand of cure light wounds fully charged. Depending on how long they took combating or using diplomacy with Stregg, dousing the fire, and saving the woman and her child.

Eliora will either be expecting them and in the process of gathering her things to flee or the PCs can catch her somewhat off guard

Before the PCs leave, Davkul says, " *When you are done, meet me at my home. I'm bringing in one of the wizards from the support division of the Royal Army to take a look at Stregg and see what he can find out. Get going. The longer we wait, the greater the chance that witch has of escaping.* "

ENCOUNTER 2: IMPOSTER REVEALED

Eliora's house is typical for those Royal Army members who tend to live in the place where they are stationed, making the rigorous life of a military person easier on them. Unfortunately, it is also easier for her to make contact with the agents of Malignus. Also, if the PCs capture Eliora, they are in for some bad news. Eliora always dealt with Malignus through one of his agents and never directly. Malignus did not feel that it was wise to reveal the location of his underground lair to someone whose services were so easily bought. Nonetheless, capturing or eliminating Eliora is vital to removing a serious threat to the Principality of Ulek given that she has ingrained herself in the military.

Tactics: Eliora's tactics will depend on how long the PCs took in the previous encounter. If the initial combat with Stregg took all of the 6 rounds then Eliora is aware that something is not right. The chaos that ensued has all the townsfolk buzzing and she overheard one of them mention her name and the phrase "conniving harlot". She knows she's in trouble and rushes to her house to start gathering her valuables and escape. Even if this is the case, allow the PCs to reach her house while she is there but under the conditions that she is expecting trouble and is prepared.

If the PCs dealt with Stregg swiftly (incapacitating him almost immediately or using Diplomacy) and did so in less than 6 rounds then Eliora will be inside her home and there is a good chance that she is unaware of the situation. Eliora is no fool however and her arcane skills, magic item access, various paths of escape built into her home, and her mindspy abilities at the higher APLs should make capturing anything but easy.

APLs 2-4: Eliora is loaded up with tanglefoot bags, thunderstones, and alchemists fire and she is not afraid to use them to slow down or eliminate some or all of the PCs, thus making her escape easier. Eliora will use her scroll of expeditious retreat if necessary to hasten her escape. If PCs try to come after her, she will also use a grease spell or color spray scroll to maximum effect. She may also use her wand of ghost sound and improved diversion feat to redirect the PCs attention elsewhere while she escapes either through a window or a secret trapdoor on the floor.

APLs 6-8: Tactics here are much of the same except that Eliora has more options magic-wise. At APL 6, she has access to the invisibility spell, a haste potion, and a web scroll to quicken a stealthy escape. Her scroll of detect thoughts can allow her to ascertain if someone is trying to lie to her and in both APLs, she has access to a Necklace of Fireballs which she will use until they run out if needed. Because she has evasion, she is confident that she can probably escape the blast even if she must detonate one close to her. At APL 8, she has her first level of mindspy which makes sneaking up on her very difficult. Furthermore, if things are going very bad for her, she will drink her potion of gaseous form and slip through the cracks in the floorboards. Do not forget her tanglefoot bags and thunderstones either.

APL 10-12: Tactics here do not change that much. The mindspy abilities allow Eliora to anticipate the PCs actions and she can cast invisibility, use the gaseous form potion, haste potion, or expeditious retreat scroll to escape quickly. Her necklace of fireballs is more powerful here and as in all APLs, she will use it and her tanglefoot bags until they run out. APL 12 is much of the same but with the added advantage of a baleful transposition spell to switch places more advantageously with someone and her lightning bolt spell and Necklace of Fireballs give her plenty of damage potential. Lastly, Eliora uses both her blast disks, one under the lead-lined rug in front of her door and the other under a similar rug at the base of the kitchen window.

At all APLs, Eliora is most concerned with escaping but also wants to lash out at those who blew her cover which was earning her good money from the Pomarj agents that hired her. Take this into account when adjudicating her actions.

A map of Eliora's house is located in the Appendix. The single dark grey boxes with the lines through them represent windows; two in the living room and one in the kitchen. The wooden floors are designed as nightingale floorboards, named so because they creak excessively, making it difficult for someone to move along them without being heard. The floorboards grant a +5 Circumstance bonus to Listen checks and a -5 Circumstance bonus to Move Silently checks. All doors are locked and windows shut. Lastly, there is a secret trap door in the bedroom, kitchen, and closet. Opening the trap door is a move equivalent.

Whether the PCs reach Eliora's home and she has been alerted to the situation or not, read the following boxed text:

With great haste, you rush to the location of the supposed traitor and spy Eliora Pegason. The mere thought of her deceit destroying so many innocent lives fills your heart with rage and your thoughts with bad intentions. The house, a modest one by normal standards, seems vacated at least from the outside. No lights inside give hint to it possibly


being vacated. A three step stairwell with a metal railing ascends to the front door.

If the PCs come near the living room window, allow them a Listen check opposed by Eliora's Move Silently check. The Circumstance modifiers of the floorboards do not come into effect unless the PCs are in the house. If they detect something, alert them that there seems to be some kind of movement within the living room but that a thick red curtain bars visibility.


If Eliora has not been alerted to what has happened, she is sitting in her living room couch reading one of her books. If the PCs knock on the door and announce themselves, she will be a bit suspicious as she does not know them. If the PCs use magic to suddenly appear in the room (*dimension door, teleport, etc.*) then roll initiative and follow the outlined tactics as best you can. In any case read or summarize the following boxed text and adjust accordingly:

With great haste, you rush to the location of the supposed traitor and spy Eliora Pegason. The mere thought of her deceit destroying so many innocent lives fills your heart with rage and your thoughts with bad intentions. The house, a modest one by normal standards seems inhabited based on a light within that is visible from one of the windows on the north side of the house. A three step stairwell with a metal railing ascends to the front door.


APL 2 (EL 3)

 **Eliora Pegason, Female Human Rog1/Sor2:**
hp 13; see Appendix 1


APL 4 (EL 5)

 **Eliora Pegason, Female Human Rog3/Sor2:**
hp 23; see Appendix 2


APL 6 (EL 7)

 **Eliora Pegason, Female Human Rog3/Sor4:**
hp 30; see Appendix 3


APL 8 (EL 9)

 **Eliora Pegason, Female Human Rog3/Sor5/Mindspy 1:** hp 36; see Appendix 4

APL 10 (EL 11)

 **Eliora Pegason, Female Human Rog3/Sor5/Mindspy 3:** hp 54; see Appendix 5

APL 12 (EL 13)

 **Eliora Pegason, Human Rog4/Sor6/Mindspy3:** hp 63; see Appendix 6

Eliora escaping complicates things for the PCs. The first thing she does is seek out Oktu Bonecutter, the leader of the scouting party that she used to help ambush the Stalwart Seven. They in turn notify Malignus that his "flawed creation" escaped their notice and somehow

found its way to Dreki. This will put Malignus and his minions on high alert. After this Eliora cuts her losses and heads straight for the Pomarj to file her report with Allihandrea.

If Eliora is captured alive, she tells the authorities as much as she knows, preferring to be put in jail rather than slain outright. She clings to the hope that maybe she can break out or be freed someday by agents of the Pomarj. If she is slain in the fight then hope is not lost. Davkul is high enough level to cast a couple of Speak with the Dead spells and will do so at no cost to the PCs. In either case, Eliora may try to use her Bluff skill to hide or twist the truth.

If Eliora got away, read or summarize the following boxed text:

Much to your dismay, Eliora turned out to be slipperier than a grease spell. Having evaded your attempts to capture her, you make your way back to Davkul's home. Standing out side of the door rather than inside the home due to his great size is Stregg along with Davkul. Davkul seems engaged in prayer as a gnome in wizardly garb with Royal Army insignias is casting a battery of spells and focusing in on Stregg. With the casting of one final spell, the gnome's eyes widen in shock as he starts to shake his head back and forth, muttering the words "How can this be..." over and over. Davkul spots you and upon seeing that Eliora is not with you, his expression becomes even more disheartened.

If Eliora was captured, read or summarize the following boxed text, adjusting it as you must if she was slain.

Thankfully you have captured Eliora and return to Davkul's home with her in tow. Standing out side of the door rather than inside the home due to his great size is Stregg along with Davkul. Davkul seems engaged in prayer as a gnome in wizardly garb with Royal Army insignias is casting a battery of spells and focusing in on Stregg. The moment Stregg sees Eliora, he immediately starts moving towards her, raising his large fist to crush the life right out of her body. < PERSONALITY SHIFT > "No Stregg", says Davkul as he grabs his arm, "we need her alive. She might be able to tell us how to find those that did this to you. Allow the laws of the nation to whom you pledged your service to dispense justice." With those words, < PERSONALITY IN PLACE > stops in mid stride and lowers his fist but his loathsome glare remains locked upon her. With the casting of one final spell, the gnome's eyes widen in shock as he starts to shake his head back and forth, muttering the words "How can this be..." over and over.

The gnome present is a 6th level divination wizard named Merblick Gobblefrek, a member of the Support division of the Royal Army. PCs may make **Spellcraft checks** to discern what spells the gnome cast. In order from first to

last are as follows; **detect magic** (DC 15), **detect undead** (DC 16), **arcane sight** (DC 18), and **detect thoughts** (DC 17). Upon casting the detect thoughts, the flood of personalities came at Merblick all at once, momentarily overwhelming his magical perception. At this point, read the following boxed text:

The gnome turns to Davkul and says, "Oh that was not pleasant at all. Not one bit. I sensed seven distinct personalities and minds within him. There is nothing but chaos, pain, and rare moments of lucidity in his poor head. I'm not sure but I think some of the personalities in his head are fading but I get the impression that that is not a good thing. Stregg's personality is the anchor holding them in place...how I don't know. His leadership skills are no doubt helping but I fear that he won't hold on forever. I'm sorry Davkul but this is beyond my expertise to fix. I wouldn't even know where to start. It's like he's halfway between being a flesh golem and something else."

The PCs may question Eliora at this time. Davkul assists by casting a zone of truth to try to negate Eliora's Bluff attempts and a calm emotions on Stregg to help him reassert his core personality. A small list of possible questions are listed below. Do not give information or answers that Eliora will not know?

- 1) Who did this to Stregg? *"A wizard by the name of Malignus Riggermort. He likes to manipulate life and create new forms of it for the benefit of Turrosh Mak and his vile amusement. This thing is obviously one of his."*
- 2) Where is the person that did this to Stregg? *"I don't know. He never trusted me enough to let me know where his base of operations was located. He said because I worked solely for money that he couldn't confide in me. I always dealt with an intermediary, a goblin by the name of Oktu Bonecutter."*
- 3) Where is Oktu Bonecutter? *"He leads the Pomarj patrol that monitors the area somewhere near Malignus' lair. His patrol was the one that ambushed the Stalwart Seven. I forged a fake order and gave it to Stregg. The order was for the Stalwart Seven to patrol a specific spot in the Disputed Territories. The patrol took them down and I got paid. What they did after that was none of my business."*
- 4) How could you do something like this? *"In case you haven't noticed, to me it's just a job. Your weakness is that you believe in the general good nature of people. Such an exploitable flaw..."*
- 5) What kind of creatures serve Malignus? *"All I've ever seen are goblins, hobgoblins, and*

some orcs. I'm sure that he's got far worse than that in his lair. Maybe it's a good thing I never got too close to him after all. "

Once the questioning is done Eliora, if alive, is shackled and hauled off to the military jail and placed under constant surveillance. If she was slain, her body is taken to one of the local temples and watched over.

Davkul arranges for the PCs to have free room and board for the night. He also arranges for Stregg to be held in a nearby warehouse due to his size. Following military protocol, he is forced to place Stregg in the only two giant-sized manacles in the entire town of Dreki. Having seen the PCs willingness to help, Davkul decides to spend the night watching over Stregg and pondering his next move. Davkul will soon come to the conclusion that Stregg's only hope may rest in the hands of his estranged mother and necromancer who lives in house hidden away near the shores of Sunflower Cove.

As Davkul prepares to rest for the night, he turns to the PCs and says the following:

" It looks like this will be a long night for me my friends. I have many hard decisions to make and no doubt by tomorrow word of this incident will have reached my military superiors. I will stay with Stregg tonight to help calm him and try to lift his spirits. Hope is perhaps the most fragile thing of all right now but that and a friend is what he needs the most. I've paid for rooms for you at the inn next to the Pelican's Perch. Please return tomorrow morning to this warehouse. I'll be waiting for you. Can I count on your support?"

Any PC in the Principality of Ulek military **CANNOT** refuse this unless they want to be seriously disciplined. Members of other metaorganizations should feel compelled to help simply because it is the right thing to do. Asking for monetary compensation is deeply offensive and will raise the ire of Davkul, which is a rare thing given a Pelorites reputation for being calm and reasonable. If the PCs agree to help, read the following boxed text:

"May the radiance of Pelor's light shine always upon you. Thank you so much.", says Davkul, shaking each of your hands while clasping his holy symbol.

If any PCs do not agree to help, Davkul is deeply offended. For these players, the adventure is over with and you may hand them their ARs with the XP and gold up to this point. After reading the following boxed text the adventure is ended. He revokes their paid stay in the local inn and reacts as follows:

" Have you no decency? Would you not want someone to help you if you were suffering as these men? You are no better than the monsters that did this to him. Leave my presence at once and rest assured that I will make your poor choice known to anyone of influence that you answer to. How sad to

see that in a world that needs the light of Pelor to illuminate the path to goodness you choose instead to wallow in the shadows of petty avarice and ignorance. "

ENCOUNTER 3: MISDIRECTION

When the PCs awaken the next morning and go to the warehouse to meet with Davkul and Stregg, they are in for some bad news. It seems that Rickul has made good on his word and informed his Royal Army superiors of what has occurred through clergy from the temple of Moradin in Dreki. Read or paraphrase the following once the PCs reach the warehouse:

Arriving at the warehouse, Davkul stands next to Stregg and both of them look very distraught. A crumpled up paper lies on the ground before Davkul. A soft breeze begins to propel the paper past your feet.

If the PCs pick it up and read it, it says the following:

By order of Master General Finigan Brightaxe you are to report immediately to Fort Stonewall along with the creature in question for review via military tribunal. The fault or merit of your actions will be decided judiciously and the creature in question will be taken into custody and studied at length on the possibility that it is a tool of the Pomarj against the Principality of Ulek.

Signed- Master General Finigan Brightaxe

Once Davkul notices the PCs presence or that they read the paper, he tells them the following:

" It seems my hands are tied in this matter. Rickul has played his card and now I have no choice but to transport Stregg to Fort Stonewall for the military tribunal. Fortunately my rank still counts for something and since I must be present for the tribunal I will be handling the situation with some of my best soldiers. You have been most gracious in your assistance. Still, I have a feeling we'll be seeing each other again soon. "

PCs may attempt a **Sense Motive DC 15** check to realize that Davkul is apparently planning something that the PCs might need to help him with but feels that now is not the right time to speak of it. During this conversation PCs can see Stregg shaking his head constantly and clearly speaking in shifting personalities under his breath.

A few hours after Davkul and his group of soldiers have left, repairs continue on the front gate of the town as well as the damaged buildings. Stregg's assault and his departure are still the talk of the town and it's clear that many people have been influenced by Rickul's poisonous attitude. Whether the PCs are all together or separate

from one another, Merblick finds each of them and hands them a letter. He also cautions them, telling them to keep its contents to themselves. Once the PCs read the letter, it says the following:

Good friends,

It is with heavy heart that I must disobey the orders given to me by the good General Brightaxe. Given the length of time it will take to reach Havenhill and the stressful situation that a military tribunal may have on Stregg, I fear that doing so would doom any chance of curing him forever. Both myself and my men are prepared for whatever punishment we will receive but my faith has always taught me that one must strive to tend to and heal the suffering, not perpetuate it. I have but one last hope to save him and I am appealing to the good within you. I will be waiting on the road between Dreki and Havenhill roughly 5 miles into the travel. I will elaborate more at that time. Pelor's light shines brightest when times are darkest.

Signed- Sergeant Rickul Loyalar

If the PCs attempt to question Merblick, he simply smiles at them and explains that he's just being a good soldier and following orders. Merblick is not very fond of Rickul and based on his earlier magical observations he is convinced that Stregg is a victim, not an evil monster.

If the PCs agree to help, they can buy whatever they need and head out of Dreki to their appointed destination. As they are leaving, they pass Rickul who is supervising the repair of the front gate. Read or summarize the following boxed text:

You venture out of Dreki to your covert meeting with Davkul. As you pass the front gate which is under repair, Rickul eyes you sternly and says, "I wouldn't shed a tear if I never saw you people again."

After some travel, you find Davkul standing on the side of the road with his soldiers. Stregg is sitting on the back of a large wagon typically used for hauling livestock. PCs can make a **Spellcraft check DC 15** to see that he is trying to cast a prestidigitation spell but is unable to get the verbal and somatic components right. As soon as he fails this, he shifts personalities again and tries to hum a song from his bardic personality but stops midway, unable to remember the rest of the rhythm. When Davkul sees the PCs approach, read or summarize the following boxed text:

Your arrival seems to breathe hope into Davkul and Stregg's otherwise listless expression. Davkul motions to one of the soldiers to remove the shackles from Stregg's hands and feet.

"Are you sure this is what you want to do?" says Stregg.

"Sometimes the right thing to do is the most difficult one of all my friend.", responds Davkul.

Redirecting his attention to you, Davkul says, "With what I am doing now, I will surely be punished by my superiors, as will my men but we understand the risks and are prepared to accept the consequences. To save my friend Stregg and perhaps even the others, I must play a most desperate gambit. The power to cure or restore Stregg is beyond anyone that I know except for one. There is an old woman that lives in seclusion on the shoreline just east of Sunflower Cove. She is rumored to be a master of arcane magic, some of which is commonly referred to as "the dark arts". I have learned enough to know that she is somewhat of a hermit, not evil but neither does she play an active role in the politics or activities of our country. Nonetheless I believe she possesses the knowledge and skills to possibly cure Stregg and perhaps the others. Her name is Tavila. Treat your words and your actions with her cautiously and do not act a fool before her. They say she has no patience for such individuals. Plead your case to her and pray she is willing to help. If at first she refuses..."

And with that, Davkul reaches into his pocket and pulls out a tiny finely crafted wooden soldier and says, "give this to her and tell her to remember what is in her heart. I'll wait here an hour or so before heading back to Dreki. The thought of dealing with Rickul again doesn't please me but I have little choice in the matter. Take these items to aid you in your journey and use them wisely. I leave Stregg's fate and that of the others in your hands."

Treasure: The following items are made accessible to the PCs based on the APL. Items not used are to be returned but some of them may appear on the AR for purchase later on:

APL 2: Five Blessed Bandages and 2 potions of Cure light wounds.

APL 4: Two Healing Salves and 2 potions of Cure light wounds

APL 6: Wand of Cure Light Wounds (15 charges) and 1 potion of Cure Light Wounds and 1 potion of Neutralize Poison.

APLs 8-10: Wand of Cure Moderate Wounds (10 charges) and 1 potion of Neutralize Poison and 1 scroll of Lesser Restoration: 5th lvl

APL 12: Keoghtom's Ointment and 1 potion of Cure Serious Wounds and 1 scroll of Lesser Restoration: 5th lvl

Davkul will not elaborate on the significance of the wooden soldier or give any further details on the identity of Tavila. He and his mother have been estranged for some time due to their different faiths and choice of magic. Still, they love each other very much but have a hard time showing it.

ENCOUNTER 4: ENTER TAVILA

To get to Sunflower Cove, the PCs must travel off road and parallel to Dreki so as not to be seen. Stregg is with them and for roleplaying purposes, have his undergo 5 personality shifts during the course of their travels. At no time does he speak to any half-orc PC unless the personality in question is that of Stregg, given that his personality is the most level-headed.

It would not be a wise decision for the PCs to enter Sunflower Cove with Stregg, as it is sure to invite unwanted attention. It may be best that one or two of them go to Sunflower Cove and start asking a few questions while the others wait outside the village. If they undertake this action, read or summarize the following boxed text:

Asking questions within the village of Sunflower Cove about Tavila brings you to Constable Barbarus Cobblefoot, a gray-haired halfling who is both sheriff of Sunflower Cove and proprietor of the Dancing Griffon. He pauses for a moment and says, "Well I've heard rumors of a woman matching that description seen walking along the shores but I don't think she's ever ventured into Sunflower Cove. You should ask Odelg Punt, the old fisherman of our village about her. He's been plying these waters so long that he's bound to know something about her."

Barbarus directs you to where you can find Odelg Punt and when you arrive, he is in the process of fixing a broken fishing rod. After a few minutes of conversation, he says "Oh yes, I've seen her a few times. To her credit, she keeps to herself. Look for her near the rocky cove east of here that resembles a crown."

With this information, the PCs shouldn't have a hard time finding Tavila. As they travel along the shoreline headed towards her location, have them make a **Spot check DC 10** to notice a section of the cove with a ring of jagged stones pointing skyward resembling a crown. Tavila is currently in the process of bartering some magic items she has created for her friends the yurians in exchange for pearls, fish, exotic corals, and seaweed weavings. Read or summarize the following boxed text once the PCs draw near.

It would seem fate has rewarded you for your perseverance as off in the distance you see an elderly woman dressed in light grey robes standing by the shore. The hood of her cloak is lowered, allowing her loose snow white hair to frolic about in the sea breeze. Surrounding her are four of the strangest creatures you've ever seen. All of them except for a small one in the group are medium sized and appear to be a bizarre hybrid of crustacean and humanoid. Standing bipedal, you also notice that each of them

has six limbs. The middle two limbs are smaller than the others and their small pincers suggest they are used for fine manipulation. The other two are thicker and stronger, ending in heavy claws. Their backs are covered with a heavy red-orange shell, resembling that of a lobster and two eyestalks emerge from the top of their shell, bobbing above a crab-like mouth.

It is obvious that the woman and these strange creatures are on friendly terms. One of them hands her a small package bound in strips of seaweed while she in turn hands them some sea shells and what appear to be flasks or potions. The smallest of them suddenly tugs at her grey robe, beseeching her for something. She looks down at him and smiles as she waves her hands and utters a small incantation. Suddenly the air above them explodes in rapid popping noises accompanied with a vivid display of streaming colors. The child reacts with great excitement, leaping up and down in youthful wonderment. He then hugs her affectionately, which brings a smile to her wizened face.

PCs can make a **Knowledge: Arcana** check DC 18 to learn that these creatures are yurians, aquatic creatures that live in coastal caves. Traditionally, they are generally peaceful, launching occasional raids only when they are suffering from a serious food shortage. A **Spellcraft** check DC 10 identifies the spell as prestidigitation.

If the PCs choose to approach while she is conversing with the yurians and Stregg is with them, the yurians are quick to react, standing in front of Tavila in a defensive posture while the young one rushes back to hide behind a rock. The yurians and Tavila will attack **ONLY** in self-defense. Attacking them without provocation is an evil act.

If the PCs choose to wait until their trade is done, the yurians bid their farewells and leave but not before the smallest one hands Tavila a pretty orange coral necklace. The yurians return to one of several coastal caves that they call home.

When the PCs approach Tavila, read or summarize the following boxed text, adjusting it depending on whether they did so while the yurians were still there or after they left.

As you approach the elderly woman she turns her piercing gaze towards you, seemingly aware of your presence despite any effort to hide it. Upon seeing Stregg, her wide-eyed stare is equal parts curiosity and shock.

"Tis best you stop your walking right now and explain yourselves. Aside from my yurian friends there I don't get very many visitors, especially ones such as those." she says, pointing a finger at Stregg.

At this point in time the PCs can explain their situation to her. If they ask if she is Tavila, she readily

acknowledges it. During this time Stregg will undergo at least three clear personality shifts which will startle her. Once the PCs are done and if they DO NOT mention Davkul's name, she responds as follows:

Tavila pauses for a moment, pondering the weight of your words carefully but never breaks her gaze from Stregg. Then she says, "I'm sorry for your friends condition but I have washed my hands of any affairs between myself and the ruling class of the Principality of Ulek. Years ago I was unfairly branded a witch and accused of conspiring with dark forces simply because of my necromantic studies. Though I did so only for the sake of knowledge and not for any immoral reasons, my words fell on deaf ears. I tired of the persecution I was unjustly exposed to and retreated to a solitary life. Perhaps if people were more open minded and not so quick to presume the worst then things would be different."

If the PCs mention Davkul's words and give her the tiny wooden soldier, she has a change of heart. At this point, provided the PCs have been respectful to her, she agrees to help. If any of the PCs try to coerce her by threats of any sort, she demands that they leave immediately. If she agrees to help cure Stregg, read or summarize the following boxed text.

Tavila rubs the tiny wooden soldier her fingers, conveying a silent sort of sentimentality as she says, "Perhaps it is time to shed my bitterness, especially now that I have the chance to save the lives of decent men. I cannot accomplish this task alone however. Follow me to my home. It is a small hidden cave within the cove. I will disable the magical traps in place. I am intimately familiar with magic used on your friend but I suspect that in his case, not only did the procedure go horribly wrong but the use of the magic was perverted with evil intentions. Whoever did this deserves to suffer for eternity."

Tavila's home is nothing more than a small cave with mundane furnishings and a table with various flasks of alchemical materials and a basket full of rolled up parchment and scroll tubes. Along the way, she stops to disable at least three magical traps in place. If asked what they were, she states that they were a ghoulish glyph, symbol of stunning, and symbol of weakness, all cast at 14th level. Because of Stregg's size, Tavila asks the PCs to wait with Stregg outside while she gathers the necessary scrolls and other materials. When she opens the door, the PCs can make a **Spot check DC 15** to notice two things of interest. The first is that despite being a recluse, the dinner table shows signs of having been set and used by two people and a yellow handkerchief lies atop it. PCs entering the room to help her carry stuff out can make out the letters "E.L." embroidered on it. The second thing they notice is a necklace with the symbol of a red skull in front of a fireball lying on the table. A **Knowledge:**

Religion check DC 15 tells them that Tavila venerates Wee Jas, goddess of Magic, Death, Vanity, and Law. Worshipers of Wee Jas get this automatically.

All APLs

☛ **Tavila Nightshade, Female human**
Wiz10/Loremaster2/Geometer 2: hp 53; see Appendix 7

Tavila proceeds by casting a series of arcane spells and asking Stregg questions, some of which seem to be intended to voluntarily trigger personality shifts. She also scribbles down important observations on parchment and rubs foul smelling alchemical substances on the metallic bindings sewn into his body. Successful Spellcraft checks reveal that the following spells were cast: **detect magic (DC 15)**, **arcane sight (DC 18)**, **greater arcane sight (DC 22)**, **detect thoughts (DC 17)**, **true seeing (DC 21)**, and **lesser telepathic bond (DC 18)**. When casting detect thoughts and lesser telepathic bond, Tavila seems most uncomfortable, almost to the point of silent grief. After about an hour of observations and tests, she turns to you all.

Massaging her temples as the discomfort fades away, it is clear that Tavila has been deeply affected by what she has learned. As she turns to speak to you, Stregg mutters under his breath, "I am condemned to be a nothing more than a monster. Seven as one will be undone. I will miss my wife's smile...never to hold by son in my arms again...dear Moradin end my suffering please."

Tavila turns to him and takes his hand gently, saying, "You are no less than the man or men you were before. It is not the flesh that is a measure of a man but his deeds and his conscience. The day you stop believing this, the ones that did this to you will have won and dammit, I know the Principality of Ulek makes them stronger than that."

Her words seem to be the soothing balm he needed as he regains his calm. "In my many years of studying arcane magic", says Tavila, "I learned how to craft golems, which is clearly what was the intended result with Stregg. In this case the process is both flawed and incomplete. The minds comprising this form are drifting between their struggle to preserve their individuality and humanity and the slow evolution to a mindless automaton. Furthermore, the individual minds are disintegrating and unless something is done, all seven minds within him will fade away forever. It grieves me terribly to say this but in order for me to save him, only one personality can survive the process. The act of asserting a specific mind to his body will result in the utter destruction of the other six. I fear that the only mind strong enough to survive the process is Stregg's. For just a moment, my magic was able to penetrate the maelstrom of his memories and get a very close approximation of the

location where this blasphemy was perpetrated. I need you to travel there as quickly as possible and try to recover a magical item called the orb of elemental transference. Bring that item to me and with it, I believe I can save Stregg. I must warn you however. Though I was unable to discern anything about what or who is within this place, his fear of it was terrible beyond words. I swear to you however that if you return with the orb, I will do all I can for him."

At this time the PCs can ask Tavila questions. Some of the possible questions and answers are listed below. If not then respond as best you can based on the knowledge at hand.

"What is an elemental orb of transference?" " *" An elemental orb of transference is the item commonly used to bond elemental spirits within golems to give them a semblance of life at the expense of their free will. I believe in this case, by trying use a fragment from each of the Stalwart Seven's souls rather than an elemental spirit, the process went horribly wrong. "Any PC that makes a Knowledge: Arcana roll DC 25 also knows this.*

"What is Stregg right now?" " *As best as I can tell, Stregg is temporarily a living construct, sharing to a lesser degree some but not all of the qualities of a living creature. "*

"What is the story between you and Davkul?" " *"Such matters are private and now is not the time for discussing them."*

"It looks like you had company earlier today right?" " *My guest prefers to maintain his privacy as he is somewhat unpopular these days in the Principality of Ulek. I can assure you however that his heart is in the right place. He's an old friend I had not seen in some time. Let's leave it at that shall we?"*

"Can you teach me some of your magic?" " *Help me save this mans life and we can discuss such things afterwards. Now is not the time. "*

"Can you give us magical assistance for our journey?" " *Unfortunately not. I have used much of it just to gain the knowledge I have given you and the remainder will be needed for when you return. The procedure is very complex and the slightest error could be disastrous to both myself and Stregg. I am putting my life at risk as well. Trying to channel and control such magical power is very dangerous. "*

"How long do you think Stregg has?" " *It's difficult to say but I am trained in certain forms of meditation that can calm him and perhaps slow his mental deterioration. As a last resort, I can cast limited wish to strengthen his resolve but I'd prefer not to as this will drain me physically and it is at best only a temporary solution. "*

"What is your relationship with the yurians?" " *The child you saw earlier was being chased by a band of sahuagin. He ran into my cove here by sheer coincidence. I could not allow those wicked creatures to kill an innocent child so I ended their miserable lives. I disintegrated one of the sahuagin and struck the others dead with a chain lightning. Since that day the yurians and I have formed a bond of mutual protection and trade. We keep to ourselves and bother no one. "*

If any of the PCs mention Prince Olinstaad or the Talons of Retribution, Tavila says the following:

Regarding Prince Olinstaad: " *I feel great sorrow for the Prince. To suffer the way his family has is terrible but he is a good man with a strong spirit. He's a fairer man than most. "*

Regarding the Talons of Retribution: " *It's good to see that my old friend Magnus Loudrin did not allow the suffering of his youth to dim his brilliant mind. Hopefully soon, Magnus will be able to repay the debt of retribution he has against Turrosh Mak personally. "*

Once Tavila is done explaining things to the PCs, she tells them that Stregg must stay with her in preparation for the ritual. She wishes them good luck and sends them on their way.

ENCOUNTER 5: ALONG THE WAY CAME TROUBLE

Based on the directions given to them by Tavila and possibly Eliora, the PCs will eventually run into the Pomarj patrol that works for Malignus, the same one that ambushed the Stalwart Seven. If Eliora was able to warn them, then they are expecting trouble.

APL 2 & 4: Combat tactics are as follows. Oktu Bonecutter stays in the back and launches spells or crossbow bolts against the PCs or beneficial spells for his allies while Bruk and Vlog go after the tough looking PCs since they can do some serious damage. Leriell Evernight will attempt to disrupt casters with missile fire and stay close to Oktu for protection. If Bruk and Vlog go down, Leriell will attack in the most favorable fashion while Oktu continues his previous tactics.

APLs 6 thru 12: Combat tactics are as follows. Oktu Bonecutter continues to stay in the back, launching spells or crossbow bolts against the PCs or beneficial spells for his allies. Bruk and Vlog still go after the tough looking PCs since they can do some serious damage. At APL 6, Leriell Evernight will attempt to disrupt casters with missile fire and stay close to Oktu for protection. If Bruk and Vlog go down, Leriell will attack in the most favorable fashion while Oktu continues his previous tactics. At APLs 8 and higher, Leriell follows Bruk and Vlog into combat and leaves the protection of Oktu

Bonecutter to Umbros. Both Oktu and Umbros do everything they can to prevent PCs from casting spells. Furthermore, feel free to use the items in their possession to maximum effectiveness. Spells that have long durations, especially hours long, are half spent and if they surprise the PCs using Leriels hawk animal companion, there is a good chance that they will be even more prepared.

At APLs 6 and higher, Leriels has his hawk scouting the area beneath it and trained to return to him and alert him to trouble. Leriels can cast speak with animals and ask it what it saw.

If Oktu and his crew are slain, then the PCs are going to have to use magical means or the Track feat to find Malignuses' secret lair. If at least one of them is alive and a successful **Intimidate check** is made then the survivor will give them the information in exchange for sparing their lives.

If the PCs are spotted by the hawk and do not think anything of it, allow Oktu and his crew at least 5 rounds of preparation before they attack. They will crouch at the other opposite side of a small hill and rise up to attack as the PCs are going over it. If the PCs decide to pursue the hawk for some reason, allow Oktu and his crew only one round of preparation. If the APL does not include the hawk then the Oktu and his crew are simply moving along the side of the hill when the PCs run into them.

For APLs 2 and 4, read or summarize the following boxed text:

Continuing onward, you reach the upward slope of a small hill. As you reach its rounded pinnacle, you catch sight of a band of humanoids moving in your direction. The goblin amongst them cries out, "More lambs to the slaughter I see. Malignus will give us good coin for these."

For APLs 6 and above that include the hawk, read or summarize the following boxed text:

You are certain that you are closing in on your destination. Pelors is bright and unrelenting today and no cloud stands to impede its radiance. Patches of tall golden grass sway lazily and small hills pocket the landscape from all sides. A hawk glides slowly above you, riding the wind currents as it shrieks, announcing both its presence and its dominion of the skies to all below it. Suddenly, it swoops down at incredible speed, plunging into a patch of tall grass. Chaotic movements spell signs of a brief struggle before the hawk soars to the skies once more with a dead field mouse clenched firmly in its talons. A small rabbit peeks out from its hole and upon seeing you, scurries fearfully into its burrow and two small butterflies flutter around one another in playful motion.

Continuing onward, you reach the upward slope of a small hill. As you reach its pinnacle, you catch

sight of a band of humanoids moving in your direction. The goblin amongst them cries out, "More lambs to the slaughter I see. Malignus will give us good coin for these."

APL 2 (EL 4)

➤ Oktu Bonecutter, Male Goblin Adp3: hp 14; see Appendix 1

➤ Bruk & Vlog, Male Orc War1: hp 7; see Appendix 1

➤ Leriels Evernight, Male Hobgoblin Rgr1: hp 7; see Appendix 1

APL 4 (EL 6)

➤ Oktu Bonecutter, Male Goblin Wiz3: hp 11; see Appendix 2

➤ Bruk & Vlog, Male Orc War2: hp 14; see Appendix 2

➤ Leriels Evernight, Male Hobgoblin Rgr2: hp 7; see Appendix 2

APL 6 (EL 8)

➤ Oktu Bonecutter, Male Goblin Wiz5: hp 19; see Appendix 3

➤ Bruk & Vlog, Male Orc Ftr1/Brb3: hp 40; see Appendix 3

➤ Leriels Evernight, Male Hobgoblin Rgr4: hp 30; see Appendix 3

APL 8 (EL 10)

➤ Oktu Bonecutter, Male Goblin Wiz6: hp 23; see Appendix 4

➤ Bruk & Vlog, Male Orc Ftr1/Brb4: hp 51; see Appendix 4

➤ Leriels Evernight, Male Hobgoblin Rgr4/Ftr2: hp 48; see Appendix 4

➤ Umbros Darkwrath, Male Hobgoblin Clr6: hp 45; see Appendix 4

APL 10 (EL 12)

➤ Oktu Bonecutter, Male Goblin Wiz7/Fatespinner1: hp 30; see Appendix 5

➤ Bruk & Vlog, Male Orc Ftr1/Brb6: hp 72; see Appendix 5

➤ Leriels Evernight, Male Hobgoblin Rgr5/Ftr2: hp 54; see Appendix 5

➤ Umbros Darkwrath, Male Hobgoblin Clr8: hp 60; see Appendix 5

APL 12 (EL 14)

☛ **Oktu Bonecutter, Male Goblin**
Wiz7/Fatespinner3: hp 36; see Appendix 6

☛ **Bruk & Vlog, Male Orc Ftr2/Brb7:** hp 98; see Appendix 6

☛ **Leriel Evernight, Male Hobgoblin**
Rgr4/Ftr2/Tempest4: hp 84; see Appendix 6

☛ **Umbros Darkwraith, Male Hobgoblin Clr9:** hp 68; see Appendix 6

If the PCs are defeated, then any survivors are dragged to Malignus' lair and the adventure for them is over. These PCs earn the Victim of Malignus curse listed on the AR. The bodies of the slain PCs are tossed in the Spare Parts metal drums. If the PCs defeat Oktu and his crew, managing to keep one alive and use Intimidation or magic to scan their thoughts, the captive reveals the following:

- 1) **Malignus is a troll wizard who is a master of warping and creating bizarre forms of new life from old.** (While not true, Malignus only appeared to them in troll form so they have no reason to believe otherwise.)
- 2) **Malignus uses them to bring in subjects for his experiments and pays them well.**
- 3) **Malignus has a lair not far from here that is below ground. It may or may have more than one level to it. It used to belong to one of the Necromancers allies but when the Warlord fell, it was abandoned and Malignus moved in.**
- 4) **Malignus once performed his work in Strandkeep Castle but he convinced Turrosh Mak to fund his current operation in the Principality of Ulek.**
- 5) **Malignus is a perfectionist but also very insane. What he believes is perfect one day soon becomes flawed to him after a few weeks.**
- 6) **Malignus has apparently grafted several animal parts to his body in an attempt to improve upon himself. This makes his troll form appear even more disgusting.**

ENCOUNTER 6: DEPRAVITY UNBOUND

Once PCs are able to locate the entrance to the secret lair, the DM is encouraged to describe things in brutal detail without going overboard. It is important to make the PCs understand the extent of the tremendous human suffering and corruption they are about to witness.

The entrance to the lair is located between a pair of 5 ft. square rocks that appear to be a part of the natural landscape. The Search DC to find the pressure plate that causes the stones to slide across is **DC 15 + APL**. Dwarves may use their Stonecutting ability to search for the pressure plate, adding a +2 racial bonus. Elves can use their racial ability to find secret or concealed doors to find the hidden portal but not the pressure plate that opens it. Any PC can make a normal Search check but only a rogue PC or PC with the **Disable Device** skill can properly disable the mechanism that keeps the doors closed and use it to open them.

General guidelines for Malignus' secret lair:

At all APLs, the actual chambers of the lair, not the tunnel is used to descend to the door of the chambers themselves are under the effects of an unhallow spell at 12th level caster. The spells effects tied to the unhallow are triggered when PCs step into any of the chambers and the trigger is based on anyone of opposite faith. In the case of the PCs, the faiths they revere would be deemed oppositional as none would condone the horrors that occur in the lair. The spells tied to the chambers are as follows: **APL 2- bane, APL 4-6 - cause fear, APL 8 - freedom of movement (bad guys of course), APL 10 and higher -dispel magic.**

The stone stairwell proceeding downward is a 90' descent with a 15 foot high ceiling and 20 ft. wide. During the time that Stregg was traveling towards Dreki, Malignus made it a priority to have the damage Stregg did to the chamber door and stairwell door repaired via magical means. The stairwell itself descends 40 ft. beneath the earth at a 90' inclination. To complicate matters for the PCs, the walls are enchanted to emit a constant thick fog equivalent to a fog spell cast at 12th level. The only way to cease the production of the fog is to either cast a dispel magic or similar magic but this only pauses the effect for 1d4 rounds or someone must speak the password, which is "demystify". No one in Oktu Bonecutter's crew, Eliora, or Stregg know this password except those currently within the lair.

PCs who attempt to move on these stairs at a speed of more than their base movement must make Balance checks DC 10 or stumble down the stairs. If they stumble downward more than 20 ft. they take 1d4 points of nonlethal damage and risk alerting those inside the lair.

The 10 foot wide double doors at the base of the stairwell are made of 1 ft. thick wood reinforced with bands of steel. The doors are locked and based on the APL, the lock is more difficult to open. The DC and type of lock on the door based on APL is listed below.

APLs 2 & 4: Very simple lock: DC 20

APL 6 & 8: Very good lock: DC 25

APL 10: Very good lock with Arcane Lock spell- 10th level caster

APL 12: Very good lock with Arcane Lock spell- 12th level caster

Once the doors are opened if PCs can view within the central chamber, read the following boxed text:

Beyond these heavy steel door is what can best be described as a sanctum of sadism. The chamber, 100 ft. long and 70 ft. wide with a 20 foot ceiling welcomes you with the pungent stench of blood and carrion. There are six operating tables, four medium and two large sized, each heavily stained with blood as are the floors beneath and around them. Several barrels of varied sizes stand against the northern wall. Perhaps the strangest features of the room are four 10 ft. tall by 10 ft. diameter thick glass cylinders filled with a crimson filmy liquid that swirls and shifts constantly like churning smoke. Dark shadows of things floating within the center of the cylinders are visible but the strange crimson substance obfuscates their true forms. "What monsters stir within those tainted waters" you ask yourself but perhaps it is best you concentrate on the foes who have taken grave offense to your intrusion.

This battle should be brutal and played as such. As soon as the PCs enter the chamber, the crimson liquid will drain from the cylindrical glass chambers into a pit beneath them and the creatures inside will tear free from their wires with ease to attack. Refer to the tactics section below, although you may deviate from it depending on what the PCs do and what you feel is the most strategically sound tactic for the villains. Keep in mind the effects of the unhallow spell as well as the items the NPCs have accessible to them.

One cylinder in the front and one in the back (chosen at random) contains the spellwarped and monstrous beast creatures. The spellstitched undead is lingering near the door of Room B. Zeist is near the barrels and Leinara stands guard by the smaller table near the front entrance.

In reference to Leinara, she is very sensitive about her terribly scarred appearance. Any PC who willingly proceeds to ridicule her openly will earn her wrath. Even if the PC is down and helpless, she will try her best to perform a coupe de grace maneuver on them. Short of it being a suicidal maneuver for her or virtually impossible, there are no exceptions to this.

Depending on whatever size Malignus takes when he is either polymorphed or using alter self, a light crossbow and a dagger of the appropriate size are on a shelf inside his personal lab. Also, Malignus will surrender only if he feels he has absolutely no chance of winning.

APL 2: Leinara will always go after the strongest looking PC and Zeist will pick his moments wisely, using missile fire first but taking advantage of any sneak attack opportunity. The spellstitched skeleton will use ray of enfeeblement of the tough looking fighters or those PCs who look weak, such as wizards or charge up his claw

attacks with shocking grasp. The monstrous beast spider will use his web spell to hinder his foes and his charm ability to make potential foes passive towards him. The spellwarped dire rat will attack whatever attacks it first.

APL 4: Leinara will continue to go after the strongest looking fighters and Zeist will continue to be opportunistic with his attacks. The spellstitched tomb mote will not immediately attack, preferring to soften up PCs with rays of enfeeblement or waiting to disrupt spellcasters with scorching rays. Once he is out of ranged attacks or sees a chance to take out a badly hurt PC, he will move in with shocking grasp or blade of pain and fear along with natural attacks. The monstrous beast fleshraker dinosaur will go after a random PC, using its pounce ability to get its full compliment of attacks, along with its poison. It uses its breath weapon sparingly, as it prefers to fight with its natural attacks and its blindsight negates invisibility and most illusions. The spellwarped dire weasel goes after whoever attacks it.

APL 6: Leinara will continue to go after the strongest looking fighters and Zeist will continue to be opportunistic with his attacks. The spellstitched gravehound will not immediately attack, preferring to soften up PCs with rays of enfeeblement or disrupting casters with fireballs and scorching rays. It reserves the vampiric touch and shocking grasps to combine with its stunning bite. The spellwarped direbat uses its aerial superiority to attack from above and its blindsight, like the monstrous beast fleshraker dinosaurs special ability, negates invisibility and most illusions. The monstrous beast fleshraker dinosaur will go after a random PC, using its pounce ability to get its full compliment of attacks, along with its poison. It uses its breath weapon sparingly, as it prefers to fight with its natural attacks. Lastly, Malignus Riggermort will react to the sounds of battle from Room B and cast alter self (troglodyte), haste his allies, and pepper his foes with magical ranged attacks while using the objects in the chamber for cover. If he can he will cast shield on himself.

APL 8: Leinara will continue to go after the strongest looking fighters and Zeist will continue to be opportunistic with his attacks, perhaps even attempting his death attack if the moment is right. The spellstitched boneclaw is lying on the large table on the northern side of the room closest to the door. He need not move, as his claws have tremendous reach and he can soften up PCs with his spells or disrupt casters, especially with scorching ray and enervation. The monstrous beast fleshraker dinosaur will go after a random PC, using its pounce ability to get its full compliment of attacks, along with its poison. It uses its breath weapon sparingly, as it prefers to fight with its natural attacks. The spellwarped mad slasher plows into the first thing attacking it. Malignus polymorphs into his troll form, cast haste on his allies, and casts spells at a distance while using objects for cover. He casts shield on himself if able.

APL 10: Leinara will continue to go after the strongest looking fighters and Zeist will continue to be opportunistic with his attacks, perhaps even attempting his death attack if the moment is right. Zeist can also Hide in Plain Sight as per his shadowdancer level and tries to attack once and then hide again. The spellstitched boneclaw is lying on the large table on the northern side of the room closest to the door. He need not move, as his claws have tremendous reach and he can soften up PCs with his spells or disrupt casters, especially with scorching ray and enervation. The monstrous beast dire lion combines his pounce maneuver with his petrifying gaze attacks and the spellwarped dire ape plows into the first thing attacking it. Malignus polymorphs into his troll form, casts haste on his allies, and casts spells at a distance while using objects for cover. He casts shield on himself if able.

APL 12: Leinara will continue to go after the strongest looking fighters and Zeist will continue to be opportunistic with his attacks, perhaps even attempting his death attack if the moment is right. Zeist can also Hide in Plain Sight as per his shadowdancer level and tries to attack once and then hide again. Creeper the advanced shadow attacks the same foe Zeist is attacking, draining their strength and providing a flanking buddy. The monstrous beast dire lion combines his pounce maneuver with his petrifying gaze attacks and the spellwarped dire ape plows into the first thing attacking it. Malignus polymorphs into his troll form, cast haste on his allies, and casts spells at a distance while using objects for cover, especially Evard's Black Tentacles and his spells affected by the Reach feat. He casts shield on himself if able. Meat-Stitch stands between the first two red cylinders, and charges forward, confident in his immunities, evasion ability, and his physical power.

APL 2 (EL 5)

- **Human spellstitched skeleton warrior:** hp 7; see Appendix 1
- **Spellwarped dire rat:** hp 8; see Appendix 1
- **Monstrous beast small spider:** hp 6; see Appendix 1
- **Leinara the Scarred, female human War1:** hp 7; see Appendix 1
- **Zeist Throatlitter, male human Rog1:** hp 5, see Appendix 1

APL 4 (EL 7)

- **Advanced spellstitched tomb mote:** hp 36; see Appendix 2
- **Advanced spellwarped dire weasel:** hp 30; see Appendix 2
- **Advanced monstrous beast fleshraker dinosaur:** hp 37; see Appendix 2

➤ **Leinara the Scarred, female human Ftr3:** hp 25; see Appendix 1

➤ **Zeist Throatlitter, male human Rog2:** hp 11, see Appendix 1

APL 6 (EL 9)

- **Advanced spellstitched gravehound:** hp 45; see Appendix 3
- **Advanced spellwarped dire bat:** hp 68; see Appendix 3
- **Advanced monstrous beast fleshraker dinosaur:** hp 53; see Appendix 3
- **Leinara the Scarred, female human Ftr4:** hp 36; see Appendix 3
- **Zeist Throatlitter, male human Rog4:** hp 21, see Appendix 3
- **Malignus Riggermort, male halfling Wiz5:** hp 21, see Appendix 3

APL 8 (EL 11)

- **Advanced spellstitched boneclaw:** hp 126; see Appendix 4
- **Advanced spellwarped mad slasher:** hp 125; see Appendix 4
- **Advanced monstrous beast fleshraker dinosaur:** hp 90; see Appendix 4
- **Leinara the Scarred, female human Ftr6:** hp 54; see Appendix 4
- **Zeist Throatlitter, male human Rog5/Assassin 1:** hp 32, see Appendix 4
- **Malignus Riggermort, male halfling Wiz7:** hp 26, see Appendix 4

APL 10 (EL 13)

- **Advanced spellstitched boneclaw:** hp 192; see Appendix 5
- **Advanced spellwarped dire ape:** hp 91; see Appendix 5
- **Advanced monstrous beast dire lion:** hp 91; see Appendix 5
- **Leinara the Scarred, female human Ftr6/Exotic Weaponmaster 2/Brb 1:** hp 83; see Appendix 5
- **Zeist Throatlitter, male human Rog5/Assassin 3/Shadowdancer 1:** hp 49, see Appendix 5

➤ **Malignus Riggermort, male halfling**
Wiz8/Master Transmogrifist 1; hp 36, see
Appendix 5

APL 12 (EL 15)

➤ **Meat-stitch, advanced cadaver golem:** hp 172;
see Appendix 6

➤ **Advanced spellwarped dire ape:** hp 124; see
Appendix 6

➤ **Advanced monstrous beast dire lion:** hp 124;
see Appendix 6

➤ **Leinara the Scarred, female human**
Ftr6/Exotic Weaponmaster 3/Brb 2: hp 104; see
Appendix 6

➤ **Zeist Throatlitter, male human**
Rog5/Assassin 3/Shadowdancer 3: hp 63, see
Appendix 6

➤ **Creeper, advanced shadow:** hp 42, see Appendix
6

➤ **Malignus Riggermort, male halfling**
Wiz8/Master Transmogrifist 3; hp 44, see
Appendix 6

Once the battle is done, if the PCs were able to defeat Malignus and his crew, they can search the rest of the entire lair with little difficulty. If the PCs are defeated, the adventure is over and hand them their ARs with gold and XP up to this point. Be sure to note them as having gained the Victim of Malignus Riggermort curse of their AR. Read or summarize the following boxed text if they are defeated:

As the last of you falls, your perceptions of your surroundings dim as you slip slowly into unconsciousness. A cackling laughter rings out behind you as a squeaky voice says, "Oh yes, these bodies will do nicely... nicely indeed."

Sub-encounter 6b: Neither Man Nor Beast

The door to this room is unlocked. This is the personal lab of Malignus Riggermort. He uses it when he does not wish to be distracted and to indulge in his more perverse experimentations. Currently, it is inhabited by Belentharr Bloodfist, once a human barbarian of the Clan of Bones who has been unwillingly transformed by Malignus into an anthropomorphic wolverine. Belentharr is strapped down to the operating table and shaking off the effects of the pain killers administered to him. Sadly, his wife Tikra, transformed into an anthropomorphic cheetah by Malignus, did not survive the process and her dead body hangs shackled to the wall by its hands and feet in the room as well. Belentharr also shows signs of being recently operated upon with several fresh incisions and a scalpel piercing his lower abdomen. When the PCs enter, read or summarize the following:

The room before you is no less horrible than the chamber outside. Before you, a strange creature, a bizarre combination of both man and wolverine is strapped down tightly to the table with thick leather wrappings. Its eyes roll inside its sockets in confusion as it struggles in vain to escape its bonds. The heavy scent of chemicals commonly used to induce lethargy and numb pain is almost nauseating. Several fresh incisions cover its legs and shoulders with a sharp scalpel driven into his lower abdomen. Atop a small metal cabinet are a wide assortment of scalpels, saws, hooks, needles, and threads, no doubt the madman's instruments cruel indulgence.. Shackled by its hands and feet on the east side wall is the still form of what appears to be an amalgamation of woman and cheetah. Fresh wounds and blood cover its body and stain its dull yellow fur.

A **Heal** check DC 20 reveals that the female form died two days ago. Two rounds after the PCs enter the room, Belentharr will shake off the full effects of the chemicals in his system. Belentharr is overwhelmed by rage, despair, and as a member of the Clan of Bones, he sees himself and his slain wife Tikra as tainted by "foul magic". All he wants to do is grab Tikra's body and flee from this terrible place, back to his people. If freed, he will answer no questions but neither will he attack the PCs if they do not harm him. He will not even accept healing, growling at the PC in question. If the PCs decide to attack him without provocation, he defends himself with lethal force. If the PCs release Belentharr, read or summarize the following boxed text:

Once freed, the feral creature struggles to its feet and moves towards the female shackled to the wall. His movements are uncoordinated and wracked with pain but still he summons inhuman strength and rends her bindings, laying the body tenderly upon his shoulder. Limping out of the room, it turns to you and howls in rage as tears stream heavily from the crimson orbs that are his eyes.

Aside from the instruments on the table, there is nothing of worth in the room.

Sub-encounter 6C: The Troll Barracks

The door to this room is not locked. When the PCs enter, read the following boxed text:

This room is in a complete state of squalor and stinks of musk and rotting meat. There are six crude beds made of piles of damp furs and soiled cloth sized for medium creatures. Two large wooden chests, each with a pair of rusty iron locks sit against the southern wall. Half-eaten chunks of meat swarming with dozens of vermin lay strewn about everywhere.

Aside from some coinage inside of a small raggedy cloth pouches in each chest, there is nothing of value in here.

The low quality of the lock requires only an **Open Locks DC 10** and hardness 5 / 1 hit point.

Sub-encounter 6D: The Warriors Barracks

The door to this room is not locked. When the PCs enter, read the following boxed text:

This room is well maintained and contains six medium-sized beds as well as two large wooden chests sitting against the southern wall. Of the two chests, the only one which is locked is located towards the western corner of the room.

Searching the open chest, the PCs find spare clothing, two pairs of slightly worn boots, and a bandoleer sized for a medium creature containing enough sheaths for up to seven daggers.

The locked chest is protected by a very simple lock of finer quality than that in the troll barracks. The **Open Locks DC is 20**. Within the chest, the PCs find 2 spare chain shirts, 1 large steel shield, 1 buckler, a masterwork longsword, and a pouch with some coins in it.

In order for the PCs to identify the contents of the barrels, they must make five separate **Profession: Alchemy checks DC 20**. Each successful roll identifies the contents of a barrel as follows:

Barrel 1: Pain killers

Barrel 2: Formaldehyde (knockout chemical)

Barrel 3: Embalming fluid

Barrel 4: Alchemical coagulant

Barrel 5: Wound sterilizer

Between Rooms C and D is a spiraling stairwell descending to the second level.

LEVEL 2

Sub-encounter 6A: Riggermort's Room

The door to this room is locked. Opening it requires an **Open Locks DC 30** as it is a good quality lock. If Malignus or any of the other named PCs were killed or captured, they also have the keys to their personal quarters on them. Once the door is open, read or summarize the following boxed text:

It is clear, based on the contents of this room that the grasp its owner had on his sanity was tenuous at best. Graphic anatomical depictions of the cruel experiments on unwilling victims cover most of the walls. A small table next to the bed has a dissected and disemboweled rat pinned to its surface by thick needles. The small-sized bed is near the northwest corner of the room with a cabinet aside it. To the southwest corner of the room is a stout iron chest decorated with pictures of dragons and devils.

Despite its appearance, the chest is not magically locked in any way. It is however locked with an amazing quality lock, requiring an **Open Locks DC 40** roll. If the PCs are able to get it open, read them the following boxed text:

Opening the chest, you see a black metallic orb covered in arcane runes amongst its other contents. Based on the description Tavila gave you of the device, it appears you have found the orb of elemental transference. Along with this you find a parchment sealed in wax.

If the PCs cast detect magic on the orb and the contents of the chest the orb clearly radiates transmutation and necromantic magic, types of magic commonly associated with the creation of flesh golems. If the PCs read the parchment, hand them **Player Handout One**.

Treasure: Depending on the APL being played, the PCs find other magical items as well, which will need identifying.

APL 4-6: Bag of Holding Type 1

APL 8-10: Bag of Holding Type 2

APL 12: Cape of the Mountebank

Located in a secret hollow compartment beneath the false bottom of the chest is a magical tome called the Libram of Flesh with only one charge left in it. If the PCs succeed at a **Search check DC 30**, they find the hollow bottom and can retrieve the tome. Do not allow them a Search check unless the players say they are attempting one. If the PCs find the Libram of Flesh, allow them a **Knowledge: Arcana check DC 25** to know its exact function. The book radiates overwhelmingly powerful universal magic; it takes wish spell cast at 17th level to make it so it is possible that the person detecting the magic may be stunned by it momentarily. If they succeed at the Knowledge: Arcana check give them the following information.

Libram of Flesh: This weighty tome details the creation of flesh golems. Additionally, the magical inscriptions of the libram allow the reader to create a flesh golem even if not a 14th level arcane caster. The reader gets a +2 bonus on effective level for the purpose of making golems and can emulate knowledge of the requisite spells necessary to create a flesh golem.

Flesh golems created using this libram retain up to five abilities from one of the donor bodies used in the golem's creation, which are layered upon the golem as if using a template. It also depends on what abilities are deemed appropriate and inappropriate to put on the golem and which ones do not stack.

Each time a flesh golem is created using this libram, enchantment visibly drains from the book as inscriptions fade. When first created, a libram of flesh has enough magical power to create seven golems. After the last use, the book falls to ruins.

Caster level: 17th; Prerequisites: Craft Wondrous Item, wish; Market Price: 178,500 gp; Weight: 5 lbs.

PCs who gain this knowledge should realize that this tome could aid Tavila with her special ritual.

Sub-encounter 6B: Silent Screams

The doors to this room are not locked. The PCs can make a **Listen check DC 22** to hear the faint moaning of the meenlocks through the door. Currently, all of the meenlocks are under the effects of drugs which have placed them into a docile, confused state equivalent to the dazed condition. Furthermore, the cages radiate the effects of a dimensional anchor and an inverted mind blank spell cast at 16th level which suppresses their ability to use their supernatural dimension door and rend mind abilities. When the PCs enter the room, read the following boxed text:

As you open the door before you, you are assaulted by a horrible stench reminding you of the worst gutters in the Principality of Ulek. Before you are three 20 ft. by 20 ft. cages and in each of these cages are 2 ft. tall creatures that can best be described as grotesque, twisted parodies of once-humanoid beings. Their stooped, deformed bodies are filthy and small bits of food cling to their hooked claws that serve as hands. Their hides are covered with shaggy spines, painful ulcers, and small pus-filled lesions caused by soiled wounds. Each cage holds four of these twisted creatures. You find their distant gaze and lack of reaction to your presence somewhat alarming. For the most part they just sit there, occasionally scratching away at one of their wounds or the steel bars of their cages that hold them prisoner.

PCs can make a **Knowledge: Arcana DC 13** to identify these creatures as meenlocks (Monster Manual 2, pg. 146-147). These creatures are just some of a few of the slaves that Malignus has purchased from Turrosh Mak or captured that were eventually transformed into meenlocks by torturous experimentation. One of them however, a human survivor named Bartel from the village of Shale has not completely transformed and has been able to shrug off the effects of the drug given to him. If the PCs cast detect magic on the room, the cages radiate moderate abjuration magic. All of the cages are locked but can be opened with a successful **Open Locks DC 25** roll and depending on APL, the meenlocks delay attacking PCs until the drugs wear off. Allow the PCs to make a **Wisdom check DC 10** to realize that opening the cages and freeing the meenlocks is a bad idea. If they do open the cages then refer to the chart below based on APL for the meenlocks actions:

APL 2: 10 rounds dazed before attacking

APL 4: 8 rounds dazed before attacking

APL 6: 6 rounds dazed before attacking

APL 8: 4 rounds dazed before attacking

APL 10: 2 rounds dazed before attacking

APL 12: 1 round dazed before attacking

This is an untiered encounter because several clues are provided that should tell the PCs not to release the meenlocks. Allow the PCs to make a **Spot check DC 15** to notice that one of the meenlocks seems more humanoid than the others and is trying to get their attention. If they fail the Spot check, allow them to notice Bartel two rounds after this. Once they do, read the following boxed text.

As the pathetic creatures wander about listlessly in their cramped confines you notice that one of them is unlike the others and motioning you to come closer. A more thorough inspection of him reveals that unlike the others, he seems more human in appearance and his hands have not yet fully become claws. His words are broken and labored as he says, " Little man must die...tormentor...must save village of Shale... from there...not all taken...half here, half to Pomarj.. two groups...darkness consumes me...dark thoughts...hunger for flesh...instrument of pain I am...suffering.. release us...kill in mercy...save family...you are last hope... you are ahhhhhhh!!!!. YOU ARE PREY!!!! "Suddenly, before your eyes his flesh shifts, his body diminishes and malformed hands become sharp claws which lunge towards you in a feral rage. You watch as the last remaining vestiges of humanity are ripped from him and consumed by his suffering.

Killing the meenlocks once fully transformed would not be an act of evil. Once fully transformed, only a wish or miracle can save them. If the PCs make a **Spellcraft check DC 21**, they can figure out that a heal or greater restoration spell can turn Bartel back to being human before he fully transforms but he'll still be trapped in the cage with the meenlocks who will attack him unmercifully. Allow the PCs to extricate Bartel from the cage if they come up with a way of doing so.

Sub-encounter 6C: Zeist's Room

The door to this room is locked. It is untrapped and PCs can make an **Open Locks check DC 20**. The door has the following statistics: **Hardness 5, 15 hit points, Break DC: 18**. If the PCs enter, read or summarize the following boxed text:

The walls of this room are painted a dull black, giving it a pervasive sense of gloominess and dread. Hanging of the wall in a glass case are various types of daggers, many of them with ornate pommels sporting designs using serpents, lions, wolves, national heraldry, and even one of a five-headed multi-colored dragon with tiny jewels for eyes. The bed in the room is unmade and aside from this there is a small wooden chest, a dresser, and a table as

well. Atop the table are various parchments scattered about.

The chest is locked but untrapped. A successful **Open Locks check DC 25** reveals its contents to be spare clothing, parchments, a vial of ink and an ink pen, a pouch of coinage, and a very nice pair of stylish boots commonly worn by swashbuckler or aristocratic types. The boots however are Zeist's attempt at an almost murderous sense of irony versus would-be thieves. PCs who don the boots are in for a surprise. Unless the PCs **SPECIFICALLY** state that they are making a Search check on the boots, casting detect poison, or some other rational means of finding this, they are subject to the boots effects. Within its soles pointing upward are small poisoned needles. When a PC dons the boots, they must make a **Fortitude save DC 18** or be subjected to the detrimental effects of giant wasps poison (1d6 Dex / 1d6 Dex). This is a one-time effect. Furthermore, if the PCs inspect the paperwork on the desk, one of the parchments has the preliminary details of a planned assassination attempt on the following prominent persons in the Principality of Ulek; Stahjia " the Desert Rose ", Archibald Ronaldson – Professor of the University of Gryrax specializing in enchantment magic, Smoke, and Marshal Augustus Clinkfire. No explanation is given as to why these people in particular are chosen. If the PCs make a **Knowledge: Royalty & Nobility check DC 15**, they realize that the heraldry on the daggers include Keoland, Geoff, Celene, and the Duchy of Ulek. A **Knowledge: Religion check DC 15** reveals that the dagger with the multiple dragon heads on the pommel is that of Tiamat.

Sub-encounter 6D: Spare Parts

The door to this room is not locked. When the PCs enter it, read the following boxed text:

The air in this room is uncomfortably humid. Before you are 6 large metal drums with a medium-sized 5 step ladder next to each of them. In all but one of them, swirls of steam rise upward towards the ceiling. Small puddles of blood can be seen on the edges of some of the metal drums. Engraved on the sides of the drums are two strange runes along with picture of an open palm above them.

PCs can make a **Knowledge: Arcana check DC 20** or a **Spellcraft check DC 25** to identify one of the marks as the arcane symbol for the element of fire and the other for the elemental symbol for the element of cold. The hand print is merely symbolic of touching either the fire or cold symbol to activate the drums ability. When the fire symbol is touched, the contents of the drum are boiled but when the cold symbol is touched, the drum contents are frozen and preserved. A detect magic spell reveals that the drums have moderate transmutation magic on them, the result of the chill metal and heat metal spells used to produce these effects. If the PCs decide to investigate the contents of each drum, a **Search check DC 10** reveals a mechanism that slides the lids off

and on. Any PC looking into the steaming drums less than 5 ft. must make a **Fortitude save DC 15** or be nauseated for 1d3 rounds by the putrid smelling vapors. The contents of the drums are as follows:

Drum 1: limbs

Drum 2: body organs

Drum 3: sensory organs

Drum 4: bones

Drum 5: ligaments and tendons

Drum 6: heads and brains

Read the following boxed text to anyone who peers into a particular drum, replacing the words in parentheses with the contents of the drum. Only the PC who looks into it should get this boxed text.

As the lid slides away, the stench of death rises towards you, clawing at your nostrils and stinging your lungs. Filled halfway with the < INSERT DRUM CONTENTS HERE > of a multitude of different creatures, the full weight of the abominable acts performed in this dread place comes to light. You turn away, clutching your chest in repugnance and visibly shaken by what you have seen. Your feet betray you as they go weak and you stumble away in horror.

Sub-encounter 6F: Leinara's Room

The door to this room is not locked. If the PCs enter, read or summarize the following boxed text:

This room is very bland and basic in appearance, to the point of being unusually mundane. There are no pictures on the walls, nothing on top of the counters, and its coloration is dull and unimpressive. A small wooden chest sits next to the end of the bed. The only unusual quality of the room is that the mirror on the dresser has been shattered. Small jagged remnants of it still remain lodged in the borders of the wooden frame.

Because Leinara is so sensitive about her appearance she smashed the mirror to pieces in a fit of rage one day after she saw her scarred reflection in it. The small chest is unlocked. Its contents include a spare short sword, dagger, 20 arrows, and a scroll tube. Within the scroll tube is a picture of Leinara in her younger days, before her facial scarring. It is easy to see why she is so sensitive about her appearance. The picture shows her to have once been extremely beautiful.

Once the PCs decide to leave Malignuses' lair, they must make several tough decisions. If Malignus is captured alive, they must decide what to do with him while still trying to save Stregg. Further complicating matters is that now they must decide whether to return to Tavila with what they have found and try saving Stregg or go after the Slavers that attacked the village of Shale. Allow

the players to decide how to go about handling this moral dilemma before proceeding onward.

ENCOUNTER 7: STALKING THEIR PREY

This encounter occurs if the PCs decide to go after the Slavers in the village of Shale. PCs can make a **Knowledge: Local** or **Knowledge: Geography** check DC 15 to know where Shale is. Furthermore, if they did a thorough search of Malignuses' lair, they could find a map of the Principality of Ulek with a red dot on it and the name of the town written over it.

When the creatures are encountered, the bloodhawks and the spider eaters will be very aggressive and attack the PCs without trying to hide. In this case, roll initiative when the PCs are and the creatures are 60 ft. apart. The creatures are currently swooping downward, a mere 20 ft. off the ground and the hilly terrain partially shields them from the PCs view until they are within this range. The ambush drakes, as per their name, are masters of hiding and striking by surprise. They crouch behind patches of tall, thick, wild grass and spring to attack. In their case roll their **Hide** check with a +2 Circumstance bonus due to the tall grass opposed by the PCs **Spot** check. If the PCs fail, they are flatfooted to the ambush drake's attacks. Also make note of the ambush drake's mental links when deciding if they are surprised or not. Depending on the types of creatures, read the following boxed text:

APLs 2 & 4

The thought of Slavers on the move in the Principality of Ulek is almost unbearable, made more so by the first hand consequences of their villainy. As you press forward towards Shale several sharp cries ring out above you. From a short distance away you see several predatory birds swooping towards you with their sharp talons drawn forward menacingly.

Tactics: The bloodhawks crave the flesh of humans unlike anything else. If there is a human present, all attacks will be on them. If more than one is present, divide the attacks as evenly as possible. If none are present then they will go after any half-elves or half-orcs present. If there are none of these races in PC party then attack the PCs randomly.

APL 2 (EL 3)

🐉 **Bloodhawks (x6):** hp 7 each; see *Fiend Folio*, pgs 22-23

APL 4 (EL 5)

🐉 **Advanced bloodhawks (x6):** hp 25 each; see Appendix 2

APLs 4 & 6

The thought of Slavers on the move in the Principality of Ulek is almost unbearable, made more so by the first hand consequences of their villainy. As you press forward towards Shale, you hear a droning sound approaching from over a hill. As you draw your weapons and ready yourself, the source of the noise becomes apparent. Enormous, two-legged insectile creatures with bat-like wings fly towards you menacingly.

Tactics: Spider eaters are not very intelligent but are tremendously aggressive. They attack anyone who harms them or poses an immediate threat. If any PCs have taken the form of a Large or larger-sized creature, they are the primary targets as the spider eaters seek to lay their eggs in that persons body. Spider eaters are too aggressive and stupid to retreat and will fight to the death.

APL 6 (EL 7)

🕷 **Spider Eaters (x2):** hp 45 each; see *Monster Manual* pg. 234

APL 8 (EL 9)

🕷 **Advanced Spider Eaters (x3):** hp 115 each; see Appendix 4

The thought of Slavers on the move in the Principality of Ulek is almost unbearable, made more so by the first hand consequences of their villainy. As you press forward towards Shale, you make extra effort to circumvent the patches of tall, thick, wild grass which would only slow you down. Unlike the bustling, crowded city of Gryrax, nature rules the land beneath your feet and all which you survey. Knowing that nature has such a mercurial temperament, you are not surprised when dragon-like creatures bearing both feline and lupine features pounce from their hiding places within the tall grass towards you.

Tactics: Ambush drakes, because of their telepathic communication and telepathic link are masters of group combat and should be played as such. While not very intelligent, they do possess great cunning coupled with an intelligence which greatly exceeds that of a typical animal. Their skills are designed to see potential prey first, hide, and then strike first without being seen.

APL 10 (EL 11)

🐉 **Advanced ambush drakes (x3):** hp 156 each; see Appendix 5

APL 12 (EL 13)

🐉 **Advanced ambush drakes (x3):** hp 215 each; see Appendix 6

ENCOUNTER 8: DECEPTION OF INNOCENCE

By the time the PCs reach the village of Shale, the Pomarj Slavers have already entrenched themselves within it and broken up into two groups. The first group has already taken their allotment of slaves to Malignus for his amusement and experimentation as evidenced by the meenlocks. The second half of the Slaver group left Shale with the intent of taking the second batch of slaves to the Pomarj while the first group has stayed behind to finish looting the village of all its valuables and to kill anyone venturing into the village that might get suspicious and try to tip off the Royal Army.

The leader of the Slavers group in Shale right now is a human rogue named Telleros Silvertongue. He is very adept at disguise and bluff, often assuming the role of an innocent peasant to garner sympathy from the people he wishes to prey upon. Telleros waits on the fringe edge of Shale in a hidden position as he keeps watch for anyone coming into Shale. His appearance at the time is one of a dirty-faced peasant with a pitchfork in his hands. He has gone so far as to rub soot and ash on his face, hands, and clothing to appear as if he has been fighting the fires that sprang up during the initial attack. The rest of the Slavers are hidden within a two story barn with a large 20 ft. wide wooden double door and a 10 ft. wide window with a crane and hook on the second floor, typically used for hauling up large bales of hay. When the PCs get close to Shale, allow them a Spot check opposed by a Hide check from Telleros. If Telleros wins or if the PCs spot him first, he springs in front of the PCs from behind some rocks and bushes and feigns reluctant courage. Once this happens, read the following boxed text.

There was truth in the last words of Bartel before he transformed into a meenlock. Weak plumes of smoke rise from buildings currently damaged by recently extinguished fires while smaller ones still burn unabated. At the village center, two dead bodies, one of a male human dressed in worn studded leather armor with a club still held firmly in its death grip lies atop that of an orc with a falchion in its own grasp, driven deep into the side of the human. Several dead animals, most of them horses, have been slain as well, perhaps as a means of eliminating any quick escapes to summon aid.

Suddenly, from behind a cluster of rocks and thick grass a figure leaps before you. His face is covered in soot and ash as are his worn commoners clothing. Staring at you menacingly with pitchfork in hand he says, "Stop right there!! You don't take another step. What do you want? If you've come to finish what they started then you'll have to go through me!! I'd rather be dead than be a slave!!"

If the PCs start asking questions this is when Telleros is at his best. He uses his high Bluff and Disguise skills to

manipulate the PCs into coming into the village and get ambushed. Add a +2 Circumstance bonus to any Bluff check since Telleros is skilled at fabricating plausible lies. If the PCs question Telleros, listed below are some of the answers he would provide them.

- 1) Who are you? *"My name is Abner Longfield."*
- 2) Are you from Shale? *"Yes. My parents moved here since I was a small boy. Until now, we had been lucky enough to avoid attacks by the Pomarj but I guess our luck finally ran out. Damn them to hell."*
- 3) What happened here? *"I was doing my daily chores when these heathens attacked. We did the best we could against them with what we had at hand. We used farming instruments like pitchforks, scythes, sickles, and some daggers as well as old sets of armor but they were too much for us. Next thing I know my father orders me to run away and get help right before he got cracked in the head by an orc carrying some large curved blade weapon. I ran but I just couldn't leave my family behind so I came back. I think they took them all. This place is a ghost town. I gathered what I could from the dead to help me defend myself against any other attacks and decided to wait in hiding until help arrived. Looks like you might be the help I need. Some of the fires are still burning. I haven't been able to put them all out by myself and I'm afraid the winds might fan them and make them spread."*
- 4) Who is that dead man over there? *"I don't know. He came into the village yesterday to restock some supplies and give his horse a rest from its long travels. He was going to leave later on today but when the attack started, he grabbed a club and jumped into battle. At least he killed that piece of orc trash before he died. He was the closest thing to real fighter that we had."*
- 5) What kind of help do you need? *"If you could help me put out the rest of these fires I'd be grateful. Also, I'd like to give the dead a decent burial. They deserve no less. Lastly, some of our houses here have hidden cellars built into them. It's possible that there may be survivors inside them that are too scared to come out. I haven't had the chance to inspect them all."*
- 6) Why do you have so many magic items on you? *"Well the weapons and armor just seemed a lot better quality than the other stuff and I saw some of them drinking stuff out of"*

small flasks so I figured they would be useful. I'm not sure what these things do but you could probably figure it out. "

For purposes of mapping Shale, simply draw out three buildings on one side separated by 50 ft. and 3 buildings across from these. The barn should be in the middle and the wagon 30 ft. away from the barn in a random direction. The buildings are 40 ft. wide, except for the barn which is 50 ft. wide. Each building, other than the barn, has a normal sized door and two windows. The barn door is a double door, 10 ft. wide, currently unlocked and easily pushed open. The window at the second floor of the barn is 10 ft. wide and has a pulley system used to haul up bales of hay extending outward 5 ft. Within the barn there are scattered bales of hay which Nyv may use for cover.

If Telleros is somehow discovered, his fellow Pomarj Slavers hidden inside the barn rush out to attack while he takes cover behind a wagon 30 ft. away. If the PCs don't pick up his duplicity then Telleros springs his trap. The signal to his fellow Slavers are specific hand gestures he makes as he points to several buildings in town that are damaged. Once the Slavers get this signal, they start up a small but visible fire on the roof of the barn which Telleros uses to his advantage. Read the following boxed text once this happens.

Abner continues giving you the terrible details of the attack, struggling to recount the horrendous ordeal. Turning and pointing to one of the damaged buildings, his eyes widen as the roof of the barn erupts in flame. " Sweet Olidamarra, as if things weren't bad enough. With all the bales of hay in the barn, that place is blaze like one giant tindertwig. Please, we have to put out that fire before it spreads out of control. "

If the PCs rush to put out the fire, the trap is set. The Slavers have created a controlled fire, making it appear much worse than it is. When the PCs get near the barn, Telleros will set up a good position to flank and sneak attack while his fellow Slavers coordinate their assaults with him. Listed below are the general tactics they will use according to APL.

APL 2 & 4: Unless discovered, Telleros delays the PCs for at least 4 rounds before he signals his fellow Slavers. This gives them 4 rounds to prepare. Once Telleros brings the PCs within 30 ft. of the barn, the battle commences and he rushes behind the wagon for cover or sets up a flank. Golos and Atoren buff themselves up using their items as does Nyv with his items and spells. If the PCs get close, he uses burning hands. The dire rats are commanded to attack a single player relentlessly until Nyv says otherwise. At APL 4 it is much of the same. Telleros now can use his potion of invisibility to escape or set

up a flank or spider climb out of harms way to a more strategic position. Golos and Atoren still buff themselves and their items but now have more options at hand. They either charge through the front door at PCs or leap down from the second floor window, whatever is more effective. Nyv continues to buff but can now use a scorching ray to pick off a weak opponent and the dire rats are tougher and greater in number.

APL 6 & 8: Telleros continues the same tactics as before, as do Golos, Atoren, and Nyv. Rydra the druid uses soften earth and stone to slow PCs and has longstrider and embrace the wild (blindsight) set up. His hawk Slash is typically commanded to assault anything that resembles attempts at spellcasting. At APL 8, Telleros is far more effective at Bluff and Disguise thanks to his spymaster level and Nyv will attempt to slow down strong fighter types with ray of exhaustion and spread his damage spells out to weakened foes. Golos and Atoren continue their previous strategy but will use the potion of fly. Rydra commands her wolverine animal companion Rabid to attack and she uses her elephants hide and eagles wings wild shape feats to become harder to hit and maneuver better.

APL 10 & 12: At APL 10, Telleros continues his same attack strategy but at APL 12, he is able to hide in plain sight either to escape or set up his flanks and sneak attacks. Nyv focuses on spells that damage and hamper PCs, particularly ray of exhaustion, slow, scorching ray, or cone of cold. At APL 12, Nyv has more damage spells and can buff himself with false life and stoneskin. Golos and Atoren attack as before. Rydra refrains from melee attacks, preferring to attack from a distance with spells, especially flame strike, murderous mist, flaywind burst, and insect plague. She will close in to attack in melee if she feels she can put down a weakened PC for good. Snarl is a melee machine, commanded to plow into the PCs and rip apart whoever gets in his way.

APL 2 (EL 4)

☛ **Telleros Silvertongue, Male human Rog1:** hp 4; see Appendix 1

☛ **Golos and Atoren, Male orc War1:** hp 7 each; see Appendix 1

☛ **Nyv Vermingut, Male kobold Adp3:** hp 16; see Appendix 1

☛ **Dire rats (x2):** hp 6 each; see Monster Manual

APL 4 (EL 6)

☛ **Telleros Silvertongue, Male human Rog3:** hp 14; see Appendix 2

☛ **Golos and Atoren, Male orc War3:** hp 23 each; see Appendix 2

➤ **Nyv Vermingut, Male kobold** Adp4: hp 23; see Appendix 2

➤ **Advanced Dire Rats (x3):** hp 13 each; see Appendix 2

APL 6 (EL 8)

➤ **Telleros Silvertongue, Male human** Rog4: hp 18; see Appendix 3

➤ **Golos and Atoren, Male orc** Ftr1/Brb3: hp 40 each; see Appendix 3

➤ **Nyv Vermingut, Male kobold** Sor4: hp 16; see Appendix 3

➤ **Rydra Feralfang: Female hobgoblin** Drd 4: hp 30; see Appendix 3

➤ **Slash, advanced hawk (druid animal companion):** hp 18; see Appendix 3

APL 8 (EL 10)

➤ **Telleros Silvertongue, Male human** Rog5/Spymaster1: hp 27; see Appendix 4

➤ **Golos and Atoren, Male orc** Ftr1/Brb5: hp 62 each; see Appendix 4

➤ **Nyv Vermingut, Male kobold** Sor6: hp 25; see Appendix 4

➤ **Rydra Feralfang: Female hobgoblin** Drd 6: hp 45; see Appendix 4

➤ **Slash, advanced hawk (druid animal companion):** hp 18; see Appendix 3

APL 10 (EL 12)

➤ **Telleros Silvertongue, Male human** Rog5/Spymaster2: hp 32; see Appendix 5

➤ **Golos and Atoren, Male orc** Ftr2/Brb6: hp 81 each; see Appendix 5

➤ **Nyv Vermingut, Male kobold** Sor7: hp 29; see Appendix 5

➤ **Rydra Feralfang: Female hobgoblin** Drd 7: hp 53; see Appendix 5

➤ **Snarl, Augmented Ape (druid animal companion):** hp 45; see Appendix 5

APL 12 (EL 14)

➤ **Telleros Silvertongue, Male human** Rog5/Spymaster3/Shadowdancer1: hp 42; see Appendix 6

➤ **Golos and Atoren, Male orc** Ftr2/Brb7: hp 92 each; see Appendix 6

➤ **Nyv Vermingut, Male kobold** Sor10: hp 39; see Appendix 6

➤ **Rydra Feralfang: Female hobgoblin** Drd 9/Beastmaster 1: hp 77; see Appendix 6

➤ **Snarl, dire ape (druid animal companion):** hp 68; see Appendix 6

If the PCs are defeated, those that are not killed are simply left behind but they are permanently stripped of their most valuable magical or mundane item. The Slavers are too spooked to stick around any longer and make a dash for the Pomarj as quickly as possible. At APLs 6-12, if the Slavers feel their defeat is imminent, they will use either the figurine of wondrous power: silver raven or an animal messenger scroll to send a message to the other Slavers. This alters the geography from which the final combat occurs as they take an alternate path of escape. If the PCs defeat the Slavers, they can make a thorough search of the village. Doing so they discover that a group of villagers, predominantly elderly or very young whom the Slavers decided wouldn't make good slaves, have been locked in one of the cellars. Once freed they are very thankful and they do their best to provide the PCs with food, supplies, and mundane healing. If the PCs are able to capture one of the Slavers alive, the Slavers tell them that the other group transporting the slaves will probably stop to rest because otherwise some of the slaves don't survive the journey if pushed too hard. If the PCs need rest and are willing to risk it, they can stay and heal up or regain spells.

ENCOUNTER 9: BEAR NECESSITIES

Leaving the village of Shale behind them after liberating it from the Slavers who stayed behind to plunder it, the pursuit of the remaining Slavers goes on. The trip will bring the PCs into the very heart of the Disputed Territories and ever closer to the Jewel River which serves as a natural barrier between the Principality of Ulek and the Pomarj. Staying on the trail of the Slavers is not too difficult since they don't try to hide their tracks very much. In addition, the previous day has seen a light rain fall and the chain gang of slaves has disturbed the terrain sufficiently enough to allow a **Track check DC 13** to pursue them.

Close to an hour into their journey, the PCs venture into the territory of a bearhound named Atrigos. Atrigos is a wise, friendly, and physically powerful creature as well as a cleric of Fharlanghn, the god of travelers. His cunning, magic, and formidable strength have allowed him to either deal with or escape from many attacks against him by Pomarj forces. Furthermore, Atrigos is somewhat of a mythical hero in the area. In many instances he has indirectly and secretly aided refugees traveling towards safer areas of the Principality of Ulek, rarely

showing himself to those whom he chooses to bless with his aid. When the PCs come across him, he has just finished taking a bath and is fishing in a small lake. Read or summarize the following boxed text as the PCs come across Atrigos.

With the village of Shale secured and returned safely to its inhabitants you liberated from the Pomarj Slavers you press onward, your business with the remainder of them still unfinished. At times the land before you is pristine and unblemished by the ravages of war and this brings joy to your hearts. Other times however you are saddened by areas which are scarred and despoiled by the rapaciousness of the enemy. Every now and then you come across the mud-stained bones of the fallen at your feet or the rusting remains of a shattered weapon.

In the distance you see a small lake, not unlike many others within the Principality of Ulek. What catches your attention however is the large bear-like creature that lumbers from out of its waters, its snowy fur stained crimson around its snout as several writhing fish struggle helplessly in its clenched jaws. Shaking the excess water off its fur in a sudden furious motion, the creature raises its snout upward and sniffs the air. With that, it drops the flailing fish to the ground and moves to a large patch of reeds and stones along the lakes shore.

Atrigos is reacting to the scent of a dead body the Slavers left behind. The body is of a elderly middle-aged man who was unable to endure the long trek and succumbed to exhaustion. In a fit of rage, Vivakros ordered that he be severed from the chains immediately and left behind so as to not slow them down. The mans body has had its hands cut cleanly off as the Slavers did not even bother to unlock him from his chains due to their haste. Atrigos will try to drag the body further away from the shoreline and give it a decent burial. If the PCs attack him instantly, he will attempt to parlay with them, explaining that he is a cleric of Fharlanghn and just now came across the body or use magic to escape if the PCs are violent towards him. Attacking him without provocation is an evil act. Allow the PCs to make a **Spot check DC 10** to notice the holy symbol hanging around the collar on his neck. A **Knowledge: Religion DC 15** identifies it as the holy symbol of Fharlanghn. If the PCs approach with caution, read or summarize the following boxed text.

Drawing closer, you notice that the creature, although more bear-like than anything else, shares certain facial features akin to a wolf. A spiked collar with a wooden buckle in the symbol of curved line of the horizon adorns its thick muscled neck and a small leather pouch

sits next to him on the muddy ground as does the dead body of a middle-aged male human. Most alarming is that the man is missing both of his hands, apparently severed clean by an incredibly sharp weapon. The creature nudges the body once, sniffs it, then turns it over and sniffs it again. Noticing your presence, the large bear-like creature stares at you through honey-colored eyes waiting for some kind of response. As he does so, he places one of his large clawed paws gently upon the chest of the dead body, claws which could easily tear a persons head off with one swipe.

If the PCs assume that he is some dumb wild animal or a druids animal companion, he will be quick to point out that he is neither of the two. Atrigos is articulate and normally has a playful wit about him but the discovery of the body has dimmed his sense of humor and put him on edge. If the PCs use Diplomacy or treat him with respect, Atrigos will help them in their quest to stop the Slavers. Listed below are some of the questions the PCs may ask him along with their answers.

- 1) Who and what are you? “ *My name is Atrigos, cleric of Fharlanghn, the Dweller of the Horizon and Protector of Travelers. I am a bearhound and a local myth of sorts in these here parts.*”
- 2) Why do people think you're a myth? “ *Due to my appearance, I inadvertently strike fear in those I wish to help. Seeing a creature of my size is scary enough to the average traveler, although I consider myself to be a rather handsome fellow. So I often use my knowledge of nature and geography along with my magical talent to protect travelers, especially refugees. They rarely see me thus are unaware that their safe arrival is due to my intervention but assuring their safety is good enough for me, although I do long for some company now and then.*”
- 3) What were you doing with the body? “ *I come here for my daily bath and for the fishing, I was getting out of the water when I caught the scent of death. I didn't smell it before because I was on the other side of the lake and I was too busy trying to catch some tasty salmon. This was no doubt the work of those blasted Slavers. They traffic their illegal bounty in these parts all the time and I've had a few encounters with them. They are despicable monsters, unworthy of living.*”
- 4) Can you help us find the Slaver group that wandered past here? “ *Fharlanghn has tasked me with this area as part of my service to him. While I cannot leave I am sure I can*

offer you aid of some kind. Give me a moment. “

With this he reaches into his leather pouch and hands each PC a **Wild Berry of Swift Travels** as per the item listed in the Appendix. He explains that eating these will allow the PCs to reach their destination quicker thus perhaps preventing the Slavers from escaping. Also, Atrigos uses his scent ability and **Survival** skill to identify the types of creatures within the Slavers group. Finally, if any PCs are still wounded, he will offer them free healing.

- 5) Do you have church nearby? “ *No. I pray to a small shrine not far from here tended to by some druids, rangers, and fey who share my desire to protect the roadways and nature itself. I pray everyday that this war will end and that the shadow of the Pomarj can be lifted once and for all. I have not spent a quiet evening at peace with friends sharing stories, lively song, and good food for some time now thanks to the Pomarj. They have much to answer for...very much indeed.* “
- 6) Perhaps you can gain aid from Prince Olinstaad? “ *Prince Olinstaad is a good man but the ways of the cities is not the life for me. I still call upon aid from the Emerald Conclave and many fey creatures and animals to assist me. Nonetheless I welcome aid from anyone who is of good heart and honors the teachings of Fharlanghn in more than just words but also in spirit or action* “

Atrigos, male bearhound Clr7: hp 265; see Appendix 7

Once the PCs are done speaking to Atrigos, he bids them farewell, promising give the body a dignified burial or protect it until they come back. If the PCs mention the situation involving Stregg, Atrigos realizes that they are pressed for time and offers to escort the slaves under his protection to a nearby village if the PCs are able to free them from the Slavers and bring them to him. If the PCs have been kind and respectful to them he offers them the blessings of Fharlanghn as follows:

“ Blessed be your travels and no matter how long the journey or obstacles that oppose you, endure them with faith and perseverance. We will see each other again someday I hope. The well traveled road of ones life is possessed of limitless possibility. “

ENCOUNTER 10: THE EDGE OF PERDITION

When the PCs encounter the last group of Slavers, there are several factors to contend with. First off, the number of surviving slaves depends on how long the PCs took to reach them. There were 12 slaves to start with in the chain gang. If the PCs rested in Shale and did not take the Wild Berries of Swift Travels from Atrigos or use some similar mode of speedy travel then subtract three of them from the chain gang that died either to exhaustion or were beaten to death by Vivakros and his thug fighters for not keeping pace. If the PCs rested at Shale but did take the Wild Berries of Swift Travels or use a similar method of speedy travel then only two slaves have died by the methods mentioned above. At APLs 6-12, if the Slavers successfully received a warning encoded in the silver raven or animal messenger then they are expecting trouble and take an alternate route that provides a more strategic advantage to them. If the PCs do not rest in Shale and did accept the Wild Berries from Atrigos or used a similar method of travel then when they find them, the slaves are mistreated but all still alive. In any case, when the slaves are found treat all of them as if under the exhausted condition.

The primary route the Slavers wish to take is through the northern portion of the Grumel province which makes it so that anyone pursuing them must travel a slightly longer distance to get to them. If the Slavers were alerted, then they shift their route, traveling closer to the central and southern portion of the Grumel province and through the Ne-Ogard province, hoping to get an armed escort from reinforcements located near Rourk's Redoubt along the Jewel River. This path, while a lesser distance to the Pomarj would reduce the amount of distance any pursuers would need to travel to get to them.

Development: If the Slavers were not warned and the PCs did not rest, the Slavers are encountered halfway through the Grumel province bullying along the remaining members of the chain gang at a steady pace. At APLs 10 and 12 that include the bullete, it follows 30 ft. behind them and 10 ft. below them burrowing underground. If there is any major combat, it will detect it using its tremorsense ability. In this case the combat takes place along flat grassy plains.

If the Slavers were warned then the terrain changes to a somewhat barren, rocky area dotted with several fissure-like openings left behind from past earthquakes. There is not even enough grass for an entangle spell to work. The openings are big enough to fit a medium-sized creature and provide soft-cover if used as a defensible position. Also, unless the PCs gain an aerial point of view on them, Vivakros and Revelos enjoy a +4 Circumstance bonus to Hide and total concealment if they duck entirely into the crevice. Because they have been warned, Vivakros and Revelos will take up positions in one of these openings and watch from 40 ft. away to respond to any attacks. The

worgs or krenshars patrol a circular pattern around the camp 30 ft. away from its center while either the half-orcs or forest trolls stand guard over the slaves. In this instance, the bullete remains 20 ft. directly beneath the central camp of the Slavers, ready to respond to any trigger of his tremorsense. Keep in mind that at APL 12, one of the Slaves is not a slave at all but rather Alarquil Wildrunner, a goblin espionage specialist wearing a hat of disguise. His chains are designed to slip off at will although they appear locked just as those of the other slaves are. He is an opportunist and will pick the best moment break cover and strike.

Read the following boxed text if the Slavers were not warned. If the PCs have taken great measure to Hide themselves completely, adjust the boxed text accordingly.

The grassy plains before you seem to roll on forever but you are sure by now that you have traveled deep into the Disputed Territories. You wonder as to the fate of Stregg and if Tavila has been able to slow the dissolution of his mind, praying that your efforts to save him are not in vain. Life demands difficult choices and you have chosen to risk the life of one to save the lives of many. Now however is not the time for regrets and as has been proven to you countless times the greater good often demands sacrifices. All is not lost however for in the distance you see your quarry. As they turn to acknowledge your presence, weapons unsheathe, feral creatures surge towards you with bloodlust in their eyes, and the air courses with the flare of magic. At last, your chance for retribution has arrived.

Read the following boxed text if the Slavers were warned. PCs can make a **Knowledge: Nature** or **Knowledge: Geography** DC 20 to recognize that the crevices and jagged openings on the ground are caused by earthquakes that frequently affect this region. If the PCs have taken great measure to Hide themselves completely, adjust the boxed text accordingly.

You have left behind the grassy plains and instead now travel upon a barren strip of land pocketed by several crevices and rocky outcroppings. Jagged veins of broken earth meander randomly along the rocky terrain as you find yourselves deep into the Disputed Territories. You wonder as to the fate of Stregg and if Tavila has been able to slow the dissolution of his mind, praying that your efforts to save him are not in vain. Life demands difficult choices and you have chosen to risk the life of one to save the lives of many. Now however is not the time for regrets and as has been proven to you countless times the greater good often demands sacrifices. All is not lost however for in the distance you see your quarry. The slaves are all chained together. Their movements are clumsy movements and they can barely summon the strength to stand. Well-armed figures stand watch

over them but as they turn to acknowledge your presence, weapons unsheathe, feral creatures surge towards you with bloodlust in their eyes, and the air courses with the flare of magic. At last, your chance for retribution has arrived.

These are the general tactics by APL. The DM is not obligated to follow them but it is the most probable course of action each NPC would take.

APLs 2 & 4: Vivakros will attempt to buff himself and wade into combat along with Hundros and Skrog since his spell allotment is not that large. He saves his burning hands to hit more than one opponent or a single one that is very weak. The krenshars rush to attack but use their scare ability first to force some of the PCs to run away, making it easier for Vivakros and his fellow Slavers to take down the remaining ones. Revelos prefers to hide and attack from a distance with spells or his wands, closing in only when his party has a clear advantage. Do not hesitate to use have the Slavers use the items in their possession, the terrain to their advantage, or have them use the slaves as human shields.

APLs 6 & 8: Vivakros will attempt to buff himself and wade into combat along with Hundros and Skrog if his distance spells are almost depleted and if he is sufficiently buffed or has no choice. He is always looking to pick off a very weak PC. The worgs rush to attack and use their trip ability to set up the attacks of Hundros and Skrog or Terrak and Gresh. Revelos prefers to hide and attack from a distance with spells or his wands, closing in only when his party has a clear advantage. Do not hesitate to use have the Slavers use the items in their possession nor have them use the slaves as human shields.

APLs 10 & 12: Vivakros will attempt to buff himself but prefers to launch damage spells or buff Terrak and Gresh at a distance, entering combat as a last resort or if he is sufficiently buffed up. He is always looking to pick off a very weak PC. The bullete uses its tremorsense to remain unseen but burst upward from the ground to attack by surprise. At APL 12, the bullete is much smarter than before and capable of using moderately intelligent tactics. Revelos prefers to hide and attack from a distance with spells or his wands, closing in only when his party has a clear advantage. Do not hesitate to use have the Slavers use the items in their possession nor have them use the slaves as human shields. Alarquil is the consummate opportunist; he drops his cover to strike with sneak attack when it is most advantageous.

APL 2 (EL 5)

➤ **Vivakros Venomflame, Male human** Clr2: hp 14; see Appendix 1

➤ **Hundros & Skrog, Male orc** War2: hp 14 each; see Appendix 1

➤ **Krenshars (x2):** hp 14; see Monster Manual

APL 4 (EL 7)

- ✦ **Vivakros Venomflame, Male human Clr3:** hp 20; see Appendix 2
- ✦ **Hundros & Skrog, Male orc War4:** hp 27 each; see Appendix 2
- ✦ **Revelos Fatebinder, Male kobold Sor3:** hp 11; see Appendix 2
- ✦ **Advanced krenshars (x2):** hp 30; see Appendix 2

APL 6 (EL 9)

- ✦ **Vivakros Venomflame, Male human Clr5:** hp 20; see Appendix 3
- ✦ **Hundros & Skrog, Male orc Ftr2/Brb3:** hp 46 each; see Appendix 3
- ✦ **Revelos Fatebinder, Male kobold Sor5:** hp 19; see Appendix 3
- ✦ **Advanced worg:** hp 63; see Appendix 3

APL 8 (EL 11)

- ✦ **Vivakros Venomflame, Male human Clr7:** hp 47; see Appendix 4
- ✦ **Terrak & Gresh Keenclaws, Male forest trolls Brb2:** hp 80 each; see Appendix 4
- ✦ **Revelos Fatebinder, Male kobold Sor6/Divine Oracle 2:** hp 33; see Appendix 4
- ✦ **Advanced worgs (x2):** hp 63; see Appendix 4

APL 10 (EL 13)

- ✦ **Vivakros Venomflame, Male human Clr9:** hp 61; see Appendix 5
- ✦ **Terrak & Gresh Keenclaws, Male forest trolls Brb4:** hp 107 each; see Appendix 5
- ✦ **Revelos Fatebinder, Male kobold Sor7/Divine Oracle 2:** hp 37; see Appendix 5
- ✦ **Advanced bullete:** hp 135; see Appendix 5

APL 12 (EL 15)

- ✦ **Vivakros Venomflame, Male human Clr10:** hp 88; see Appendix 6
- ✦ **Terrak & Gresh Keenclaws, Male forest trolls Brb5:** hp 116 each; see Appendix 6
- ✦ **Revelos Fatebinder, Male kobold Sor8/Divine Oracle 2:** hp 41; see Appendix 6
- ✦ **Advanced spellwarped bullete:** hp 204; see Appendix 6

✦ **Alarquil Wildrunner, Male goblin Rog3/Scout2/Thief-Acrobat 5:** hp 56; see Appendix 6

If the PCs are defeated, the Slavers are very paranoid about being captured and losing their slaves, particularly when they are so close to the Pomarj border. Each PC loses the most valuable item in their possession and half their gold permanently and the Slavers escape with all the slaves. They **DO NOT** take the orb of elemental transference nor the Libram of Flesh if the PCs have either or both items. If the PCs defeat the Slavers, they can escort those rescued safely back to the village of Shale or to Atrigos. From there, the PCs should return to Tavila with whatever items they have recovered that can help her save Stregg.

ENCOUNTER 11: REBIRTH

When the PCs arrive, Tavila's condition depends on how long it took them to return to her. If the PCs were forced to rest in Shale then Tavila is very tired from the draining effects of the limited wish spell she had to cast to prevent Stregg and the rest of the personalities from completely disintegrating. Regardless of whether the PCs rested or not, when they return, the personality of Olbert Swiftstalker has been permanently lost. If the PCs did not have to rest then Tavila tells them that Olbert Swiftstalkers personality is completely disintegrated and Kvetelins is very weak. The DM should remind the players Tavila told them that the more personalities remained intact, the better chance she has of successfully performing the ritual.

If the PCs return empty handed, read the following boxed text.

The grim news of your failure is not well met although when you describe the ordeal to Tavila, she does not fault you for it. She curls her hair nervously around her thin fingers in desperation as the vast knowledge of years of arcane study churn inside her head.

"I swore to you that I would do everything I could and I will keep my word. Without the item in question, all I can do is put my own theories into practice and pray it is sufficient.", she says. Her voice sounds burdened and distraught.

Tavila walks with Stregg, standing him in the center of a pentagram drawn from special chalk and smothered with incense and all manner of alchemical compounds. She looks sternly towards you and says, "Stand back at least 20 ft. from the runes and, no matter what happens, do not come closer until I am done. The arcane power that I will be channeling could blast you into ashes if I lose control of the ritual."

With that, Tavila begins chanting and waving her arms in practiced form. The air around you

starts to shimmer and Streggs body starts to twist and warp as if being pulled apart by invisible forces. Suddenly the air around Stregg flashes and crackles with incredibly chaotic whips of eldritch energy that entwine and spear into his body. With each stroke of energy, he spasms violently, his form contorts even further, and his knees slowly buckle. The runes of the pentagram glow a bright crimson as Tavila is knocked to the ground by a backlash of eldritch power. Unable to control the wild energy surging around her, she cries out, "Forgive me. I wasn't strong enough to save you." Then, as the final strands of humanity within him are severed, Stregg mutters "At least you tried... Seven as one are now undone." With that, his eyes roll back inside his head and he goes crashing to the ground.

As of this point on, Stregg is an advanced flesh golem. There is nothing left of any personality in him. Though Tavila did the best she could, she offers to care for Stregg if they will agree to leave him with her. She stresses that there is still magic yet to be discovered and she will continue to try and find a solution. Stregg is also under her control. If the PCs insist on taking Stregg with them, she rather bluntly tells them that given the Principality of Ulek's inability to accept that which is different that he will probably be destroyed but she agrees to part ways with him, commanding him to follow the PCs back to Dreki. She asks only that the PCs do not speak of her part in this to anyone except Davkul.

If the PCs return to Tavila with the orb of elemental transference, Tavila is overjoyed and rushes to quickly prepare the ritual. Once she commences, read the following boxed text.

The news of your success spurns Tavila to action with feverish intensity.

"Stand strong my brave soldiers. You have one last battle to fight and I will need your strength now more than ever." she tells Stregg as she escorts him to the center of the pentagram. "With this "she says, pointing to the orb clasped in her hand, "and the vows of honor and courage that you carry within your hearts, you will prevail. "With every word, her voice blossoms with pride and confidence.

The pentagram Stregg stands in is drawn from special chalk and smothered with incense and all manner of alchemical compounds. She looks sternly towards you and says, "Stand back at least 20 ft. from the runes and no matter what happens, and do not come closer until I am done. The arcane power that I will be channeling could blast you into ashes if I lose control of the ritual."

With that, Tavila begins chanting and waving her arms in practiced form. The air around you starts to shimmer and Streggs body starts to twist and warp as if being pulled apart by invisible forces. Suddenly the air around Stregg flashes and crackles

with chaotic whips of eldritch energy. As they entwine and try to spear his body Tavila reacts with lightning quickness, extending the orb outward, commanding the flailing whips of eldritch energy into the orb. As they enter it, random bits of energy spill out and around her body, lifting her inches above the ground and making her cloak and hair swirl about furiously. Finally, as the last syllables of ancient incantations leave her parched lips, an enormous stroke of crimson lightning erupts from the orb and strikes Stregg square in the chest. As it does, five ghostly forms expel themselves from his body and fade away into nothingness.

As Tavila struggles to pick herself up off the floor, a large hand reaches out to her. Looking at what was once a hulking mass of twisted flesh, steel bolts and wire, you notice several things. First, though he is still a massive looking humanoid, Streggs body has shrunk somewhat. Furthermore the steel bolts and wire holding the slabs of flesh together are gone and now only the multitude of scars remain. The proportions of his body have also balanced themselves out and his movements seem more coordinated.

"Stregg, did it work? Please tell me it did.", says Tavila.

"You are skilled in your arcane ways Tavila. Yes, though the others within me have faded, my thoughts are now my own. They will not be forgotten." Though it is clearly the voice of Stregg speaking, it sounds almost mechanical and lacking emotion.

At this point, Stregg is an advanced flesh golem with the living construct template. Because he still possesses certain construct traits, he has trouble dealing with the complexities of emotional expression. He retains his intelligence and wisdom but is not as charismatic as he used to be. While he is still loyal to the Principality of Ulek, that spark of leadership he once carried inside him is gone, at least until he can completely adjust to what he is.

If the PCs found the orb and present the Libram of Flesh, Tavila is ecstatic and rushes to prepare the ritual and incorporate the Libram into it. Once she commences, read the following boxed text.

The news of your success spurns Tavila to action with feverish intensity.

"Stand strong my brave soldiers. You have one last battle to fight and I will need your strength now more than ever." she tells Stregg as she escorts him to the center of the pentagram. "With these "she says, pointing to the orb clasped in one hand and the Libram of Flesh in the other, "and the vows of honor and courage that you carry within your hearts, you will prevail. "With every word, her voice blossoms with pride and confidence.

The pentagram Stregg stands in is drawn from special chalk and smothered with incense and all manner of alchemical compounds. She looks sternly towards you and says, "Stand back at least 20 ft. from the runes and no matter what happens, and do not come closer until I am done. The arcane power that I will be channeling could blast you into ashes if I lose control of the ritual."

With that, Tavila begins chanting and waving the orb in her hand in practiced form while reading the pages from the Libram now placed on a wooden stand before her. The air around you starts to shimmer and Stregg's body starts to twist and warp as if being pulled apart by invisible forces. Suddenly the air around Stregg flashes and crackles with chaotic whips of eldritch energy. As they entwine and try to spear his body Tavila reacts with lightning quickness, extending the orb outward, commanding the flailing whips of eldritch energy into the orb. As they enter it, random bits of energy spill out and around her body, lifting her inches above the ground and making her cloak and hair swirl about furiously. Hastily, she reads the words from the tome and slowly the pages of the tome begin to grow yellow, thinning and falling apart until it is nothing but ash. Finally, as the last syllables of ancient incantations leave her parched lips, the ashes of the destroyed tome are absorbed into the orb. An enormous stroke of crimson lightning erupts from the orb and strikes Stregg square in the chest. As it does, five ghostly forms expel themselves from his body and fade away into nothingness.

As Tavila struggles to pick herself up off the floor, a large hand reaches out to her. Looking at what was once a hulking mass of twisted flesh, steel bolts and wire, you notice several things. First, though he is still a massive looking humanoid, Stregg's body has shrunk somewhat. Furthermore the steel bolts and wire holding the slabs of flesh together are gone and now only the multitude of scars remain. The proportions of his body have also balanced themselves out and his movements seem more coordinated.

"Stregg, did it work? Please tell me it did.", says Tavila.

"You are skilled in your arcane ways Tavila. Yes, though the others within me have faded, my thoughts are now my own. They will not be forgotten.", says Stregg, managing to crack a smile along his scarred face.

At this point, Stregg is an incarnate construct forever as per the template from the Savage Species Handbook. He maintains total control of his mental faculties and when interacting with him, he seems to inspire confidence thanks to his levels of marshal.

Before the PCs leave, Tavila thanks them for helping them show her that not everyone is so consumed by stereotypes that they won't treat her with dignity. As she bids them farewell, she says the following:

"It saddens me to see you depart. You have reawakened a faith in me that I thought was lost forever. Most importantly, you have reminded me that the love between a mother and her son is stronger than I imagined. As she opens a wooden cabinet behind her, she places the tiny toy soldier you gave her from Davkul with several others of similar appearance. "Turning to you once more, her wrinkled cheeks are moist with tears as she says, "Tell my son I love him very much and I will do so even past the day the spark of life within me is extinguished once and for all."

ENCOUNTER 12: HERO OR MONSTER?

If Stregg is either a living construct or an incarnate construct, he is adamant about returning to Dreki to face up to his actions and to plea his case. Eventually, he hopes to find a way to remain within the military even in his new form. Nothing the PCs say can dissuade him from this.

The reaction of the populace and what follows depends on what form Stregg returns to Dreki in; either an advanced golem almost devoid of intellect and at the PCs control, a living construct, or an incarnate construct.

Adventure One: Stregg returns with the PCs to Dreki as an advanced flesh golem.

Despite your best efforts and those of Tavila, you could not prevent the destruction of Stregg's mind. His lumbering pace is monotonous and his expression is nothing more than a blank stare throughout your entire journey back to Dreki. As you near the front gates which are still in the midst of repair, the workers see you coming and drop their tools as they flee in terror. You have barely stepped foot into Dreki when the alarm bells are sounded.

Advancing towards you are many well-armed warriors, several people dressed in priestly vestments as well as a handful of wizardly-types with Rickul leading the way.

"Surround them and if they take another step, you know what to do. By order of the Royal Army of the Principality of Ulek I demand that you stand down. Drop your weapons to the ground immediately. You are hereby placed under arrest until the military tribunal decides what actions to take against you. Refuse I will use deadly force if necessary. If you forcefully resist you will be put down permanently if need be.", he says, as his

fingers run up and down the pommel of his dwarven war axe.

If the PCs agree to his terms, their weapons and spell components are removed and they are readied to be taken into custody. If the PCs resist arrest forcefully, then Rickul gives the word and all manner of spells, both arcane and divine rain down upon them round after round, as well as an endless volley of weapon fire or damage from melee combat. The NPCs are not statted but treat them as a never ending mob of attackers, diverse enough to counter almost anything the PCs do. If the PCs do not cease forceful resistance or attack with lethal damage, after 4 rounds and regardless of what they do if they are still in combat, treat them as being at -5 hit points and stabilized and Stregg and being ripped to shreds by the mob.

As the PCs and Stregg are being lead to the prison to be disarmed and arrested, they see Davkul and those soldiers loyal to him that gave Stregg over to you in manacles. As Rickul passes Davkul, he tells him the following:

“I’ll see you in the brig for a long time to come Davkul. It’s what traitors like you deserve. By the time we’re done cutting up this walking slab of meat, the crows will feast heartily on it for many days to come.”

At this point Davkul grabs the light mace off one of Rickul’s soldiers passing by and pushes him to the ground. He stands next to Stregg and threatens to strike anyone who comes near them as he begins to plea his case to the people.

“Please, you must not let this happen. He may look like a monster but he is a hero to this country. The Stalwart Seven were like sons to you all. Their heroism saved countless lives and inspired many of you to have faith even in these dark times of war. A terrible injustice has been done to them but if you allow him to be destroyed, what does that say of you?”

Rickul’s becomes furious at this and orders an attack upon them. At this time, ask the PCs what they wish to do. If the PCs decide to help Davkul and Stregg, place them within 10 ft. of either Stregg or Davkul. Ideally, the PCs should attempt Diplomacy since the results of violent confrontation have already been explained. If the PCs attempt Diplomacy, allow a standard roll as some of the would-be attackers ponder what Davkul said and hesitate to attack. To successfully diffuse the angry mob, PCs must succeed at a **Diplomacy check DC 20 + APL** and PCs can aid one another.

Modifiers to the Diplomacy check:

-4 if done by a half-orc PC

+4 if done by a dwarf

+2 if done by a person who is a visibly recognized member of any of the following Principality of Ulek

metaorganizations: Royal Army, Royal Navy, Mine Rangers, Liegemen of the Prince, Keepers of the Soul Forged, Temple Hegemony, Church of the Cudgel, or Bardic Circle.

+1 if the PC has ever received a Recommendation from any Principality of Ulek metaorganization except the Web and the Society of Shadows.

-2 if this person resorted to violence against the mob.

+2 if this peacefully surrendered to the mob in the initial encounter

+2 for each of the following things the PC did during Streggs initial rampage: help put out the fire, save the mother and child from being trampled, or halt Streggs initial assault.

+2 if done by anyone who was awarded the title of Aspirant Knight from ULP5-IN6 “Preying on Hope’s Deliverance”

If the Diplomacy check fails, Rickul incites the mob to attack relentlessly. After 4 rounds and regardless of what they do if they are still in combat, treat them and Davkul as being at -5 hit points and stabilized and Stregg and being ripped to shreds by the mob.

If the Diplomacy check succeeds, read the following boxed text:

Moved by your words most of the would-be attackers retreat, some dropping their weapons and bowing their heads in shame at their senseless aggression. Others fight with great reluctance, their weapons missing their mark by wide margins and spells hitting off target. Some of the inhabitants of Dreki even gather and shout, “No more. No more.” over and over until what once seemed like a whisper is now a roaring plea of mercy.

Rickul scowls at them and says, “Dammit.. he is a monster and these people are traitors!! How can you stand with them? Have you all gone mad!! Well, if you will not do what must be done then I guess it falls on me to dispense punishment.”

As Rickul moves towards Stregg with his dwarven war axe in hand, a deep booming voice echoes from behind him. “Take one more step and you’ll be cleaning latrines for the rest of your days corporal.

Marching towards you all is Baron Gorun accompanied by several heavily armed and armored members of the Adamantium Guard. Their mere presence inspires awe from everyone as the gathering crowd parts to give them unobstructed passage.

“I want that building cleared immediately,” says, Baron Gorun angrily, pointing to the Pelicans Perch, “and I want all of you in there at once. You are going to explain to me what in Clangeddins beard is going on here. GET MOVING!!!”

At this point the PCs, Davkul, Rickul, and Merblick can meet with Baron Gorun inside the Pelicans Perch and explain what happened and plead their case. The Adamantine Guard waits outside, watching over Stregg and not letting anyone into the building. After several hours of discussion and mugs of ale which seem to put Baron Gorun in a better mood, he renders his decision as follows:

“While I understand why you did what you did Davkul, you did disobey a direct order from your superiors so as of now you are demoted to the rank of corporal. However, because of your great service record and the circumstances involved, if you follow orders and maintain good conduct you will regain your previous rank after six months time. As for you Rickul, you have made a complete fool of yourself and tarnished the image of the Royal Army. You damn near incited mob violence that could have caused senseless injury, destruction of property, and perhaps even the deaths of innocents. I could have you arrested on charges of civil disobedience, inciting a riot, and ignoring the right of an honorable surrender but I’m not going to do that. Instead, I’m going to demote you as well... to the rank of private and until you prove to me that you are more than a belligerent jackass you’ll keep that rank. As for the rest of you, I’m not happy about how you went about things. Of course, you’d be surprised how lenient I can be when I hear that some Slavers got a good tail kicking. As for the creature outside, I’m going to take it into custody. Maybe Magnus and those Talons of Retribution can figure out what to do. Regardless of what’s happened or what he’s become, we owe that much to the Stalwart Seven.”

Adventure Two: Stregg returns with the PCs to Dreki as a living construct.

Perhaps it is not the wisest choice to return to Dreki but Stregg will have it no other way. His words are few during the journey and lack sentiment behind them. Even when he recounts the stories of the Stalwart Sevens participation in the March of the Dead and the battle against the pyroclastic dragon during the merger of the Gems of Ulaa with the Axe of Corond, his speech seems uninspired. As you near the front gates which are still in the midst of repair, the workers see you coming and drop their tools as they flee in terror. You have barely stepped foot into Dreki when the alarm bells are sounded.

Advancing towards you are many well-armed warriors, several people dressed in priestly vestments as well as a handful of wizardly-types with Rickul leading the way.

“Surround them and if they take another step, you know what to do. By order of the Royal Army of the Principality of Ulek I demand that you stand down. Drop your weapons to the ground

immediately. You are hereby placed under arrest until the military tribunal decides what actions to take against you. Refuse I will use deadly force if necessary. If you forcefully resist you will be put down permanently if need be.” he says, as his fingers run up and down the pommel of his dwarven war axe.

If the PCs agree to his terms, their weapons and spell components are removed and they are readied to be taken into custody. If the PCs resist arrest forcefully, then Rickul gives the word and all manner of spells, both arcane and divine rain down upon them round after round, as well as an endless volley of weapon fire or damage from melee combat. The NPCs are not statted but treat them as a never ending mob of attackers, diverse enough to counter almost anything the PCs do. If the PCs do not cease forceful resistance or attack with lethal damage, after 4 rounds and regardless of what they do if they are still in combat, treat them as being at -5 hit points and stabilized. Stregg uses only nonlethal damage in his attacks but is eventually slain by the mob.

As the PCs and Stregg are being lead to the prison to be disarmed and arrested, they see Davkul and those soldiers loyal to him that gave Stregg over to you in manacles. As Rickul passes Davkul, he tells him the following:

“I’ll see you in the brig for a long time to come Davkul. It’s what traitors like you deserve. By the time we’re done cutting up this walking slab of meat, the crows will feast heartily on it for many days to come.”

At this point Davkul grabs the light mace off one of Rickul’s soldiers passing by and pushes him to the ground. He rushes to Stregg’s side and threatens to strike anyone who comes near them as they begin to plea his case to the people.

“Please, you must not let this happen. He may look like a monster but he is a hero to this country. The Stalwart Seven were like sons to you all. Their heroism saved countless lives and inspired many of you to have faith even in these dark times of war. A terrible injustice has been done to them but if you allow him to be destroyed, what does that say of you?”

With that, Stregg reaches over to a 15 foot tall flagpole with the flag and heraldry of the Principality of Ulek upon it and uproots it from its foundation. Wielding it in both hands as an improvised polearm, those thinking of attacking pause and step back several feet to avoid getting struck. As he swings it before him, Stregg says, “I am not a monster. I am a man and made of many more who have suffered at the hands of the Pomarj scourge. I bear the scars and burden of six others who made the ultimate sacrifice in your defense and to preserve the privilege of your freedom. I prefer to fall today and never rise again rather than leave this

place in chains. My only regret is that if I fell, it would be at the hands of my fellow countrymen and not while choking the life out of Turrosh Mak himself. “

Rickul becomes furious at this and orders an attack upon them. At this time, ask the PCs what they wish to do. If the PCs decide to help Davkul and Stregg, place them within 10 ft. of either Stregg or Davkul. Ideally, the PCs should attempt Diplomacy since the results of violent confrontation have already been explained. If the PCs attempt Diplomacy, allow a standard roll as some of the would-be attackers ponder what Davkul said and hesitate to attack. To successfully diffuse the angry mob, PCs must succeed at a **Diplomacy check DC 20 + APL** and PCs can aid one another. Use the Diplomacy chart from Adventure One.

If the Diplomacy check fails, Rickul incites the mob to attack relentlessly. After 4 rounds and regardless of what they do if they are still in combat, treat PCs and Davkul as being at -5 hit points and stabilized and Stregg and being slain by the mob.

If the Diplomacy check succeeds, read the following boxed text:

Moved by your words most of the would-be attackers retreat, some dropping their weapons and bowing their heads in shame at their senseless aggression. Others fight with great reluctance, their weapons missing their mark by wide margins and spells hitting off target. Some of the inhabitants of Dreki even gather and shout, “No more. No more. “ over and over until what once seemed like a whisper is now a roaring plea of mercy.

Rickul scowls at them and says, “Dammit.. he is a monster and these people are traitors!! How can you stand with them? Have you all gone mad!! Well, if you will not do what must be done then I guess it falls on me to dispense punishment. “

As Rickul moves towards Stregg with his dwarven war axe in hand, a deep booming voice echoes from behind him. “Take one more step and you’ll be cleaning latrines for the rest of your days corporal.

Marching towards you all is Baron Gorun accompanied by several heavily armed and armored members of the Adamantium Guard. Their mere presence inspires awe from everyone as the gathering crowd parts to give them unobstructed passage.

“I want that building cleared immediately, “ says, Baron Gorun angrily, pointing to the Pelicans Perch, “and I want all of you in there at once. You are going to explain to me what in Clangeddins beard is going on here. GET MOVING!!! “

At this point the PCs, Davkul, Rickul, and Merblick can meet with Baron Gorun inside the Pelicans Perch and

explain what happened and plead their case. The Adamantine Guard waits outside, not letting anyone in and watching over Stregg who listens in from an open window. After several hours of discussion and mugs of ale which seem to put Baron Gorun in a better mood, he renders his decision as follows:

“While I understand why you did what you did Davkul, you did disobey a direct order from your superiors so as of now you are demoted to the rank of corporal. However, because of your great service record and the circumstances involved, if you follow orders and maintain good conduct you will regain your previous rank after six months time. As for you Rickul, you have made a complete fool of yourself and tarnished the image of the Royal Army. You damn near incited mob violence that could have caused senseless injury, destruction of property, and perhaps even the deaths of innocents. I could have you arrested on charges of civil disobedience, inciting a riot, and ignoring the right of an honorable surrender but I’m not going to do that. Instead, I’m going to demote you as well... to the rank of private and until you prove to me that you are more than a belligerent jackass you’ll keep that rank. As for the rest of you, I’m not happy about how you went about things. Of course, you’d be surprised how lenient I can be when I hear that some Slavers got a good tail kicking. As for you Stregg, I’m going to take you into custody and have you examined by Magnus and the Talons of Retribution. If what your friends say proves to be true then I suppose we’ll have to work on resizing your weapons and armor. The bottom line is the Royal Army needs all the good soldiers it can get. If anybody gives me any grief, I’ll remind them of the flying rainbow-colored dog in the Royal Army and the ogre magi in the Church of Ulaa. “

Adventure Three: Stregg returns with the PCs to Dreki as an incarnate construct.

Perhaps it is not the wisest choice to return to Dreki but Stregg will have it no other way. During your journey he offers you his inspiring tales of how the Stalwart Seven stood tall in the March of the Dead and how they aided in the slaying of the mighty pyroclastic dragon during the merging of the Gems of Ulaa with the Axe of Corond. As you near the front gates which are still in the midst of repair, the workers see you coming and drop their tools as they flee in terror. You have barely stepped foot into Dreki when the alarm bells are sounded.

Advancing towards you are many well-armed warriors, several people dressed in priestly vestments as well as a handful of wizardly-types with Rickul leading the way.

“Surround them and if they take another step, you know what to do. By order of the Royal Army of the Principality of Ulek I demand that you stand

down. Drop your weapons to the ground immediately. You are hereby placed under arrest until the military tribunal decides what actions to take against you. Refuse I will use deadly force if necessary. If you forcefully resist you will be put down permanently if need be. “, he says, as his fingers run up and down the pommel of his dwarven war axe.

If the PCs agree to his terms, their weapons and spell components are removed and they are readied to be taken into custody. If the PCs resist arrest forcefully, then Rickul gives the word and all manner of spells, both arcane and divine rain down upon them round after round, as well as an endless volley of weapon fire or damage from melee combat. The NPCs are not statted but treat them as a never ending mob of attackers, diverse enough to counter almost anything the PCs do. If the PCs do not cease forceful resistance or attack with lethal damage, after 4 rounds and regardless of what they do if they are still in combat, treat them as being at -5 hit points and stabilized. Stregg uses only nonlethal damage in his attacks but is eventually slain by the mob.

As the PCs and Stregg are being lead to the prison to be disarmed and arrested, they see Davkul and those soldiers loyal to him that gave Stregg over to you in manacles. As Rickul passes Davkul, he tells him the following:

“I’ll see you in the brig for a long time to come Davkul. It’s what traitors like you deserve. By the time we’re done cutting up this walking slab of meat, the crows will feast heartily on it for many days to come. “

At this point Davkul grabs the light mace off one of Rickul’s soldiers passing by and pushed him to the ground. He rushes to Stregg’s side and threatens to strike anyone who comes near them as they begin to plea his case to the people.

“Please, you must not let this happen. He may look like a monster but he is a hero to this country. The Stalwart Seven were like sons to you all. Their heroism saved countless lives and inspired many of you to have faith even in these dark times of war. A terrible injustice has been done to them but if you allow him to be destroyed, what does that say of you? “

With that, Stregg reaches over to a 15 foot tall flagpole with the flag and heraldry of the Principality of Ulek upon it and uproots it from its foundation. Wielding it in both hands as an improvised polearm, those thinking of attacking pause and step back several feet to avoid getting struck. As he swings it before him, Stregg says, “I am not a monster. I am a man and made of many more who have suffered at the hands of the Pomarj scourge. I bear the scars and burden of six others who made the ultimate sacrifice in your defense and to preserve the privilege of your freedom. I prefer to

fall today and never rise again rather than leave this place in chains. My only regret is that if I fell, it would be at the hands of my fellow countrymen and not while choking the life out of Turrosh Mak himself. “

Rickul becomes furious at this and orders an attack upon them. At this time, ask the PCs what they wish to do. If the PCs decide to help Davkul and Stregg, place them within 10 ft. of either Stregg or Davkul. Ideally, the PCs should attempt Diplomacy since the results of violent confrontation have already been explained. If the PCs attempt Diplomacy, allow a standard roll as some of the would-be attackers ponder what Davkul said and hesitate to attack. To successfully diffuse the angry mob, PCs must succeed at a **Diplomacy check DC 20 + APL** and PCs can aid one another. Use the Diplomacy chart from Adventure One.

If the Diplomacy check fails, Rickul incites the mob to attack relentlessly. After 4 rounds and regardless of what they do if they are still in combat, treat PCs and Davkul as being at -5 hit points and stabilized and Stregg and being slain by the mob.

If the Diplomacy check succeeds, read the following boxed text:

Moved by your words most of the would-be attackers retreat, some dropping their weapons and bowing their heads in shame at their senseless aggression. Others fight with great reluctance, their weapons missing their mark by wide margins and spells hitting off target. Some of the inhabitants of Dreki even gather and shout, “No more. No more. “ over and over until what once seemed like a whisper is now a roaring plea of mercy.

Rickul scowls at them and says, “Dammit.. he is a monster and these people are traitors!! How can you stand with them? Have you all gone mad!! Well, if you will not do what must be done then I guess it falls on me to dispense punishment. “

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At this point the PCs, Davkul, Rickul, and Merblick can meet with Baron Gorun inside the Pelicans Perch and explain what happened and plead their case. The Adamantine Guard waits outside, watching over Stregg and not letting anyone into the building. After several hours of discussion and mugs of ale which seem to put Baron Gorun in a better mood, he renders his decision as follows:

“While I understand why you did what you did Davkul, you did disobey a direct order from your superiors so as of now you are demoted to the rank of corporal. However, because of your great service record and the circumstances involved, if you follow orders and maintain good conduct you will regain your previous rank after six months time. As for you Rickul, you have made a complete fool of yourself and tarnished the image of the Royal Army. You damn near incited mob violence that could have caused senseless injury, destruction of property, and perhaps even the deaths of innocents. I could have you arrested on charges of civil disobedience, inciting a riot, and ignoring the rule of an honorable surrender but I’m not going to do that. Instead, I’m going to demote you as well... to the rank of private and until you prove to me that you are more than a belligerent jackass you’ll keep that rank. As for the rest of you, I’m not happy about how you went about things. Of course, you’d be surprised how lenient I can be when I hear that some Slavers got a good tail kicking. As for you Stregg, I’m going to take you into custody and have you examined by Magnus and the Talons of Retribution. If what your friends say proves to be true then I suppose we’ll have to work on resizing your weapons and armor. The bottom line is the Royal Army needs all the good soldiers it can get. If anybody gives me any grief, I’ll remind them of the flying rainbow-colored dog in the Royal Army and the ogre magi in the Church of Ulaa.”

CONCLUSION

If Stregg was returned as an advanced flesh golem, read the following boxed text:

Though perhaps the most formidable and keen arcane minds in the entire Principality of Ulek, word reaches you that Magnus and the Desert Rose have been unable to undo the atrocities done to the Stalwart Seven. You each receive a letter from Davkul Loyalor, expressing his deepest thanks for doing what you could. In it, he explains that he has asked for and received an honorable discharge from the Royal Army and perhaps it is time for him to take a vacation and collect his thoughts. He mentions perhaps a little place with a view of the ocean. Perhaps if you could not save the lives of seven good men, you may have at least reforged the bond between mother and son. A small victory but one you will nonetheless take.

If Stregg was returned as a living construct read the following boxed text:

A few weeks later following your ordeal, you receive an invitation to a ceremony to honor the Stalwart Seven and to formally reintroduce Stregg Stormheart into the Royal Army. As the ceremony begins, the accomplishments of the Stalwart Seven are mentioned and accolades poured upon them. Through it all, Stregg stands before you, the sheen of his freshly minted breastplate armor and large masterwork heavy mace hanging at his side glistening in the afternoon sun. Forged upon the breastplate over his heart is the heraldry of the Principality of Ulek and the number seven. Beneath it you can make out the words “Seven as one but never undone.” The ceremony ends to the sounds of jubilation from all those attending.

You later discover that Stregg has formally asked to be lowered to the rank of private until he can rediscover that spark of leadership which he has lost. You each receive a letter from Davkul Loyalor, expressing his deepest thanks to you. In it, he explains that he has asked for some leave time from the Royal Army and received it. He mentions that he intends to use this time to collect his thoughts and that a little place with a view of the ocean might do the trick. It is good to know that not only have you brought justice to the lives of seven good men and saved the life of one but that you have helped reforge the bonds of love between a mother and a son. Perhaps in the end, these are the victories that count the most.

If Stregg was returned as a living construct read the following boxed text:

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You later discover that Stregg has been made leader of a group of young soldiers said to be open-minded and full of potential. You each receive a letter from Davkul Loyalor, expressing his deepest thanks to you. In it, he explains that he has asked for some leave time from the Royal Army and received it. He mentions that he intends to use this time to collect his thoughts and that a little place with a

view of the ocean might do the trick. It is good to know that not only have you brought justice to the lives of seven good men and saved the life of one but that you have helped reforge the bonds of love between a mother and a son. Perhaps in the end, these are the victories that count the most.

The End

EXPERIENCE POINT SUMMARY

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

Encounter One

Halting the rampage of Stregg Stormheart

APL 2: 45 xp.
APL 4: 67 xp.
APL 6: 90 xp.
APL 8: 112 xp.
APL 10: 135 xp.
APL 12: 157 xp.

Encounter Two

Capturing or eliminating the spy Eliora Pegason

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter Five

Defeating the Pomarj scouting party

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter Six

Defeating Malignus Riggermort and his minions

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter Seven

Defeating wild monsters attacking you

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter Eight

Defeating Pomarj forces within Shale

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter Ten

Defeating Pomarj slavers

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter Twelve

Preventing harm to Stregg by non-violent means

APL 2: 45 xp.
APL 4: 67 xp.
APL 6: 90 xp.
APL 8: 112 xp.
APL 10: 135 xp.
APL 12: 157 xp.

Story Award

Restoring Stregg Stormheart as an incarnate construct permanently

APL 2: 45 xp.
APL 4: 68 xp.
APL 6: 90 xp.
APL 8: 113 xp.
APL 10: 135 xp.
APL 12: 158 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.
APL 4: 68 xp.
APL 6: 90 xp.
APL 8: 113 xp.
APL 10: 135 xp.
APL 12: 158 xp.

Total possible experience

APL 2: 900 xp.
APL 4: 1,350 xp.
APL 6: 1,800 xp.

APL 8: 2,250 xp.
APL 10: 2,700 xp.
APL 12: 3,150 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 adventure, 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:

APL 2: L: 351 gp, C: 55 gp, M: studded leather +1 (97 gp), scroll: color spray: 3rd lvl (6 gp), scroll: shield: lvl 3rd (6 gp), potion of cure moderate wounds (25 gp),

wand of ghost sound: lvl 1 (31 gp), scroll: expeditious retreat: 3rd lvl (6 gp) – Magic: 171 gp

APL 4: L: 296 gp, C: 55 gp, M: studded leather +1 (97 gp), scroll: color spray: 3rd lvl (6 gp), scroll: shield: lvl 3rd (6 gp), potion of cure moderate wounds (25 gp), scroll: expeditious retreat: 3rd lvl (6 gp), wand of lesser fire orb: 3rd lvl caster (187 gp) – Magic: 327 gp

APL 6: L: 421 gp, C: 110 gp, M: vest of resistance +1 (83 gp), studded leather +1 (97 gp), potion of cure moderate wounds (25 gp), scroll: scorching ray: 7th lvl (29 gp), scroll: web: 6th lvl (25 gp), potion of haste (62 gp), Necklace of Fireballs: type 2 (225 gp), scroll: detect thoughts: 6th lvl (25 gp) - Magic: 571 gp

APL 8: L: 246 gp, C: 110 gp, M: vest of resistance +1 (83 gp), studded leather +1 (97 gp), potion of cure moderate wounds (25 gp), scroll: scorching ray: 7th lvl (29 gp), scroll: web: 6th lvl (25 gp), potion of haste (62 gp), short sword +1 (192 gp), scroll: mirror image: 6th lvl (25 gp), potion of gaseous form (62 gp), necklace of fireballs type 3 (375 gp), potion of cats grace (25 gp), scroll: detect thoughts: 6th lvl (25 gp) – Magic: 1,025 gp

APL 10: L: 246 gp, C: 165 gp, M: vest of resistance +1 (83 gp), studded leather +1 (97 gp), potion of cure moderate wounds (25 gp), scroll: scorching ray: 7th lvl (29 gp), scroll: web: 6th lvl (25 gp), potion of haste (62 gp), short sword +1- defending (692 gp), potion of gaseous form (62 gp), necklace of fireballs: type 5 (487 gp), ring of protection +1 (166 gp), amulet of natural armor +1 (166 gp), potion of cats grace (25 gp) - Magic: 1,894 gp

APL 12: L: 246 gp, C: 165 gp, M: vest of resistance +1 (83 gp), studded leather +1 (97 gp), potion of cure moderate wounds (25 gp), scroll: scorching ray: 7th lvl (29 gp), scroll: web: 6th lvl (25 gp), potion of haste (62 gp), short sword +1- defending (692 gp), gloves of dexterity +2 (333 gp), potion of gaseous form (62 gp), necklace of fireballs: type 6 (675 gp), cloak of charisma +2 (333 gp), 2 blast disks (Heroes of Battle) (900 gp each), ring of protection +1 (166 gp), amulet of natural armor +1 (133 gp) - Magic: 3,031 gp

Encounter Five:

APL 2: L: 1,387 gp, C: 47 gp, M: scroll: burning hands: 3rd lvl (6 gp), scroll: cause fear: 3rd lvl (6 gp), screaming bolt (22 gp), leather armor +1 (96 gp), potion of cure light wounds (4 gp), potion of barkskin (25 gp), 2 potions of enlarge person (20 gp each) potion of bulls strength (25 gp), 2 potions of cure light wounds (4 gp each), potion of pass without trace (4 gp)

APL 4: L: 1,004 gp, C: 47 gp, M: bracers of armor +1 (83 gp), wand of color spray: lvl 1 (62 gp), 3 potions

of protection vs. good (4 gp each), scroll: glitterdust: 3rd lvl, scroll: Tasha's hideous laughter: 3rd lvl, screaming bolt (22 gp), potion of shield of faith +3 (25 gp), 3 chain shirts +1 (104 gp each), 2 potions of enlarge person (20 gp each), potion of cat's grace (25 gp), 3 potions of cure light wounds (4 gp each), potion of pass without trace (4 gp) – Magic: 630 gp

APL 6: L: 1,028 gp, C: 94 gp, M: bracers of armor +1 (83 gp), 3 potions of protection vs. good (4 gp each), scroll: glitterdust: 6th lvl (25 gp), scroll: Tasha's hideous laughter: 5th lvl (20 gp), screaming bolt (22 gp), potion of barkskin +2 (25 gp), scroll: earthen grasp: 5th lvl (20 gp), 3 potions of shield of faith +3 (25 gp each), cloak of resistance +1 (83 gp), scroll: blindness/deafness: 4th lvl (16 gp), 3 chain shirts +1 (104 gp), 2 potions of bulls strength (25 gp each), 2 badges of valor (83 gp each), potion of cat's grace (25 gp), 3 potions of cure light wounds (4 gp each), potion of pass without trace (4 gp), necklace of the wild beast- servitude (125 gp) – Magic: 1,075

APL 8: L: 1,353 gp, C: 94 gp, M: bracers of armor +1 (83 gp), cloak of resistance +1 (83 gp), 2 potions of moderate wounds (50 gp), 3 potions of protection vs. good (4 gp each), scroll: glitterdust: 6th lvl (25 gp), scroll: Tasha's hideous laughter: 5th lvl (20 gp), potion of protection vs. arrows 10/magic (25 gp), potion of barkskin +3 (50 gp), 2 scrolls: earthen grasp: 4th lvl (16 gp each), scroll: fireball: 5th lvl (31 gp), pearl of power: lvl 1 (83 gp), screaming bolt (22 gp), 3 chain shirts +1 (104 gp), 3 potions of bulls strength (25 gp), 2 potions of heroism (62 gp), 2 potions of shield of faith +3 (25 gp each), 2 badges of valor (83 gp each), 2 elixirs of fire breathing (91 gp each), potion of cat's grace (25 gp), 2 potions of cure light wounds (4 gp), necklace of the wild beast- servitude (125 gp), boots of elvenkind (208 gp), breastplate +1 (112 gp), longsword +1 (192 gp), scroll: recitation: 7th lvl (58 gp), potion of bears endurance (25 gp), ring of protection +1 (166 gp), potion of shield of faith +2 (4 gp), scroll: slashing darkness 8th lvl (50 gp) – Magic: 2,375

APL 10: L: 1,278 gp, C: 141 gp, M: bracers of armor +1 (83 gp), cloak of resistance +1 (83 gp), wand of Melf's acid arrow: lvl 5 (625 gp), 3 potions of protection vs. good (4 gp each), scroll: glitterdust: 6th lvl (25 gp), scroll: see invisibility: 3rd lvl (12 gp), scroll: solid fog: 7th lvl (58 gp), scroll: stony grasp: lvl 5 (31 gp), pearl of power lvl 1 (83 gp), 2 falchions +1 (197 gp each), 3 chain shirts +1 (104 gp each), 3 potions of bulls strength (25 gp each), 2 potions of heroism (62 gp), 2 potions of shield of faith +4 (50 gp each), 2 badges of valor (83 gp each), 2 javelins of lightning (125 gp), potion of cat's grace (25 gp), 2 potions of cure light wounds (4 gp each), potion of pass without trace (4 gp), necklace of the wild beast- servitude (125 gp), boots of elvenkind (208 gp), amulet of natural armor +1 (166 gp), breastplate +1 (112 gp), longsword +1

(192 gp), potion of cure moderate wounds (25 gp), scroll: recitation: 7th lvl (58 gp), potion of bears endurance (25 gp), ring of protection +1 (166 gp), periapt of wisdom +2 (333 gp), potion of shield of faith +3 (25 gp), scroll: slashing darkness: 8th lvl (50 gp) – Magic: 3,956

APL 12: L: 1,183 gp, C: 141 gp, M: bracers of armor +1 (83 gp), cloak of resistance +1 (83 gp), wand of earthen grasp: lvl 5 (625 gp), scroll: dispel magic: lvl 9 (56 gp), 2 potions of cat's grace (25 gp each), potion of bear's endurance (25 gp), scroll: see invisibility: 3rd lvl (12 gp), scroll: solid fog: 7th lvl (58 gp), 3 potions of protection vs. good (4 gp each), pearl of power lvl 1 (83 gp), scroll: wall of fire: 7th lvl (58 gp), 2 falchion +1 (197 gp each), 3 chain shirts +1 (104 gp each), 2 potions of heroism (62 gp each), 3 potions of shield of faith +3 (25 gp each), 2 amulets of health +2 (333 gp each), 2 javelins of lightning (125 gp each), 2 gauntlets of ogre power (333 gp each), longsword +1 (192 gp), longbow +1 (197 gp), potion of bulls strength (25 gp), 2 potions of bears endurance (25 gp each), wand of embrace the wild: 2nd lvl (125 gp), potion of shield of faith +2 (4 gp), necklace of the wild beast- servitude (125 gp), collar of obedience (on hawk) (125 gp), amulet of natural armor +1 (166 gp), boots of elvenkind (208 gp), 2 potions of barkskin +3 (50 gp each), breastplate +1 (112 gp), longsword +1 (192 gp), potion of cure moderate wounds (25 gp), scroll: recitation: 7th lvl (58 gp), ring of protection +1 (166 gp), periapt of wisdom +2 (333 gp), tunic of steady spellcasting (208 gp), scroll: slashing darkness: 8th lvl (50 gp) – Magic: 5,800

Encounter Six:

APL 2: L: 621 gp, C: 205 gp, M: 2 potions of cure light wounds (4 gp each), 2 potions of shield of faith +2 (4 gp each), potion of bulls strength (25 gp), potion of cat's grace (25 gp) – Magic: 66 gp

APL 4: L: 607 gp, C: 205 gp, M: potion of cure light wounds (4 gp), potion of shield of faith +2 (4 gp), potion of bulls strength (25 gp), brooch of shielding (125 gp), potion of shield of faith +3 (25 gp), potion of aid (25 gp), potion of cure moderate wounds (25 gp), potion of pass without trace (4 gp), potion of cat's grace (25 gp), bag of holding Type 1 (208 gp) – Magic: 470 gp

APL 6: L: 572 gp, C: 307 gp, M: bracers of armor +1 (83 gp), potion of shield of faith +2 (4 gp), potion of fox's cunning (25 gp), potion of protection vs. good (4 gp), scroll: ray of exhaustion: lvl 5 (31 gp), metamagic rod: silent (lesser) (250 gp), breastplate +1 (112 gp), potion of cure light wounds (4 gp), potion of shield of faith +3 (25 gp), potion of bulls strength (25 gp), brooch of shielding (125 gp), salve of slipperiness (83 gp), chain shirt +1 (104 gp), potion

of shield of faith +4 (50 gp), potion of aid (25 gp), potion of cats grace (25 gp), potion of cure moderate wounds (25 gp), potion of pass without trace (4 gp), potion of invisibility (25 gp)– Magic: 1,029 gp

APL 8: L: 301 gp, C: 307 gp, M: oil of greater magic fang +3 (150 gp), potion of haste (62 gp), potion of invisibility (25 gp), bracers of armor +2 (333 gp), potion of shield of faith +3 (25 gp), potion of fox's cunning (25 gp), potion of protection vs. good (4 gp), scroll: ray of exhaustion: lvl 5 (31 gp), scroll: touch of idiocy (reach): lvl 5 (31 gp), metamagic rod: silent (lesser) (250 gp), scroll: dispelling screen: 7th (58 gp), wand of web: 3rd lvl (375 gp), breastplate +1 (112 gp), bastard sword +1 (194 gp), potion of light wounds (4 gp), potion of shield of faith +2 (4 gp), brooch of shielding, (125 gp) salve of slipperiness (83 gp), chain shirt +1 (104 gp), short sword +1 (192 gp), potion of shield of faith +4 (50 gp), potion of cats grace (25 gp), potion of cure moderate wounds (25 gp), potion of pass without trace (4 gp), vest of resistance +1 (83 gp), scroll: invisibility: 3rd lvl (12 gp), scroll: nondetection: 3rd lvl (12 gp), bag of holding Type 2 (416 gp) – Magic: 2,814 gp

APL 10: L: 611 gp, C: 460 gp, M: oil of greater magic fang +3 (150 gp), potion of haste (62 gp), potion of invisibility (25 gp), bracers of armor +2 (333 gp), potion of shield of faith +3 (25 gp), potion of protection vs. good (4 gp), scroll: ray of exhaustion: lvl 5 (31 gp), scroll: touch of idiocy (reach): 5th lvl (31 gp), metamagic rod: silent (lesser) (250 gp), scroll: dispelling screen: lvl 7 (58 gp), wand of web: 3rd level (375 gp), breastplate +1 (112 gp), bastard sword +1 (194 gp), potion of cure moderate wounds (25 gp), potion of shield of faith +3 (25 gp), potion of barkskin +3 (50 gp), brooch of shielding (125 gp), salve of slipperiness (83 gp), potion of displacement (62 gp), cloak of resistance +1 (83 gp), short sword +1 (192 gp), chain shirt +1 (104 gp), potion of shield of faith +4 (50 gp), potion of cure moderate wounds (25 gp), potion of pass without trace (4 gp), vest of resistance +1 (83 gp), scroll: invisibility: 3rd lvl (12 gp), scroll: nondetection: 3rd lvl (12 gp), gloves of dexterity +2 (333 gp) – Magic: 2,918 gp

APL 12: L: 1,142 gp, C: 460 gp, M: large studded leather +1 (97 gp), oil of magic weapon +3 (150 gp), oil of magic fang +4 (200 gp), boots of springing and striding (458 gp), 2 rings of protection +1 (166 gp each), 2 salves of slipperiness (83 gp each), bead of force (250 gp), bracers of armor +2 (333 gp), potion of shield of faith +2 (4 gp), headband of intellect +2 (333 gp), potion of protection vs. good (4 gp), scroll: ray of exhaustion: lvl 5 (31 gp), scroll: touch of idiocy (reach): 5th lvl (31 gp), metamagic rod: silent (lesser) (250 gp), scroll: dispelling screen: lvl 7 (58 gp), wand of web: 3rd level (375 gp), dusty rose ioun stone (416 gp), breastplate +2 (362 gp), bastard sword +1 (194 gp), gauntlets of ogre power (333 gp), 2 potions of

cure moderate wounds (25 gp each), potion of shield of faith +3 (25 gp), brooch of shielding (125 gp), potion of displacement (62 gp), potion of barkskin +3 (50 gp), ring of counterspells (ray of enfeeblement) (333 gp), potion of good hope (87 gp), vest of resistance +1 (83 gp), short sword +1 (192 gp), chain shirt +1 (104 gp), potion of shield of faith +4 (50 gp), potion of cats grace (25 gp), potion of pass without trace (4 gp), vest of resistance +1 (83 gp), scroll: invisibility: 3rd lvl (12 gp), scroll: nondetection: 3rd lvl (12 gp), gloves of dexterity +2 (333 gp), boots of speed (1,000 gp), cape of the mountebank (840 gp)– Magic: 7,402

Encounter Eight:

APL 2: L: 1,288 gp, C: 76 gp, M: 3 potions of shield of faith +2 (4 gp each), 2 potions of cure moderate wounds (25 gp each), 2 oils of magic weapon (4 gp each), bracers of armor +1 (83 gp), scroll: cause fear: 3rd lvl (6 gp), potion of barkskin +2 (25 gp), scroll: obscuring mist: 3rd lvl (6 gp), potion of cats grace (25 gp), wand of cure minor wounds (31 gp) – Magic: 246 gp

APL 4: L: 1,276 gp, C: 76 gp, M: studded leather +1 (97 gp), 3 potions of shield of faith +2 (4 gp each), potion of invisibility (25 gp), potion of cure moderate wounds (25 gp), potion of spider climb (25 gp), 2 oils of magic weapon (4 gp each), 2 potions of enlarge person (20 gp each), 2 potions of protection vs. good (4 gp each), 2 everlasting rations (29 gp each), 2 oils of keen edge (62 gp each), scroll: cause fear: 3rd lvl (6 gp), potion of barkskin +2 (25 gp), scroll: obscuring mist: 3rd lvl (6 gp), potion of cats grace (25 gp), brooch of shielding (125 gp) – Magic: 581 gp

APL 6: L: 2,131 gp, C: 152 gp, M: studded leather +1 (97 gp), potion of shield of faith +3 (25 gp), potion of invisibility (25 gp), potion of nondetection (62 gp), 3 potions of cure moderate wounds (25 gp each), 2 potions of enlarge person (20 gp each), 2 potions of shield of faith +2 (4 gp each), 2 potions of protection vs. good (4 gp each), 2 everlasting rations (29 gp each), 2 oils of keen edge (62 gp each), 2 potions of bulls strength (25 gp each), 2 oils of flame arrow (62 gp each), bracers of armor +1 (83 gp), scroll: cause fear: 3rd lvl (6 gp), potion of barkskin +2 (25 gp), scroll: obscuring mist: 3rd lvl (6 gp), potion of cats grace (25 gp), brooch of shielding (125 gp), bone studded leather +1 (97 gp), potion of bears endurance (25 gp), oil of magic stone (4 gp), potion of barkskin +3 (50 gp), scroll: natures favor: 4th lvl (16 gp), scroll: fog cloud: 5th lvl (20 gp), scroll: animal messenger: 4th lvl (16 gp) – Magic: 1,168

APL 8: L: 1,909 gp, C: 152 gp, M: studded leather +1-glamer (347 gp), potion of shield of faith +3 (25

gp), potion of invisibility (25 gp), potion of nondetection (62 gp), 4 potions of cure moderate wounds (25 gp each), potion of spider climb (25 gp), bracers of armor +1 (83 gp), scroll: dispel magic: 7th lvl (43 gp), scroll: scorching ray: 7th lvl (29 gp), potion of barkskin +2 (25 gp), scroll: bands of steel: 7th level (43 gp), scroll: fireball: 7th level (43 gp), potion of eagles splendor (25 gp), brooch of shielding (125 gp), 2 breastplates +1 (112 gp each), 2 potions of enlarge person (20 gp), 2 potions of shield of faith +2 (4 gp each), 2 potions of protection vs. good (4 gp each), 2 everlasting rations (29 gp each), 2 oils of keen edge (62 gp each), 2 potions of bulls strength (25 gp each), 2 oils of flame arrow (62 gp), 2 potions of fly (62 gp each), bone studded leather +1 (97 gp), potion of bears endurance (25 gp), oil of magic stone (4 gp), potion of barkskin +3 (50 gp), scroll: natures favor: 6th lvl (25 gp), collar of obedience (125 gp), scroll: spike growth: 6th lvl (37 gp), potion of greater magic fang +2 (100 gp), scroll: animal messenger: 6th lvl (16 gp) – Magic: 2,215

APL 10: L: 2,004 gp, C: 228 gp, M: studded leather +1-glamered (347 gp), potion of non-detection (62 gp), 3 potions of shield of faith +3 (25 gp each), potion of invisibility (25 gp), potion of cure serious wounds (62 gp), potion of spider climb (25 gp), bracers of armor +1 (83 gp), 3 potions of cure moderate wounds (25 gp each), scroll: dispel magic: 7th lvl (43 gp), scroll: scorching ray: 7th lvl (29 gp), 2 potions of barkskin +3 (50 gp each), vest of resistance +1 (83 gp), potion of haste (62 gp), scroll: bands of steel: 7th lvl (43 gp), potion of eagles splendor (25 gp), ring of protection +1 (166 gp), brooch of shielding (125 gp), 2 falchions +1 (197 gp each), 2 breastplates +1 (112 gp each), 2 potions of protection vs. good (4 gp each), 2 everlasting rations (29 gp each), 2 oils of keen edge (62 gp each), 2 potions of bulls strength (25 gp each), 2 oils of flame arrow (62 gp each), 2 potions of fly (62 gp each), +1 bone studded leather (97 gp), potion of bears endurance (25 gp), oil of magic stone (4 gp), scroll: natures favor: 8th lvl (33 gp), collar of obedience (125 gp), scroll: spike growth: 7th level (43 gp), potion of greater magic fang +3 (150 gp), scroll: languor- 7th lvl (58 gp), scroll: scroll: animal messenger: 6th lvl (16 gp) – Magic: 3,063

APL 12: L: 1,847 gp, C: 228 gp, M: studded leather +1-glamered (347 gp), potion of non-detection (62 gp), 3 potions of shield of faith +3 (25 gp each), potion of invisibility (25 gp), potion of cure serious wounds (62 gp), potion of spider climb (25 gp), lesser choker of eloquence (500 gp), bracers of armor +2 (333 gp), vest of resistance +1 (83 gp), brooch of shielding (125 gp), cloak of charisma +2 (333 gp), scroll: Evard's black tentacles: 7th lvl (58 gp), scroll: dispel magic: 10th lvl (62 gp), scroll: dimension door: 7th lvl (58 gp), potion of haste (62 gp), potion of barkskin +2 (25 gp), figurine of wondrous power: silver raven (316 gp), 2

falchions +1 (197 gp each), 2 breastplates +1 (225 gp), 2 potions of enlarge person (20 gp each), 2 potions of protection vs. good (4 gp each), 2 everlasting rations (29 gp each), 2 potions of fly (62 gp), 3 potions of cure moderate wounds (25 gp), 2 javelins of lightning (125 gp), 2 oils of greater magic weapon +3 (150 gp each), 2 pairs of gloves of fortunate striking (166 gp each), 2 pairs of bracers of quick strike (100 gp each), +1 scimitar (192 gp), +1 bone studded leather (97 gp), potion of bears endurance (25 gp), oil of magic stone (4 gp), scroll: natures favor: 9th lvl (37 gp), potion of shield of faith +4 (50 gp), collar of obedience (125 gp), periapt of wisdom +2 (333 gp), rope of climbing (250 gp), scroll: languor: 7th lvl (58 gp), scroll: creeping cold: 6th lvl (16 gp), scroll: murderous mist: 7th lvl (58 gp), scroll: dispel magic: 9th lvl (75 gp), scroll: greater magic fang: 9th lvl (56 gp) – Magic: 5,908

Encounter Ten:

APL 2: L: 1,081 gp, C: 177 gp, M: oil of magic weapon (4 gp), potion of barkskin +3 (50 gp), potion of aid (25 gp), scroll: bless: 3rd lvl (6 gp), 2 potions of barkskin +2 (25 gp each), 2 potions of shield of faith +2 (4 gp each), 2 potions of rage (62 gp each), 2 potions of blur (25 gp each) – Magic: 318 gp

APL 4: L: 1,306 gp, C: 177 gp, M: oil of magic weapon (4 gp), potion of barkskin +3 (50 gp), potion of aid (25 gp), potion of cure moderate wounds (25 gp), scroll: bless: lvl 3 (6 gp), scroll: deific vengeance: 4th lvl (16 gp), scroll: nimbus of light: 3rd lvl (6 gp), scroll: lesser vigor: 4th lvl (8 gp), 2 chain shirts +1 (104 gp each), 2 potions of barkskin +3 (50 gp each), 2 potions of shield of faith +2 (4 gp each), 2 potions of rage (62 gp), 2 potions of blur (25 gp each), bracers of armor +1 (83 gp), scroll: mage armor: 5th lvl (10 gp), scroll: ray of enfeeblement: 5th lvl (10 gp), wand of magic missile: 1st lvl (62 gp), potion of eagles splendor (25 gp), potion of resist energy: 10 (25 gp) – Magic: 846 gp

APL 6: L: 1,106 gp, C: 177 gp, M: breastplate +1 (112 gp) oil of magic weapon (4 gp), potion of barkskin +3 (50 gp), potion of aid (25 gp), potion of owls wisdom (25 gp), scroll: nimbus of light: 5th lvl (10 gp), 3 potions of cure moderate wounds (25 gp each), scroll: deific vengeance: 6th lvl (25 gp), scroll: lesser vigor: 6th lvl (12 gp), vest of resistance +1 (83 gp), 2 chain shirts +1 (104 gp each), 2 potions of barkskin +4 (75 gp each), 2 potions of shield of faith +4 (50 gp each), 2 potions of blur (25 gp each), 2 potions of bears endurance (25 gp each), bracers of armor +1 (83 gp), scroll: mage armor: 5th lvl (10 gp), scroll: ray of enfeeblement: 5th lvl (10 gp), wand of magic missile: 3rd lvl (187 gp), potion of eagles splendor (25 gp), potion of resist energy: 10 (25 gp), scroll: scorching

ray: 3rd lvl (12 gp), scroll: fireburst: 6th lvl (25 gp),
potion of cure light wounds (4 gp) – Magic: 1,360

APL 8: L: 832 gp, C: 177 gp, M: breastplate +1 (112 gp), oil of magic weapon (4 gp), potion of barkskin +3 (50 gp), potion of owls wisdom (25 gp), scroll: nimbus of light: 5th lvl (10 gp), potion of cure moderate wounds (25 gp), scroll: deific vengeance: 6th lvl (25 gp), scroll: lesser vigor: 6th lvl (12 gp), vest of resistance +1 (83 gp), horn of fog (166 gp), 2 chain shirts +1 (104 gp each), 2 potions of bulls strength (25 gp each), 2 potions of magic circle vs. good (62 gp each), 2 amulets of health +2 (333 gp each), bracers of armor +2 (333 gp), scroll: mage armor: 8th lvl (16 gp), scroll: ray of enfeeblement: 5th lvl (10 gp), wand of magic missile: 5th lvl (312 gp), potion of reduce (20 gp), potion of eagles splendor (25 gp), potion of resist energy: 10 (25 gp), scroll: scorching ray: 7th lvl (29 gp), 2 potions of cure light wounds (4 gp each), scroll: fireball: 6th lvl (37 gp), scroll: arcane sight: 7th lvl (43 gp) – Magic: 2,256 gp

APL 10: L: 275 gp, C: 265 gp, M: heavy mace +1 (192 gp), breastplate +1 (112 gp), potion of barkskin +3 (50 gp), potion of blur (25 gp), scroll: nimbus of light: 5th lvl (10 gp), potion of cure moderate wounds (25 gp), scroll: deific vengeance: 6th lvl (25 gp), scroll: lesser vigor: 6th lvl (12 gp), vest of resistance +1 (83 gp), horn of fog (166 gp), periapt of wisdom +2, (333 gp) 2 chain shirts +1 (104 gp each), 2 potions of bulls strength (25 gp each), 2 potions of magic circle vs. good (62 gp each), 2 amulets of health +2 (333 gp each), bracers of armor +2 (333 gp), scroll: mage armor: 8th lvl (16 gp), scroll: ray of enfeeblement: 5th lvl (10 gp), wand of magic missile: 5th lvl (312 gp), potion of reduce (20 gp), cloak of charisma +2 (333 gp), potion of resist energy: 10 (25 gp), scroll: scorching ray: 7th lvl (29 gp), 2 potions of cure light wounds (4 gp each), scroll: fireball: 6th lvl (37 gp), scroll: arcane sight: 7th lvl (43 gp), ring of protection +1 (166 gp) – Magic: 3,412

APL 12: L: 491 gp, C: 265 gp, M: heavy mace +1 (192 gp), buckler +1 (96 gp), breastplate +1 (112 gp), potion of barkskin +3 (50 gp), potion of displacement (62 gp), potion of cure moderate wounds (25 gp), scroll: deific vengeance: 6th lvl (25 gp), scroll: lesser vigor: 6th lvl (12 gp), 2 vests of resistance +1 (83 gp each), horn of fog (166 gp), periapt of wisdom +2 (333 gp), cloak of elemental protection (83 gp), scroll: mass lesser vigor: 7th lvl (43 gp), 2 greatswords +1 (197 gp), 3 chain shirts +1 (104 gp each), 2 pairs of gauntlets of ogre power (333 gp), 2 potions of magic circle vs. good (62 gp each), 2 amulets of health +2 (333 gp each), 2 javelins of greater lightning (250 gp each), bracers of armor +2 (333 gp), scroll: mage armor: 8th lvl (16 gp), scroll: ray of enfeeblement: 5th lvl (10 gp), wand of magic missile: 5th lvl (312 gp), potion of reduce (20 gp), cloak of charisma +2 (333 gp), 2 pairs of gloves of

dexterity +2 (333 gp each), scroll: scorching ray: 7th lvl (29 gp), 2 potions of cure light wounds (4 gp each), scroll: fireball: 8th lvl (50 gp), scroll: arcane sight: 7th lvl (43 gp), ring of protection +1 (166 gp), potion of bears endurance (25 gp), scroll: dispel magic: 9th lvl (56 gp), short sword +1 (192 gp), hat of disguise (150 gp), cloak of elvenkind (208 gp), ring of protection +1 (166 gp), potion of invisibility (25 gp), potion of barkskin +5 (100 gp), goggles of minute seeing (104 gp), elemental gem (fire) (187 gp) – Magic: 6,064 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 4,728 gp, C: 560 gp, M: 1,038 gp – Total: 6,336 gp (900 gp)

APL 4: L: 5,003 gp, C: 560 gp, M: 2,461 gp – Total: 8,024 gp (1,300 gp).

APL 6: L: 5,257 gp, C: 840 gp, M: 5,203 gp – Total: 11,300 gp (1,800 gp).

APL 8: L: 4,641 gp, C: 840 gp, M: 10,685 gp – Total: 16,166 gp (2,600 gp).

APL 10: L: 4,414 gp, C: 1,259 gp, M: 15,243 gp – Total: 20,916 gp (4,600 gp).

APL 12: L: 4,909 gp, C: 1,259 gp, M: 28,205 gp – Total: 34,373 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Commendation of the Royal Army:** For your efforts against the Pomarj in ending the villainy of Malignus Riggermort and his minions, you gain special recognition from the Royal Army. This counts as a mid-level commendation. Contact the Principality of Ulek Triad for details.

☛ **Favor of Tavila Nightshade:** For recovering the necessary items to make the transformation of Stregg into a living incarnate permanent, Tavila offers you a special boon. If you are willing to spend 2 additional TUs helping her with various arcane tasks and manual labor, she grants you the following benefits. First, you may scribe up to 2 Core spells of your choosing from her personal spellbook into your own spellbook. Furthermore, you gain access (Frequency: Regional) to purchase one of the following items (circle the one selected): *pearl of power* (1st, 2nd, 3rd, or 4th level), *pearl of the sirines*, *aquatic weapon special ability (Stormwrack)*, *folding boat*, *cloak of the manta ray*.

☛ **Favor of Atrigos the Bearhound:** You treated Atrigos amicably and showed a genuine desire to promote good and protect the innocent. If you are

willing to spend 1 additional TU helping him guide travelers to safety and sharing stories of adventure with him, he uses his influence to grant you access (Frequency: Regional) to purchase one of the following items (circle the one selected): *boots of flying*, *boots of striding and springing*, *saddle of the pegasus* (Arms & Equipment Guide), *boots of woodland striding* (Arms & Equipment Guide), *boots of big stepping* (Miniatures Handbook).

☛ **Favor of the Church of Pelor:** You have earned the respect of Davkul Loyalar and the Church of Pelor. You gain a +2 circumstance bonus to all Cha-based skill and ability checks with followers of Pelor. You also gain access (Frequency: Regional) to purchase one of the following items (circle the one selected): *circlet of blasting* (minor or major), *wand of cure moderate wounds* (CL 7th), *ghost touch* weapon special ability, *ghost ward* armor special ability (Libris Mortis). If you are a member of Temple Hegemony or Guardians of the Soul Forged, you may circle two items.

✂ **Victim of Malignus Riggertmort:** You have fallen in battle in perhaps the worst place and time. Perhaps death would've been more merciful a fate than the one you must endure. A chance search by a Royal Army scouting team finds you, scarred of body and perhaps broken of spirit. Your body is visibly marked by the horrible experimentation of Malignus Riggertmort. You lose 2 additional TUs representing the time of your capture and you must select one of the following permanent deformities (circle one): dog ears, fish eyes, scaly skin, wolf's tail, bat fangs, webbed hands, clawed feet, vestigial wings. You gain no benefit from this deformity. Furthermore, you are tormented by horrid memories of your capture and they, along with your deformities, result in a -1 inherent penalty to your Cha score and a -4 penalty to all Cha-based skills and ability checks. Finally, there is a 50% chance at the beginning of every future adventure you participate in, that you begin play fatigued. These effects can only be reversed by means of a *reincarnate*, *wish*, or *miracle* spell.

☛ **Oktu Bonecutter's Spellbooks:** There are a total of four spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC}Spell Compendium, ^{SS}Sandstorm):

APL 4 - Spellbook I: 1st – *magic missile*, *shield*, *benign transposition*^{SC}, *true strike*, *lesser orb of sound*^{SC}, *ray of enfeeblement*, *familiar pocket*^{SC}; 2nd – *scorching ray*, *false life*, *desiccating bubble*^{SC}, *invisibility*, *earthen grasp*^{SC}, *spectral hand*. Price: 950 gp; Weight: 3 lbs.

APLs 6 and 8 - Spellbook II: 3rd – *fireball*, *haste*, *greater mage armor*^{SC}, *resonating bolt*^{SC}, *servant horde*^{SC}, *spectral weapon*^{SC}, *unluck*^{SC}. Price: 1,050 gp; Weight: 3 lbs.

APL 10 - Spellbook III: 4th – *dimension door*, *Evard's black tentacles*, *orb of force*^{SC}, *fear*. Price: 800 gp; Weight: 3 lbs.

APL 12 - Spellbook IV: 5th – *cone of cold*, *reciprocal gyre*^{SC}, *flaywind burst*^{SS}. Price: 750 gp; Weight: 3 lbs.

☛ **Malignus Riggertmort's Spellbooks:** There are a total of three spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC}Spell Compendium):

APL 6 - Spellbook I: 1st – *shield*, *lesser orb of electricity*^{SC}, *ray of enfeeblement*, *expeditious retreat*, *magic missile*, *shocking grasp*, *unseen servant*; 2nd – *scorching ray*, *see invisibility*, *alter self*, *false life*, *ghoul touch*, *arcane lock*, *Tasha's hideous laughter*; 3rd – *fireball*, *haste*, *dispel magic*, *vampiric touch*, *fly*. Price: 1,800 gp; Weight: 3 lbs.

APLs 8 and 10 - Spellbook II: 4th – *orb of force*^{SC}, *polymorph*, *Evard's black tentacles*, *orb of acid*^{SC}, *solid fog*. Price: 1,000 gp; Weight: 3 lbs.

APL 12 - Spellbook III: 5th – *baleful polymorph*, *cone of cold*, *greater blink*^{SC}, *wall of stone*, *Rary's telepathic bond*. Price: 1,250 gp; Weight: 3 lbs.

Item Access

APL 2:

- *Blessed Bandages*(Heroes of Battle; Limit 3) and *Screaming Bolt* (DMG) (Adventure)
- *Scrolls – Arcane: Color Spray, Shield, Expeditious Retreat and Divine: Cause Fear, Burning Hands, Bless, Obscuring Mist* (CL 3rd; Adventure; DMG)
- *Sparkstone, Bladefire, Fleetfoot, Instant Rope, Vicious Bleeder* (Adv.; A&EG; Limit 3)
- *Scrolls – Arcane: Color Spray, Shield, Expeditious Retreat and Divine: Cause Fear, Burning Hands, Bless, Obscuring Mist* (CL 3rd; Adventure; DMG)
- *Wand of Ghost Sound and Wand of Cure Minor Wounds* (CL 1st; Adventure; DMG)

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

- *Brooch of Shielding and Bag of Holding, Type I* (Adventure; DMG)
- *Healing Salve and Everlasting Rations* (Adventure; Heroes of Battle; Limit 3)
- *Oktu Bonecutter's Spellbooks* (Adventure; See Above)
- *Scrolls – Arcane* (CL 5th): *Mage Armor, Ray of Enfeeblement and Divine: Deific Vengeance*^{SC} (CL 4th), *Nimbus of Light*^{SC} (CL 3rd), *Lesser Vigor*^{SC} (CL 4th) (Adventure; DMG and SC)
- *Wands: Color Spray* (CL 1st), *Magic Missile* (CL 3rd) and *Lesser Orb of Fire*^{SC} (CL 3rd) (Adventure; DMG and SC)

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

- +1 *Bone Armor and Necklace of the Wild Beast, Servitude Bead* (Adventure; A&EG)
- *Badge of Valor* (CV) and *Vest of Resistance +1*(CA) (Adventure)
- *Necklace of Fireballs, Type II* (Adventure; Dungeon Master's Guide)
- *Malignus Riggertmort's Spellbooks* (Adventure; See Above)

- Salve of Slipperiness and Metamagic Rod, Silent, Lesser (Adventure; DMG)
- Scrolls – Arcane: Scorching Ray (CL 7th), Web (CL 6th), Detect Thoughts (CL 6th), Glitterdust (CL 6th), Tasha's Hideous Laughter (CL 5th), Earthen Grasp^{SC} (CL 5th), Blindness/Deafness (CL 4th), Fireburst^{SC} (CL 6th) and Divine: Nature's Favor^{SC} (CL 4th), Animal Messenger (CL 4th), Fog Cloud (CL 5th) (Adventure; DMG and SC)
- Wands: Cure Light Wounds (CL 1st) (Adventure; DMG)
- Cape of the Mountebank, Cloak of Elvenkind, Elemental Gem – Fire (Adv.; DMG)
- Figurine of Wondrous Power, Silver Raven and Rope of Climbing (Adv.; DMG)
- Goggles of Minute Seeing, Hat of Disguise, Ioun Stone: Dusty Rose Prism (Adv.; DMG)
- Greater Javelin of Lightning (Adventure; A&EG, Price: 3,001 gp; Limit 3)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Bracers of Armor +2 and +1 Glamerd Studded Leather (Adventure; DMG)
- Collar of Obedience (CV) and Potion of Greater Magic Fang +3 (DMG) (Adventure)
- Elixir of Fire Breath and Boots of Elvenkind (Adventure; Dungeon Master's Guide)
- Horn of Fog and Bag of Holding, Type II (Adventure; Dungeon Master's Guide)
- Necklace of Fireballs, Type III and Pearl of Power, 1st Level (Adventure; DMG)
- Scrolls – Arcane: Mirror Image (CL 6th), Dispelling Screen^{SC} (CL 7th), Bands of Steel^{SC} (CL 7th), Dispel Magic (CL 7th), Fireball (CL 7th), Arcane Sight (CL 7th) and Divine: Lesser Restoration (CL 5th), Spike Growth (CL 6th), Recitation^{SC} (CL 7th), Slashing Darkness^{SC} (CL 8th), Prayer (CL 7th) (Adventure; DMG and SC)
- Wands: Cure Moderate Wounds (CL 3rd), Magic Missile (CL 5th), Web (CL 3rd) (Adventure; DMG)
- Large Items: Masterwork Bastard Sword, +1 Studded Leather (Adventure; DMG)
- Oil of Greater Magic Weapon +3, Potion of Good Hope, Bead of Force (Adv.; DMG)
- Tunic of Steady Spellcasting and Lesser Choker of Eloquence (Adventure; CV)
- Scrolls – Arcane: Dispel Magic (CL 9th), Dimension Door (CL 10th) and Divine: Creeping Cold^{SC} (CL 6th), Murderous Mist^{SC} (CL 7th), Dispel Magic (CL 9th), Greater Magic Fang (CL 9th), Mass Lesser Vigor^{SC} (CL 7th) (Adventure; DMG and SC)
- Wands: Earthen Grasp^{SC} (CL 6th) and Embrace the Wild^{SC} (CL 3rd) (Adventure; SC)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +1 Defending Short Sword and Javelin of Lightning (Adventure; DMG)
- Necklace of Fireballs, Type V (Adventure; Dungeon Master's Guide)
- Scrolls – Arcane: Stony Grasp^{SC} (CL 5th) and Divine: Darkfire^{SC} (CL 8th), Langour^{SC} (CL 7th) (Adventure; SC)
- Wands: Melf's Acid Arrow (CL 5th) (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +2 Breastplate, Ring of Counterspells, Boots of Striding and Springing (Adv.; DMG)
- Blast Disk (Adventure; Heroes of Battle; Limit 3)
- Boots of Speed, Keoghtom's Ointment, Necklace of Fireballs, Type VI (Adv.; DMG)
- Bracers of Quick Strike, Gloves of Fortunate Striking, and Cloak of Elemental Protection (Adventure; Miniatures Handbook)

APPENDIX 1 – APL 2

ENCOUNTER 2

Eliora Pegason: Female human Rog 2/ Sor 1; CR 3; Medium humanoid; HD 2d6+2+1d4+1; hp 13; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Studded leather +4, Dex +3); BAB/Grp: +1/+1; Atk: +5 melee (1d6/19-20 x2, MW short sword) or +4 melee/+4 ranged (1d4/19-20 x2, dagger) or +4 ranged (1d6/ x3, shortbow); Full Atk: +5 melee (1d6/19-20 x2, MW short sword) or +4 melee/+4 ranged (1d4/19-20 x2, dagger) or +4 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ familiar rat “Skitter”, evasion, trapfinding; AL C/N; SV Fort +6, Ref +6, Will +3; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 13.

Skills and Feats: Bluff +6, Climb +2, Concentration +2, Decipher Script +3, Diplomacy +7, Disable Device +3, Escape Artist +5, Gather Information +4, Hide +7, Jump +2, Knowledge: Arcana +2, Knowledge: local +4, Listen +5, Search +3, Spellcraft +2, Spot +6, Tumble +8. Alertness, Improved Diversion, Weapon Finesse

Languages: Common, Dwarven

Sorcerer Spells Prepared (5/4; base DC = 11 + spell level): o—detect magic, ghost sound, mage hand, acid splash; 1st— shield, grease

Possessions: MW short sword, dagger, shortbow, 20 arrows, tanglefoot bags (x4), alchemists fire (x2), thunderstones (x4), studded leather +1, scroll: color spray: 3rd lvl, scroll: shield: lvl 3rd, potion of cure moderate wounds, wand of ghost sound: lvl 1, scroll: expeditious retreat: 3rd lvl

Physical Description: Eliora appears as a slender human female with round rimmed spectacles and plain clothing. She maintains a mousy, almost inoffensive air about her, the better to fool her victims.

ENCOUNTER 5

Oktu Bonecutter: Male goblin Adp 3; CR 2; Small humanoid (goblinoid); HD 3d6+3; hp 14; Init +7 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 14, flat-footed 13 (size +1, Dex +3, leather armor +3); BAB/Grp: +1/-3; Atk: +3 melee (1d6/ x2, MW morningstar) or +6 ranged (1d6/ 19-20 x2, MW light crossbow) or +2 melee/+5 ranged (1d3/ 19-20 x2, dagger); Full Atk: +3 melee (1d6/ x2, MW morningstar) or +6 ranged (1d6/ 19-20 x2, MW light crossbow) or +2 melee/+5 ranged (1d3/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA; n/a; SQ familiar owl: “Swoop”, darkvision 60 ft.; AL N/E; SV Fort +2, Ref +4, Will +6; Str 10, Dex 16, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +7, Knowledge: Nature +2, Knowledge: Arcana +2, Spellcraft +2; Alertness, Combat Casting, Improved Initiative

Languages: Common, Goblin

Adept Spells Prepared (3/3; base DC = 12 + spell level): o—touch of fatigue, detect magic, ghost sound; 1st—burning hands, protection from good, sleep

Possessions: MW Morningstar, MW light crossbow, scroll: burning hands: 3rd lvl, scroll: cause fear: 3rd lvl, screaming bolt, leather armor +1, potion of cure light wounds, potion of barkskin +2

Physical Description: Oktu is somewhat feral looking with painted symbols all over his body and a bone nose ring shaped like the fangs of a bat. Tied around his belt is a bundle of leather straps made from the skins of various creatures which he has had treated and tanned.

Bruk and Vlog: Male orc War 1; CR 1/2; Medium humanoids (orc); HD 1d8+2; hp 7; Init +2 (Dex); Spd 30 ft.; AC 16, touch 12, flat-footed 14 (Chain shirt +4, Dex +2); BAB/Grp: +1/+5; Atk: +7 melee (2d4+6/ 18-20 x2, MW falchion) or +5 melee (1d6+4/ 18-20 x2, scimitar) or +3 ranged (1d8+2/ x3, Composite longbow (+2 Str) or +5 melee/+3 ranged (1d4+4/ 19-20 x2, dagger); Full Atk: +7 melee (2d4+6/ 18-20 x2, MW falchion) or +5 melee (1d6+4/ 18-20 x2, scimitar) or +3 ranged (1d8+2/ x3, Composite longbow (+2 Str) or +5 melee/+3 ranged (1d4+4/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft.; AL C/E; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Intimidate +1, Ride +3, Jump +4; w.f.-falchion

Languages: Common, Orc

Possessions: MW falchion, scimitar, composite longbow (Str. +2), 20 arrows, chain shirt, potion of enlarge person

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Leriel Evernight: Hobgoblin Rgr 1; CR 1; Medium humanoid (goblinoid); HD 1d8+2; hp 7; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Chain shirt +4, Dex +3); BAB/Grp: +1/+3; Atk: +5 melee (1d8+2/19-20 x2, MW longsword) or +3 melee (1d6+2/ 19-20 x2, short sword) or +4 ranged (1d8/ x3, longbow) or +3 melee/+4 ranged (1d4+2/ 19-20 x2, dagger); Full Atk: +5 melee (1d8+2/19-20 x2, MW longsword) or +3 melee (1d6+2/ 19-20 x2, short sword) or +4 ranged (1d8/ x3, longbow) or +3 melee/+4 ranged (1d4+2/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., favored enemy-elves, wild empathy; AL L/E; SV Fort +4, Ref +5, Will +1; Str 15, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +2, Handle Animal +4, Hide +5, Jump +1, Knowledge: Geography +2, Knowledge: Nature +2, Listen +3, Move Silently +1, Ride +4, Spot +3, Survival +4; w.f.- longsword, track

Languages: Common, Goblin

Possessions: MW longsword, short sword, longbow, 20 arrows, dagger, chain shirt, tanglefoot bag, potion of bulls strength, potion of cure light wounds (x2), potion of pass without trace

Physical Description: Leriell appears as the typical hobgoblin save for a more sinewy, lithe body than others of his kind. He maintains his armor and weapons almost immaculate and always appears prideful, bordering on arrogant.

ENCOUNTER 6

Human spellstitched skeleton warrior: CR 1 & 1/3; Medium undead; HD 1d12; hp 7; Init +5 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 heavy steel shield); BAB/Grp: +0/+1; Atk: +1 melee (1d6+1/ 18-20 x2, scimitar) or +1 melee (1d4+1/ x2, claw); Full Atk: +1 melee (1d6+1/ 18-20 x2, scimitar) or +1/+1 melee (1d4+1/ x2, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ DR 5/bludgeoning, SR 5, turn resistance +2; AL N/E; SV Fort +2, Ref +3, Will +4; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Spell-like abilities: ray of enfeeblement & shocking grasp (in any combination up to 4 times a day)-1st level caster

Possessions: Scimitar, heavy steel shield

Physical Description: As per Monster Manual except for the runes carved into its bones.

Spellwarped dire rat: Augmented animal; CR 1/3; Small animal; HD 1d8+3; hp 8; Init +4 (Dex); Spd 40 ft, climb 20 ft.; AC 18, touch 14, flat-footed 14 (+1 size, +3 natural, +4 Dex); BAB/Grp: +0/-2; Atk: +5 melee (1d4+2 plus disease/ x2, bite); Full Atk: +5 melee (1d4+2 plus disease/ x2, bite); Space/Reach 5 ft./5 ft.; SA disease; SQ spell absorption, low-light vision, scent, SR 12; AL N/E; SV Fort +5 Ref +6, Will +3; Str 14, Dex 19, Con 16, Int 5, Wis 12, Cha 4.

Skills and Feats: Climb +13, Hide +9, Listen +4, Move Silently +5, Spot +5, Swim +13; Weapon Finesse

Spell absorption (Su): Whenever a spell fails to penetrate this dire rats spell resistance, it gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creatures base speed increases by a number of feet equal to 5 x the level of the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Disease (Ex): Filth fever- bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Possessions: None

Physical Description: Typical dire rat except that its fur has odd colorations to it due to the magical energy permeating it.

Monstrous beast small spider: Small magical vermin; CR 1 & 1/2; HD 1d8; hp 6; Init +3; Spd 30 ft., climb 20; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB/Grp: +0/-6; Atk: +4 melee (1d4-2 plus poison/ x2, bite); Full Atk: +4 melee (1d4-2 plus poison/ x2, bite); Space/Reach 5 ft./5 ft.; SA charm, poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, DR 5/magic; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0, Spot +4; Weapon finesse

Charm (Sp): As per the charm monster spell, Will save DC 10 negates. Caster level 1.

Poison (Ex): Poisonous bite, Fortitude save DC 10 negates. Damage 1d4-2 plus 1d3 Str. Successful Fortitude save negates Strength loss.

Web (Ex): Up to eight times a day. Similar to an attack with a net but has a maximum range of 50 ft., with a range increment of 10 ft. and it is effective against targets up to one size category larger than itself. Targets affected can attempt an Escape Artist check DC 10 to escape or a Strength check DC 14 to burst the web. Both are standard actions. Each 5 ft. section of the web has 4 hit points and sheet webs have DR 5/-.

Tremorsense (Ex): This spider can detect and pinpoint any creature or object within 60 ft. in contact with the ground, or within any range in contact with the spider's webs.

Possessions: None

Physical Description: Typical of its kind.

Leinara the Scarred: Human female War 1; CR 1/2; Medium humanoid; HD 1d8+2; hp 7; Init +2 (Dex); Spd 30 ft., (20 ft. in breastplate); AC 18, touch 12, flat-footed 16 (breastplate +5, Dex +2, Buckler +1); BAB/Grp: +1/+4; Atk: +6 melee (1d10+3/ 19-20 x2, MW bastard sword) or +4 melee (1d6+3/ 19-20 x2, short sword) or +4 melee (1d4+3/ 18-20 x2, kukri) or +3 ranged (1d6/ x3, shortbow) or +4 melee (1d3+3/ x2, locked gauntlet); Full Atk: +6 melee (1d10+3/ 19-20 x2, MW bastard sword) or +4 melee (1d6+3/ 19-20 x2, short sword) or +4 melee (1d4+3/ 18-20 x2, kukri) or +3 ranged (1d6/ x3, shortbow) or +4 melee (1d3+3/ x2, locked gauntlet); Space/Reach 5 ft./5 ft.; SA n/a; SQ n/a; AL C/N; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Craft: Weaponsmithing +3, Jump +3, Ride +4, Intimidate +2, Climb +1; Exotic weapon proficiency: bastard sword, w.f.- bastard sword

Languages: Common

Possessions: breastplate, buckler, MW bastard sword, kukri, shortbow, short sword, 20 arrows, locked gauntlet,

thunderstones (x2), potion of cure light wounds, potion of shield of faith +2, potion of bulls strength.

Physical Description: Leinara is a strongly built woman with a series of claw-like scars along her face as if she was repeatedly slashed by some wild animal. She is unsettling to behold to the point of intimidation though it is clear that she was once quite beautiful. She typically wields her bastard sword two-handed.

Zeist Throatlitter: Human male Rog 1; CR 1; Medium humanoid; HD 1d6+1; hp 5; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (chain shirt +4, Dex +3); BAB/Grp: +0/+0; Atk: +1 melee (1d6/ 19-20 x2, MW short sword) or +0 melee/+3 ranged (1d4/ 19-20 x2, dagger) or +3 ranged (1d6/ x3, shortbow); Full Atk: +1 melee (1d6/ 19-20 x2, MW short sword) or +0 melee/+3 ranged (1d4/ 19-20 x2, dagger) or +3 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ trapfinding; AL N/E; SV Fort +1, Ref +5, Will +1; Str 10, Dex 16, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +1, Disable Device +5, Escape Artist +2, Hide +6, Intimidate +1, Jump +1, Knowledge: local +2, Listen +5, Move Silently +5, Open Lock +5, Perform +4, Search +3, Spot +4, Tumble +6, Use Magic Device +1; Combat reflexes, dodge

Languages: Common, Undercommon

Possessions: chain shirt, MW short sword, dagger, shortbow, 20 arrows, tanglefoot bags (x2), potion of shield of faith +2, potion of cats grace, potion of cure light wounds

Physical Description: Zeist is a short, black haired human with dark brown eyes who favors dressing in black to appear more sinister. Most notable on him is a burn scar that completely circles his neck, the result of rope burns from nearly being hung to death years ago after being caught stealing food by an angry mob.

ENCOUNTER 8

Telleros Silvertongue: Human Rog 1 (worships Syrul); CR 1; Medium humanoid; HD 1d6; hp 4; Init +3 (Dex); Spd 30 ft.; AC 16, touch 13, flat-footed 13 (studded leather +3, Dex +3); BAB/Grp: +0/+0; Atk: +1 melee (1d6/ 19-20 x2, MW short sword) or +0 melee/+3 ranged (1d4/ 19-20 x2, dagger) or +3 ranged (1d6/ x3, shortbow); Full Atk: +1 melee (1d6/ 19-20 x2, MW short sword) or +0 melee/+3 ranged (1d4/ 19-20 x2, dagger) or +3 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ n/a; AL C/N; SV Fort +0, Ref +5, Will +1; Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +8, Diplomacy +4, Disable Device +4, Disguise +6, Escape Artist +7, Forgery +3, Gather Information +3, Hide +7, Sense Motive +4, Knowledge: local +4, Listen +3, Open Lock +4, Perform +5, Search +3, Spot +3, Tumble +5; Combat Reflexes, Skill focus: Bluff

Languages: Common, Elven

Possessions: Disguise kit, MW short sword, studded leather, dagger, shortbow, 20 arrows, tanglefoot bag x2, flask of instant rope, flask of vicious bleeder, flask of

fleetfoot, potion of shield of faith +2, potion of cure moderate wounds

Physical Description: Telleros plays the role of wary victim and reluctant warrior defending the town using his high bluff and disguise skills. He appears as a dirty-faced, commoner with scavenged equipment, a pitchfork (for show mainly, as a weapon as a last resort), light brown hair and blue eyes.

Golos and Atoren: Male orc War 1; CR 1/2; Medium humanoids (orc); HD 1d8+2; hp 7; Init +2 (Dex); Spd 30 ft.; AC 16, touch 12, flat-footed 14 (chain shirt +4, Dex +2); BAB/Grp: +1/+5; Atk: +7 melee (2d4+6/ 18-20 x2, MW falchion) or +5 melee (1d6+4/ 18-20 x2, scimitar) or +3 ranged (1d8+2/ x3, composite longbow (+2 Str) or +5 melee/+3 ranged (1d4+4/ 19-20 x2, dagger); Full Atk: +7 melee (2d4+6/ 18-20 x2, MW falchion) or +5 melee (1d6+4/ 18-20 x2, scimitar) or +3 ranged (1d8+2/ x3, composite longbow (+2 Str) or +5 melee/+3 ranged (1d4+4/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft.; AL C/E; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Intimidate +1, Ride +3, Jump +4; w.f.-falchion

Languages: Common, Orc

Possessions: MW falchion, scimitar, composite longbow (Str. +2), 20 arrows, chain shirt, flask of blade fire, oil of magic weapon, potion of shield of faith +2

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Nyv Vermingut: Kobold Adp 3 (worships the Earth Dragon); CR 2; Small humanoid (reptilian); HD 3d6+6; hp 16; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 13, flat-footed 13 (natural +1, Dex +2, size +1, bracers of AC +1); BAB/Grp: +1/-5; Atk: +1 melee/+4 ranged (1d3-2/ 19-20 x2, dagger) or +4 ranged (1d3-2/ x2, darts) or +5 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +1 melee/+4 ranged (1d3-2/ 19-20 x2, dagger) or +4 ranged (1d3-2/ x2, darts) or +5 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ toad familiar “Lump”, darkvision 60 ft., light sensitivity; AL N/E; SV Fort +2, Ref +3, Will +6; Str 6, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Handle Animal +2, Heal +4, Knowledge: Nature +3, Knowledge: Geography +3, Knowledge: Arcana +3, Spellcraft +3, Survival +4; Alertness, combat casting, improved initiative

Languages: Common, Draconic, Infernal

Adept Spells Prepared (3/3; base DC = 13 + spell level): o—cure minor wounds, touch of fatigue, detect magic; 1st—bless, protection vs. good, burning hands

Possessions: MW light crossbow, 10 bolts, dagger, darts (x10), bracers of armor +1, potion of cure moderate wounds, scroll: cause fear: 3rd lvl, potion of barkskin +2, scroll: obscuring mist: 3rd lvl, potion of cats grace, wand of cure minor wounds

Physical Description: Nyv is a very thin kobold with various scars and odd markings either burned or tattooed into his scaly hide. His primitive dress, a chaotic blend of animal skins and bone jewelry give him the semblance of a backwards savage.

ENCOUNTER 10

Vivakros Venomflame: Male human Clr 2 (worships Pyremius); CR 2; Medium humanoid; HD 2d8+2; hp 14; Init +5 (Dex + Improved Initiative); Spd 30 ft., 20 ft. in breastplate; AC 16, touch 11 flat-footed 15 (Breastplate +5, Dex +1); BAB/Grp: +1/+2; Atk: +3 melee (1d8+1/ x2, MW heavy mace) or +2 melee (1d6+1/ x2, light mace) or +2 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +3 melee (1d8+1/ x2, MW heavy mace) or +2 melee (1d6+1/ x2, light mace) or +2 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rebuke undead, turn or rebuke water creatures, rebuke, command, or bolster fire creatures; AL N/E; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 10

Skills and Feats: Concentration +6, Heal +4, Knowledge: Arcana +2, Knowledge: Religion +2, Spellcraft +2; Combat casting, improved initiative

Languages: Common

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0—guidance, resistance, detect magic, virtue; 1st—burning hands*, bless, nimbus of light, shield of faith

*Domain spell. *Domains:* Evil and Fire; *Domain:* Evil – cast all spells from the Evil domain at +1 caster level; *Domain:* Fire – Turn or destroy water creatures as good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead

Possessions: Light mace, light crossbow, 10 bolts, MW heavy mace, MW breastplate, buckler, silver holy symbol of Pyremius, thunderstones (x2), sparkstones (x2), oil of magic weapon, potion of barkskin +3, potion of aid, scroll: bless: 3rd lvl

Physical Description: Vivakros is a slender man with dark tanned skin, a flame-red braided pony tail at the center of his otherwise bald head that reaches half-way down his back and eyes the color of coal. He has ritualistic burns on small portions of his body, including the outline of the flaming symbol of Pyremius burned into the flesh above his heart. He wears black robes with red flames depicted on them

Hundros & Skrog: Half orc War 2 (worship Gruumsh); CR 1; Medium humanoid (orc); HD 2d8+2; hp 14; Init +2 (Dex); Spd 30 ft.; AC 16, touch 12, flat-footed 14 (chain shirt +4, Dex +2); BAB/Grp: +2/+6; Atk: +8 melee (2d6+6/ 19-20 x2, MW greatsword) or +6 melee (1d4+4/ 18-20 x2, kukri) or +6 melee/ +4 ranged (1d4+4/ 19-20 x2, dagger) or +4 ranged (1d8/ x3, longbow) or +6 melee (1d3+4/ x2, locked gauntlet); Full Atk: +8 melee (2d6+6/ 19-20 x2, MW greatsword) or +6 melee (1d4+4/ 18-20 x2, kukri) or +6 melee/ +4 ranged (1d4+4/ 19-20 x2, dagger) or +4 ranged (1d8/ x3, longbow) or +6 melee (1d3+4/ x2, locked gauntlet); Space/ Reach 5 ft./5 ft.; SA n/a; SQ

Darkvision 60 ft.; AL C/E; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +4, Jump +4, Intimidate +1, Ride +3; W.f.- greatsword

Languages: Common, Orc

Possessions: kukri, dagger, longbow, 20 arrows, chain shirt, MW greatsword, tanglefoot bag, locked gauntlet, potion of barkskin +2, potion of shield of faith +2, potion of rage, potion of blur

Physical Description: Hudros and Skrog are half-orc brothers very similar in appearance. Each is sporting a chain shirt painted black to appear more intimidating and the sharp teeth jutting out of their mouths are purposely filed to be very sharp. They wield greatswords with skull motif pommels and each has a tattoo of a decapitated dwarf on their right arms.

APPENDIX 2 – APL 4

ENCOUNTER 2

Eliora Pegason: Female human Rog 3/ Sor 2; CR 5; Medium humanoid; HD 3d6+3+2d4+2; hp 23; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Studded leather +4, Dex +3); BAB/Grp: +3/+3; Atk: +7 melee (1d6/19-20 x2, MW short sword) or +6 melee/+6 ranged (1d4/19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Full Atk: +7 melee (1d6/19-20 x2, MW short sword) or +6 melee/+6 ranged (1d4/19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ familiar rat “Skitter”, evasion, trapfinding, trap sense +1; AL C/N; SV Fort +4, Ref +6, Will +5; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Climb +2, Concentration +5, Decipher Script +4, Diplomacy +7, Disable Device +4, Escape Artist +8, Gather Information +7, Hide +8, Jump +5, Knowledge: Arcana +2, Knowledge: local +5, Knowledge: Royalty & Nobility +2, Listen +8, Search +6, Spellcraft +2, Spot +8, Tumble +9. Alertness, Improved Diversion, Weapon Finesse

Sorcerer Spells Prepared (6/5; base DC = 12 + spell level): o—detect magic, ghost sound, mage hand, acid splash; 1st— shield, grease

Possessions: MW short sword, dagger, shortbow, 20 arrows, tanglefoot bags (x3), alchemists fire (x2), thunderstones (x2), studded leather +1, scroll: color spray: 3rd lvl, scroll: shield: lvl 3rd, potion of cure moderate wounds, scroll: expeditious retreat: 3rd lvl, wand of lesser fire orb: 3rd lvl caster,

Physical Description: Eliora appears as a slender human female with round rimmed spectacles and plain clothing. She maintains a mousy, almost inoffensive air about her, the better to fool her victims.

ENCOUNTER 5

Oktu Bonecutter: Male goblin Wiz 3; CR 3; Small humanoid (goblinoid); HD 3d4+3; hp 11; Init +7 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 14, flat-footed 12 (size +1, Dex +3, bracers of armor +1); BAB/Grp: +1/-4; Atk: +1 melee/+4 ranged (1d3-1/ 19-20 x2, dagger) or +5 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +1 melee/+4 ranged (1d3-1/ 19-20 x2, dagger) or +5 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA; n/a; SQ familiar owl “Swoop”, darkvision 60 ft.; AL N/E; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 12, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Knowledge: arcana +9, Knowledge: geography +4, Knowledge: nature +8, Profession: Gambler +7 Spellcraft +11; Alertness, combat casting, improved initiative, scribe scroll

Wizard Spells Prepared (4/3/2; base DC = 13 + spell level): o—ray of frost, acid splash, detect magic, daze; 1st—

magic missile, shield, benign transposition; 2nd—scorching ray, false life

Spellbook: o— (all o level spells); 1st—magic missile, shield, benign transposition, true strike; 2nd—scorching ray, false life, desiccate

Possessions: MW light crossbow, dagger, 10 bolts, tanglefoot bag, bracers of armor +1, wand of color spray: lvl 1, potion of cure light wounds, potion of protection vs. good, scroll: glitterdust: 3rd lvl, scroll: Tasha’s hideous laughter: 3rd lvl, screaming bolt, potion of shield of faith +3

Physical Description: Oktu is somewhat feral looking with painted symbols all over his body and a bone nose ring shaped like the fangs of a bat. Tied around his belt is a bundle of leather straps made from the skins of various creatures which he has had treated and tanned.

Bruk and Vlogr: Male orc War 2 CR 1; Medium humanoids (orc); HD 2d8+4; hp 14; Init +2 (Dex); Spd 30 ft.; AC 17, touch 12, flat-footed 15 (Chain shirt +5, Dex +2); BAB/Grp: +2/+6; Atk: +8 melee (2d4+6/ 18-20 x2, MW falchion) or +6 melee (1d6+4/ 18-20 x2, scimitar) or +4 ranged (1d8+2/ x3, Composite longbow (+2 Str) or +6 melee/+4 ranged (1d4+4/ 19-20 x2, dagger); Full Atk: +8 melee (2d4+6/ 18-20 x2, MW falchion) or +6 melee (1d6+4/ 18-20 x2, scimitar) or +4 ranged (1d8+2/ x3, Composite longbow (+2 Str) or +6 melee/+4 ranged (1d4+4/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft.; AL C/E; SV Fort +5, Ref +2, Will +0; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4, Intimidate +1, Ride +3, Jump +4; w.f.- falchion

Possessions: MW falchion, scimitar, composite longbow (Str. +2), 20 arrows, tanglefoot bag, chain shirt +1, potion of enlarge person, potion of protection vs. good

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Leriel Evernight: Hobgoblin Rgr 2; CR 2; Medium humanoid (goblinoid); HD 2d8+4; hp 14; Init +3 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 15 (Chain shirt +5, Dex +3); BAB/Grp: +2/+4; Atk: +6 melee (1d8+2/19-20 x2, MW longsword) or +4 melee (1d6+2/ 19-20 x2, short sword) or +5 ranged (1d8/ x3, longbow) or +4 melee/+5 ranged (1d4+2/ 19-20 x2, dagger); Full Atk: +6 melee (1d8+2/19-20 x2, MW longsword) or +4 melee (1d6+2/ 19-20 x2, short sword) or +5 ranged (1d8/ x3, longbow) or +4 melee/+5 ranged (1d4+2/ 19-20 x2, dagger) or +4 melee (1d8+2/19-20 x2, MW longsword) and +2 melee (1d6+1/ 19-20 x2, short sword); Space/Reach 5 ft./5 ft.; SA n/a; SQ

Darkvision 60 ft., favored enemy- elves, wild empathy, combat style; AL L/E; SV Fort +4, Ref +5, Will +1; Str 15, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +3, Hide +7, Jump +1, Knowledge: Geography +2, Knowledge: Nature +2, Listen +3, Move Silently +11, Ride +5, Spot +5, Survival +4.; w.f.-longsword, track, two weapon fighting

Possessions: MW longsword, short sword, 20 arrows, longbow, dagger, tanglefoot bag, chain shirt +1, potion of cats grace, potion of cure light wounds (x2), potion of pass without trace

Physical Description: Leriell appears as the typical hobgoblin save for a more sinewy, lithe body than others of his kind. He maintains his armor and weapons almost immaculate and always appears prideful, bordering on arrogant.

ENCOUNTER 6

Advanced spellstitched tomb mote: Tiny undead; CR 3; HD 4d12; hp 36; Init +8 (Dex + Improved Initiative); Spd 20 ft., swim 20 ft.; AC 19, touch 16, flat-footed 15 (+2 size, +4 Dex, +3); BAB/Grp: +2/-7; Atk: +7 melee (1d4-1 + disease/ x2, bite); Full Atk: +7 melee (1d4-1/ x2, bite); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, disease, quickness; SQ DR 2/cold iron or magic, darkvision 60 ft., undead traits, SR 12, turn resistance +2; AL C/E; SV Fort +3, Ref +7, Will +7; Str 8, Dex 18, Con -, Int 10, Wis 12, Cha 14. (Libris Mortis pg. 128)

Skills and Feats: Hide +14, Move Silently +6, Tumble +5, Improved Initiative, Weapon Finesse

Disease (Ex): A creature struck by a tomb mote's bite attack must make a Fortitude save DC 14 or be infected by a disease known as corpse bloat (incubation period 1d3 days, damage 1d6 Str.). The skin of a diseased victim turns blue or green and is warm to the touch. The save is Constitution-based.

Quickness (Ex): A tomb mote is supernaturally quick. It can take an extra standard action or a move action during its turn each round.

Spell-like abilities (Sp): ray of enfeeblement, shocking grasp (in any combination, 4/day); scorching ray, blade of pain and fear (in any combination, 4/day) - 4th lvl caster

Possessions: None

Physical Description:. A tomb mote resembles a tiny, vaguely humanoid creature composed of animated accumulations of tomb litter- shards of bone, lone teeth, matted hair, bits of shattered tombstone, and grave dirt.

Advanced spellwarped dire weasel: Medium augmented animal; CR 3; HD 4d8+8; hp 30; Init +6 (Dex); Spd 40 ft.; AC 16, touch 16, flat-footed 14 (AC Dex +6, natural +4); BAB/Grp: +3/+7; Atk: +9 melee (1d6+5/ x2, bite); Full Atk: +9 melee (1d6+5/ x2, bite); Space/Reach 5 ft./5 ft.; SA Attach, blood drain; SQ Spell absorption, SR 14 AL N/E; SV Fort +6, Ref +9, Will +5; Str 18, Dex 22, Con 14, Int 6, Wis 12, Cha 11.

Skills and Feats: Hide +11, Listen +3, Move Silently +10, Spot +5; Alertness, Stealthy, Weapon Finesse)

Spell absorption (Su): Whenever a spell fails to penetrate this dire weasels spell resistance, it gains one of

the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creatures base speed increases by a number of feet equal to 5 x the level to the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses it's Dexterity bonus to AC and thus has an AC of 14. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round that it is attached.

Possessions: None

Physical Description: Typical of its kind save for odd colorations on small parts of its fur and a gleam of greater than normal intelligence in its eyes.

Advanced monstrous beast fleshraker dinosaur:

Medium magical beast; CR 3; HD 5d8+10; hp 37; Init +4 (Dex); Spd 50 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural); BAB/Grp: +3/+6; Atk: +6 melee (1d6+3 and poison/ x2, bite); Full Atk: +6/+6 melee (1d6+3/ x2, 2 claws) and +1 melee (1d6+1/ x2, bite) and +1 melee (1d6+1 and poison/ x2, tail); Space/Reach 5 ft./5 ft.; SA Leaping pounce, poison, rake 1d6+2, breath weapon; SQ blindsight 100 ft, scent; AL N; SV Fort +6, Ref +8, Will +3; Str 17, Dex 19, Con 15, Int 2, Wis 14, Cha 12.

Skills and Feats: Hide +13, Jump +24; Improved natural attack (claw), track

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like a pounce special attack. However, the fleshrakers incredible jumping ability makes its leaping pounce particularly deadly.

When a fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces in during the charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw

and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshrakers square, but it is not grappled.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save is Constitution-based.

Rake (Ex): Attack bonus +3, damage 1d6+2

Breath weapon (Su): Once every 2d4 rounds, this fleshraker dinosaur can breathe a 30 foot cone of sonic energy. Damage is 2d6, Reflex save DC 14 for half. The save is Constitution-based.

Possessions: None

Physical Description: Thin, wicked-looking spines bristle from this creatures back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws.

Leinara the Scarred: Human female War 3; CR 2; Medium humanoid; HD 3d8+6; hp 25; Init +2 (Dex); Spd 30 ft., (20 ft. in breastplate); AC 18, touch 12, flat-footed 16 (MW breastplate +5, Dex +2, Buckler +1); BAB/Grp: +3/+6; Atk: +8 melee (1d10+3/ 19-20 x2, MW bastard sword) or +6 melee (1d6+3/ 19-20 x2, short sword) or +6 melee (1d4+3/ 18-20 x2, kukri) or +5 ranged (1d6/ x3, shortbow) or +6 melee (1d3+3/ x2, locked gauntlet); Full Atk: +8 melee (1d10+3/ 19-20 x2, MW bastard sword) or +6 melee (1d6+3/ 19-20 x2, short sword) or +6 melee (1d4+3/ 18-20 x2, kukri) or +5 ranged (1d6/ x3, shortbow) or +6 melee (1d3+3/ x2, locked gauntlet); Space/Reach 5 ft./5 ft.; SA n/a; SQ n/a; AL C/N; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Craft: Weaponsmithing +3, Jump +3, Ride +4, Intimidate +4, Climb +4; Exotic weapon proficiency: bastard sword, w.f.- bastard sword, improved buckler defense

Possessions: breastplate, buckler, MW bastard sword, kukri, shortbow, short sword, 20 arrows, locked gauntlet, thunderstones (x2), potion of cure light wounds, potion of shield of faith +2, potion of bulls strength, brooch of shielding

Physical Description: Leinara is a strongly built woman with a series of claw-like scars along her face as if she was repeatedly raked by some wild animal. She is unsettling to behold to the point of intimidation though it is clear that she was once quite beautiful. She typically wields her bastard sword two-handed.

Zeist Throatlitter: Human male Rog 2; CR 2; Medium humanoid; HD 2d6+2; hp 11; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Chain shirt +4, Dex +3); BAB/Grp: +1/+1; Atk: +2 melee (1d6/ 19-20 x2, MW short sword) or +1 melee/+4 ranged (1d4/ 19-20 x2, dagger) or +4 ranged (1d6/ x3, shortbow); Full Atk: +1

melee (1d6/ 19-20 x2, MW short sword) or +1 melee/+4 ranged (1d4/ 19-20 x2, dagger) or +3 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6;SQ trapfinding AL N/E; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +1, Disable Device +5, Disguise +4, Escape Artist +2, Hide +7, Intimidate +2, Jump +1, Knowledge: local +2, Listen +6, Move Silently +7, Open Lock +5, Perform +4, Search +3, Spot +4, Tumble +7, Use Magic Device +1; Combat reflexes, dodge

Possessions: chain shirt, MW short sword, dagger, shortbow, 20 arrows, tanglefoot bags (x2), potion of shield of faith +3, potion of aid, potion of cure moderate wounds, potion of pass without trace, potion of cats grace

Physical Description: Zeist is a short, black haired human with dark brown eyes who favors dressing in black to appear more sinister. Most notable on him is a burn scar that completely circles his neck, the result of rope burns from nearly being hung to death years ago after being caught stealing food by an angry mob.

ENCOUNTER 7

Advanced bloodhawks Medium magical beasts; CR 1; HD 3d10+3; hp 25; Init +2 (Dex); Spd 10 ft., fly 80 ft. (average); AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB/Grp: +3/+6; Atk: +6 melee (1d4+3/ x2, claw); Full Atk: +6/+6 melee (1d4+3/ x2, 2 claws) and +4 melee (1d6+1/ x2, bite); Space/Reach 5 ft./5 ft.; SA wounding; SQ Darkvision 60 ft., low-light vision, ferocity; AL N; SV Fort +4, Ref +5, Will +2; Str 17, Dex 14, Con 13, Int 2, Wis 12, Cha 7.

Skills and Feats: Hide +1, Listen +3, Search +3, Spot +3; Weapon finesse, multi-attack

Wounding (Ex): A wound resulting from a blood hawk's claw or bite bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a Heal check (DC 15) or by the application of any cure spell or other healing spell (heal, healing circle, or the like).

Ferocity (Ex): A blood hawk is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Possessions: None

Physical Description: This vicious looking bird measures about 3 feet from the tip of its cruel hooked beak to the end of its tail feathers with a wingspan of about 7 feet. Its feathers are a dull grey color, and its eyes are the same bright red as the fresh blood it craves.

ENCOUNTER 8

Telleros Silvertongue: Human Rog 3 (worships Syrul); CR 3; Medium humanoid; HD 3d6; hp 14; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (studded leather +4, Dex +3); BAB/Grp: +2/+2; Atk: +3 melee (1d6/ 19-20 x2, MW short sword) or +2 melee/+5 ranged (1d4/ 19-20 x2, dagger) or +5 ranged (1d6/ x3, shortbow); Full Atk: +3 melee (1d6/ 19-20 x2, MW short sword) or +2

melee/+5 ranged (1d4/ 19-20 x2, dagger) or +5 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL C/N; SV Fort +1, Ref +6, Will +2; Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Diplomacy +10, Disable Device +6, Disguise +8, Escape Artist +8, Forgery +4, Gather Information +6, Hide +9, Sense Motive +4, Knowledge: local +5, Listen +3, Open Lock +4, Perform +7, Search +3, Spot +3, Tumble +5; Combat reflexes, dodge, Skill focus: Bluff

Possessions: Disguise kit, MW short sword, , dagger, shortbow, 20 arrows, tanglefoot bag x2, flask of instant rope, flask of vicious bleeder, flask of fleetfoot, studded leather +1, potion of shield of faith +2, potion of invisibility, potion of cure moderate wounds, potion of spider climb

Physical Description: Telleros plays the role of wary victim and reluctant warrior defending the town using his high bluff and disguise skills. He appears as a dirty-faced, commoner with scavenged equipment, a pitchfork (for show mainly, as a weapon as a last resort), light brown hair and blue eyes.

Golos and Atoren: Male orc War 3; CR 2; Medium humanoids (orc); HD 3d8+6; hp 23; Init +2 (Dex); Spd 30 ft; AC 16, touch 12, flat-footed 14 (Chain shirt +4, Dex +2); BAB/Grp: +3/+8; Atk: +10 melee (2d4+7/ 18-20 x2, MW falchion) or +8 melee (1d6+5/ 18-20 x2, scimitar) or +6 ranged (1d8+2/ x3, MW composite longbow (+3 Str) or +8 melee/+5 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +10 melee (2d4+7/ 18-20 x2, MW falchion) or +8 melee (1d6+5/ 18-20 x2, scimitar) or +6 ranged (1d8+3/ x3, Composite longbow (+3 Str) or +8 melee/+5 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft.; AL C/E; SV Fort +5, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4, Intimidate +2, Ride +3, Jump +4; Power attack, w.f.- falchion

Possessions: MW falchion, scimitar, MW composite longbow (Str. +3), 20 arrows, chain shirt, flask of bladefire, oil of magic weapon, potion of enlarge person, potion of shield of faith +2, potion of protection vs. good, everlasting rations, oil of keen edge

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Nyv Vermingut: Kobold Adp 4 (worships the Earth Dragon); CR 3; Small humanoid (reptilian); HD 4d6+7; hp 23; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 13, flat-footed 13 (natural +1, Dex +2, size +1, bracers of AC +1); BAB/Grp: +2/-4; Atk: +2 melee/+5 ranged (1d3-2/ 19-20 x2, dagger) or +4 ranged (1d3-2/ x2, darts) or +6 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +2 melee/+5 ranged (1d3-2/ 19-20 x2, dagger) or +5 ranged (1d3-2/ x2, darts) or +5 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ toad familiar “Lump”, dark vision 60 ft., light sensitivity;

AL N/E; SV Fort +2, Ref +3, Will +6; Str 6, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Handle Animal +3, Heal +4, Knowledge: Nature +3, Knowledge: Geography +3, Knowledge: arcana +3, Spellcraft +4, Survival +4; Alertness, combat casting, improved initiative

Adept Spells Prepared (3/3/1; base DC = 13 + spell level): 0—cure minor wounds, touch of fatigue, detect magic; 1st—bless, protection vs. good, burning hands; 2nd—scorching ray

Possessions: MW light crossbow, 10 bolts, dagger, darts (x10), bracers of armor +1, potion of cure moderate wounds, scroll: cause fear: 3rd lvl, potion of barkskin +2, scroll: obscuring mist: 3rd lvl, potion of cats grace, brooch of shielding

Physical Description: Nyv is a very thin kobold with various scars and odd markings either burned or tattooed into his scaly hide. His primitive dress, a chaotic blend of animal skins and bone jewelry give him the semblance of a backwards savage.

Advanced dire rats: Small animal; CR 1/3; HD 2d8+2; hp 13; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB/Grp: +1/-3; Atk: +5 melee (1d4 + disease/ x2, bite); Full Atk: +5 melee (1d4 + disease/ x2, bite); Space/Reach 5 ft./5 ft.; SA disease; SQ low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +9, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, weapon

Disease (Ex): Filth fever- bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Possessions: None

Physical Description: This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malevolent eyes, and a long, naked tail.

ENCOUNTER 10

Vivakros Venomflame: Male human Clr 3 (worships Pyremius); CR 3; Medium humanoid; HD 3d8+3; hp 20; Init +5 (Dex + Improved Initiative); Spd 30 ft., 20 ft. in breastplate; AC 17, touch 11 flat-footed 15 (MW breastplate +5, Dex +1, buckler +1); BAB/Grp: +2/+3; Atk: +4 melee (1d8+1/ x2, MW heavy mace) or +3 melee (1d6+1/ x2, light mace) or +3 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +4 melee (1d8+1/ x2, MW heavy mace) or +3 melee (1d6+1/ x2, light mace) or +3 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rebuke undead, turn or rebuke water creatures, rebuke; rebuke, command, or bolster fire creatures; AL N/E; SV Fort +4, Ref +2, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 10

Skills and Feats: Concentration +6, Heal +4, Knowledge: Arcana +2, Knowledge: Religion +4, Spellcraft +3; Combat casting, domain focus: fire, improved initiative

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—guidance, resistance, detect magic, virtue; 1st—burning hands*, bless, nimbus of light, shield of faith; 2nd—produce flame*, bears endurance, sound burst

*Domain spell. Domains: Evil and Fire; Domain: Evil – cast all spells from the Evil domain at +1 caster level; Domain: Fire – Turn or destroy water creatures as good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead

Possessions: Light mace, light crossbow, 10 bolts, MW heavy mace, MW breastplate, buckler, silver holy symbol of Pyremius, MW heavy mace, thunderstone, sparkstones (x2), oil of magic weapon, potion of barkskin +3, potion of aid, potion of cure moderate wounds, scroll: bless: lvl 3, scroll: deific vengeance: 4th lvl, scroll: nimbus of light: 3rd lvl, scroll: lesser vigor: 4th lvl.

Physical Description: Vivakros is a slender man with dark tanned skin, a flame-red braided pony tail at the center of his otherwise bald head that reaches half-way down his back and eyes the color of coal. He has ritualistic burns on small portions of his body, including the outline of the flaming symbol of Pyremius burned into the flesh above his heart. He wears black robes with red flames depicted on them

Hundros & Skrog: Half orc War 4 (worship Gruumsh); CR 3; Medium humanoid (orc); HD 4d8+4; hp 27; Init +2 (Dex); Spd 30 ft.; AC 17, touch 12, flat-footed 15 (Chain shirt +5, Dex +2); BAB/Grp: +4/+8; Atk: +10 melee (2d6+6/ 19-20 x2, MW greatsword) or +8 melee (1d4+4/ 18-20 x2, kukri) or +8 melee/ +6 ranged (1d4+4/ 19-20 x2, dagger) or +7 ranged (1d8/ x3, MW longbow) or +8 melee (1d3+4/ x2, locked gauntlet); Full Atk: +10 melee (2d6+6/ 19-20 x2, MW greatsword) or +8 melee (1d4+4/ 18-20 x2, kukri) or +8 melee/ +6 ranged (1d4+4/ 19-20 x2, dagger) or +7 ranged (1d8/ x3, MW longbow) or +8 melee (1d3+4/ x2, locked gauntlet); Space/ Reach 5 ft./5 ft.; SA n/a.; SQ Darkvision 60 ft.; AL C/E; SV Fort +5, Ref +3, Will +4; Str 18, Dex 14, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +4, Jump +4, Intimidate +3, Ride +3; Iron will, w.f.- greatsword

Possessions: kukri, dagger, MW longbow, 20 arrows, MW greatsword, tanglefoot bag, locked gauntlet, chain shirt +1, potion of barkskin +3, potion of shield of faith +2, potion of rage, potion of blur

Physical Description: Hundros and Skrog are half-orc brothers very similar in appearance. Each is sporting a chain shirt painted black to appear more intimidating and the sharp teeth jutting out of their mouths are purposely filed to be very sharp. They wield greatswords with skull motif pommels and each has a tattoo of a decapitated dwarf on their right arms.

Revelos Fatebinder: Kobold Sor 3 (worships Kurtulmak); CR 3; Small humanoid (reptilian); HD 3d4+3; hp 11; Init +3 (Dex); Spd 30 ft.; AC 16, touch 14, flat-footed 13 (Dex +3, size +1, natural +1, bracers of armor +1); BAB/Grp: +1/-4; Atk: +1 melee/+5 ranged (1d3-1/ 19-20 x2, dagger) or +5 ranged (1d6/ 19-20 x2, light crossbow) or +1 melee (1d4-1/ x2, quarterstaff); Full

Atk: +1 melee/+5 ranged (1d3-1/ 19-20 x2, dagger) or +5 ranged (1d6/ 19-20 x2, light crossbow) or +1 melee (1d4-1/ x2, quarterstaff); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., familiar weasel – “Scamper”; AL N; SV Fort +2, Ref +6, Will +3; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Knowledge: Arcana +3, Knowledge: Religion +7, Spellcraft +3; Alertness, Combat casting, Skill focus: Knowledge: Religion

Sorcerer Spells Prepared (6/6; base DC = 13 + spell level): 0—detect magic, touch of fatigue, ray of frost, mage hand, read magic; 1st—ray of enfeeblement, shield, lesser electrical orb

Possessions: Quarterstaff, dagger, light crossbow, 10 bolts, bracers of armor +1, scroll: mage armor: 5th lvl, scroll: ray of enfeeblement: 5th lvl, wand of magic missile: 1st lvl, potion of eagles splendor, potion of resist energy: 10

Physical Description: Revelos appears as a typical kobold wearing robes save that he is paler skinned than most of his kind. His naked tail is noticeably thin and in comparison to the rest of his body. His gaze always seems distant, as if always looking through or beyond what is immediate. It's almost as if he is searching for something others cannot find.

Advanced krenshars: Medium magical beast; CR 1; HD 4d10; hp 30; Init +2 (Dex); Spd 40 ft.; AC 17, touch 12, flat-footed 15 (Dex +2, natural +3, leather barding +2); BAB/Grp: +4/+5; Atk: +5 melee (1d6+1/ x2, bite); Full Atk: +5 melee (1d6+1/ x2, bite) and +4/+4 melee (1d4/ x2, 2 claws); Space/Reach 5 ft./5 ft.; SA scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +5, Jump +10, Listen +3, Move Silently +6; Multiattack, Track, Weapon focus: claws.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a scare spell from a 3rd level caster (Will DC 13 partial). A creature that successfully saves cannot be affected by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC Charisma-based.

Possessions: Leather barding

Physical Description: This creature seems to combine the worst features of a wolf and a hyena. It has a shaggy coat, a bristling mane along its spine, and a long, bushy tail.

APPENDIX 3 – APL 6

ENCOUNTER 2

Eliora Pegason: Female human Rog 3/ Sor 4; CR 7; Medium humanoid; HD 3d6+3+4d4+4; hp 30; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Studded leather +4, Dex +3); BAB/Grp: +4/+4; Atk: +8 melee (1d6/19-20 x2, MW short sword) or +8 melee/+8 ranged (1d4/19-20 x2, MW dagger) or +7 ranged (1d6/ x3, shortbow); Full Atk: +8 melee (1d6/19-20 x2, MW short sword) or +8 melee/+8 ranged (1d4/19-20 x2, MW dagger) or +7 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ familiar rat “Skitter”, evasion, trapfinding, trap sense +1; AL C/N; SV Fort +6, Ref +8, Will +7; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Climb +2, Concentration +8, Decipher Script +4, Diplomacy +7, Disable Device +4, Escape Artist +8, Gather Information +7, Hide +8, Jump +5, Knowledge: Arcana +3, Knowledge: local +3, Knowledge: Royalty & Nobility +3, Listen +8, Spot +8, Search +6, Spellcraft +4, Tumble +9; Alertness, Dive for Cover, Improved Diversion, Skill focus: Bluff, Weapon Finesse

Sorcerer Spells Prepared (6/7/4; base DC = 12 + spell level): o—*detect magic, ghost sound, mage hand, acid splash, touch of fatigue, prestidigitation*; 1st— *shield, grease, magic missile*; 2nd- *invisibility*

Possessions: MW dagger, MW short sword, shortbow, tanglefoot bags (x2), alchemists fire (x2), thunderstones (x2), 20 arrows, vest of resistance +1, potion of cure moderate wounds, scroll: scorching ray: 7th lvl, scroll: web: 6th lvl, potion of haste, Necklace of Fireballs: type 2, studded leather +1, scroll: detect thoughts: 6th lvl

Physical Description: Eliora appears as a slender human female with round rimmed spectacles and plain clothing. She maintains a mousy, almost inoffensive air about her, the better to fool her victims.

ENCOUNTER 5

Oktu Bonecutter: Male goblin Wiz 5; CR 5; Small humanoid (goblinoid); HD 5d4+5; hp 19; Init +7 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 14, flat-footed 12 (size +1, Dex +3, bracers of armor +1); BAB/Grp: +2/-3; Atk: +2 melee/+5 ranged (1d3-1/ 19-20 x2, dagger) or +6 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +2 melee/+5 ranged (1d3-1/ 19-20 x2, dagger) or +6 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA; n/a; SQ familiar owl- “Swoop”, darkvision 60 ft. ; AL N/E; SV Fort +4, Ref +6, Will +7; Str 8, Dex 16, Con 12, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Knowledge: arcana +11, Knowledge: geography +6, Knowledge: nature +10, Profession: Gambler +7 Spellcraft +11; Alertness, Combat Casting, Improved Initiative, scribe scroll, split ray

Wizard Spells Prepared (4/4/3/2; base DC = 13 + spell level): o—*ray of frost, acid splash, detect magic, daze*; 1st- *magic missile, shield, benign transposition, true strike*; 2nd- *scorching ray, false life, desiccate*; 3rd- *fireball, ray of enfeeblement (split ray)*

Spellbook: o— (all o level spells); 1st—*magic missile, shield, benign transposition, true strike, lesser sound orb*; 2nd- *scorching ray, false life, desiccate, invisibility*; 3rd- *fireball, haste*,

Possessions: MW light crossbow, dagger, 10 bolts, tanglefoot bag, bracers of armor +1, potion of cure light wounds, potion of protection vs. good, scroll: glitterdust: 6th lvl, scroll: Tasha’s hideous laughter: 5th lvl, screaming bolt, potion of barkskin +2, scroll: earthen grasp: 5th lvl, potion of shield of faith +3, cloak of resistance +1, scroll: blindness/deafness: 4th lvl

Physical Description: Oktu is somewhat feral looking with painted symbols all over his body and a bone nose ring shaped like the fangs of a bat. Tied around his belt is a bundle of leather straps made from the skins of various creatures which he has had treated and tanned.

Bruk and Vlogr: Male orc Ftr 1/ Brb 3 CR 4; Medium humanoids (orc); HD 1d10+2+3d12+6; hp 40; Init +2 (Dex); Spd 40 ft.; AC 17, touch 12, flat-footed 17 (Chain shirt +5, Dex +2); BAB/Grp: +4/+9; Atk: +11 melee (2d4+7/ 18-20 x2, MW falchion) or +9 melee (1d6+5/ 18-20 x2, scimitar) or +6 ranged (1d8+2/ x3, composite longbow (+2 Str) or +9 melee/+6 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +11 melee (2d4+7/ 18-20 x2, MW falchion) or +9 melee (1d6+4/ 18-20 x2, scimitar) or +6 ranged (1d8+2/ x3, composite longbow (+2 Str) or +9 melee/+6 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., fast movement, rage 1/day, uncanny dodge, trap sense +1; AL C/E; SV Fort +7, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +5, Handle Animal +2, Intimidate +3, Jump +5, Listen +3, Ride +3, Survival +2; cleave, power attack, w.f.- falchion

Possessions: MW falchion, scimitar, composite longbow (Str. +2), 20 arrows, tanglefoot bag, chain shirt +1, potion of bulls strength, potion of protection vs. good, potion of shield of faith +3, badge of valor

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Leriel Evernight: Hobgoblin Rgr 4; CR 4; Medium humanoid (goblinoid); HD 4d8+8; hp 30; Init +3 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 15 (Chain shirt +5, Dex +3); BAB/Grp: +4/+7; Atk: +9 melee (1d8+3/19-20 x2, MW longsword) or +7 melee (1d6+3/ 19-20 x2, short sword) or +7 ranged (1d8/ x3, longbow) or +7 melee/+7 ranged (1d4+2/ 19-20 x2, dagger); Full Atk: +9 melee (1d8+3/19-20 x2, MW longsword) or +8 melee (1d6+3/

19-20 x2, short sword) or +7 ranged (1d8/ x3, longbow) or +7 melee/+7 ranged (1d4+3/ 19-20 x2, dagger) or +7 melee (1d8+3/19-20 x2, MW longsword) and +5 melee (1d6+1/ 19-20 x2, short sword); Space/Reach 5 ft./5 ft.; SA n/a;

SQ Darkvision 60 ft., favored enemy- elves, wild empathy, combat style, animal companion- hawk; AL L/E; SV Fort +6, Ref +7, Will +2; Str 16, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Hide +8, Jump +2, Knowledge: Geography +3, Knowledge: Nature +3, Listen +5, Move Silently +11, Ride +6, Spot +5, Survival +6; dodge, endurance, w.f.- longsword, track, two weapon fighting

Ranger Spells Prepared (1; base DC = 11 + spell level): ; 1st— speak with animals

Possessions: MW longsword, short sword, longbow, 20 arrows, dagger, tanglefoot bag, chain shirt +1, potion of cat's grace, potion of cure light wounds (x2), potion of pass without trace, necklace of the wild beast- servitude

Physical Description: Leriell appears as the typical hobgoblin save for a more sinewy, lithe body than others of his kind. He maintains his armor and weapons almost immaculate and always appears prideful, bordering on arrogant.

ENCOUNTER 6

Advanced spellstitched gravehound: Medium undead; CR 4; HD 5d12; hp 45; Init +6 (Dex + Improved Initiative); Spd 40 ft.; AC 15, touch 12, flat-footed 13 (Dex +2, natural +3); BAB/Grp: +2/+6; Atk: +7 melee (1d6+6 plus stun/ x2, bite); Full Atk: +7 melee (1d6+6 plus stun/ x2, bite); Space/Reach 5 ft./5 ft.; SA stunning strike, spell-like abilities; SQ undead traits, SR 14, DR 5/magic or silver, turn resistance +2; AL N/E; SV Fort +3, Ref +5, Will +8; Str 18, Dex 14, Con -, Int 4, Wis 14, Cha 19. (Miniatures Handbook)

Skills and Feats: Listen +11; Improved Initiative, Weapon focus (bite)

Stunning Strike (Su): A creature hit by the gravehound's bite attack must succeed on a DC 16 Fortitude save or be stunned for 1 round. The save is Charisma-based.

Spell-like abilities (Sp): ray of enfeeblement & shocking grasp (4/day in any combination), scorching ray & blade of pain & fear (4/day in any combination), fireball & vampiric touch (2/day in any combination)- 5th level caster

Possessions: None

Physical Description: This canine creature moves with a predatory grace belied by its rotting, fleshy body. Patches of shaggy hair grow over much of its body, between areas where the flesh has sloughed off because of rot or from the hapless attempts of prey to beat back the hounds attack.

Advanced spellwarped dire bat: Augmented animal: CR 4; HD 7d8+35; hp 68; Init +7 (Dex); Spd 20 ft., fly 40

ft. (good); AC 23, touch 16, flat-footed 16 (-1 size, +7 Dex, +7 natural); BAB/Grp: +4/+13; Atk: +10 melee (1d8+7/ x2, bite); Full Atk: +10 melee (1d8+7/ x2, bite); Space/Reach 10 ft./ 5 ft.; SA n/a; SQ Blindsight 40 ft., spell absorption, SR 18; AL N/E; SV Fort +10, Ref +12, Will +7; Str 21, Dex 24, Con 21, Int 6, Wis 14, Cha 6.

Skills and Feats: Hide +6, Listen +13, Move Silently +12, Spot +9; Alertness, Stealthy, Weapon finesse

Spell absorption (Su): Whenever a spell fails to penetrate this dire bats spell resistance, it gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creatures base speed increases by a number of feet equal to 5 x the level to the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Possessions: None

Physical Description: This terrifying bat has the body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy odd-colored fur covers most of the body, with patches of bony armor showing through here and there.

Advanced monstrous beast fleshraker dinosaur: Medium magical beast; CR 4; HD 7d8+14; hp 53; Init +4 (Dex); Spd 50 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural); BAB/Grp: +5/+8; Atk: +8 melee (1d6+3 and poison/ x2, bite); Full Atk: +8/+8 melee (1d6+3/ x2, 2 claws) and +3 melee (1d6+1/ x2, bite) and +3 melee (1d6+1 and poison/ x2, tail); Space/Reach 5 ft./5 ft.; SA Leaping pounce, poison, rake 1d6+2, breath weapon; SQ blindsight 100 ft, scent; AL N; SV Fort +7, Ref +9, Will +4; Str 17, Dex 19, Con 15, Int 2, Wis 14, Cha 12.

Skills and Feats: Hide +15, Jump +24; Improved natural attack (claw), track, ability focus: poison

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like a pounce special attack. However, the fleshrakers incredible jumping ability makes its leaping pounce particularly deadly.

When a fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces in during the charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each

subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshrakers square, but it is not grappled.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save is Constitution-based.

Rake (Ex): Attack bonus +3, damage 1d6+2

Breath weapon (Su): Once every 2d4 rounds, this fleshraker dinosaur can breathe a 30 foot cone of sonic energy. Damage is 2d6, Reflex save DC 15 for half. The save is Constitution-based.

Possessions: None

Physical Description: Thin, wicked-looking spines bristle from this creatures back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws.

Malignus Riggermort: Male Halfling Wiz 5; CR 5; Small humanoid; HD 5d4+8; hp 21; Init +3 (Dex); Spd 20 ft.; AC 15, touch 14, flat-footed 12 (Dex +3, size +1, bracers of armor +1); BAB/Grp: +2/-3; Atk: +2 melee/+6 ranged (1d3-1/ 19-20 x2, dagger) or +6 ranged (1d6/ 19-20 x2, light crossbow) or +2 melee/+6 ranged (1d4-1/ x2, club); Full Atk: +2 melee/+6 ranged (1d3-1/ 19-20 x2, dagger) or +6 ranged (1d6/ 19-20 x2, light crossbow) or +2 melee/+6 ranged (1d4-1/ x2, club); Space/Reach 5 ft./5 ft.; SA n/a; SQ familiar toad- "Blotch"; AL N/E; SV Fort +2, Ref +4, Will +5; Str 8, Dex 16, Con 12, Int 17, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +9, Decipher Script +5, Disguise +4, Knowledge: Arcana +8, Knowledge: Nature +6, Spellcraft +13; Alertness, craft wondrous item, craft arms & armor, eschew materials, reach spell, scribe scroll

Wizard Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb, magic missile; 2nd—scorching ray, see invisibility, alter self; 3rd—fireball, haste

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile; 2nd— scorching ray, see invisibility, alter self, false life; 3rd—fireball, haste, dispel magic

Possessions: daggers (x2), light crossbow, club, 10 bolts, bracers of armor +1, potion of shield of faith +2, potion of fox's cunning, potion of protection vs. good, scroll: ray of exhaustion: lvl 5, metamagic rod: silent (lesser)

Physical Description: Malignus is a repulsive looking halfling with self-induced physical changes of a bizarre nature. Amongst them include one webbed hand, one round fish-like eye, a scraggly tail, and pointy dog looking ears just to name a few. When he moves, he

waddles more than he walks due to being somewhat bow-legged.

Leinara the Scarred: Human female Ftr 4; CR 4; Medium humanoid; HD 4d10+8; hp 36; Init +2 (Dex); Spd 30 ft., (20 ft. in breastplate); AC 18, touch 12, flat-footed 16 (MW breastplate +5, Dex +2, Buckler +1); BAB/Grp: +4/+7; Atk: +9 melee (1d10+3/ 19-20 x2, MW bastard sword) or +7 melee (1d6+3/ 19-20 x2, short sword) or +7 melee (1d4+3/ 18-20 x2, kukri) or +6 ranged (1d6/ x3, shortbow) +7 melee (1d3+3/ x2, locked gauntlet); Full Atk: +9 melee (1d10+3/ 19-20 x2, MW bastard sword) or +7 melee (1d6+3/ 19-20 x2, short sword) or +7 melee (1d4+3/ 18-20 x2, kukri) or +6 ranged (1d6/ x3, shortbow) +7 melee (1d3+3/ x2, locked gauntlet); Space/Reach 5 ft./5 ft.; SA n/a; SQ n/a; AL C/N; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Craft: Weaponsmithing +3, Jump +4, Ride +4, Intimidate +5, Climb +5; Exotic weapon proficiency: bastard sword, w.f.- bastard sword, improved buckler defense, power attack, cleave, close quarter fighting

Possessions: breastplate, buckler, MW bastard sword, kukri, shortbow, short sword, 20 arrows, thunderstones (x2), locked gauntlet, breastplate +1, potion of cure light wounds, potion of shield of faith +3, potion of bulls strength, brooch of shielding, salve of slipperiness

Physical Description: Leinara is a strongly built woman with a series of claw-like scars along her face as if she was repeatedly raked by some wild animal. She is unsettling to behold to the point of intimidation though it is clear that she was once quite beautiful. She typically wields her bastard sword two-handed.

Zeist Throatlitter: Human male Rog 4; CR 4; Medium humanoid; HD 4d6+4; hp 21; Init +3 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 18 (Chain shirt +5, Dex +3); BAB/Grp: +3/+3; Atk: +4 melee (1d6/ 19-20 x2, MW short sword) or +3 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Full Atk: +3 melee (1d6/ 19-20 x2, MW short sword) or +3 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge AL N/E; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +2, Disable Device +6, Disguise +4, Escape Artist +3, Hide +9, Intimidate +2, Jump +1, Knowledge: local +3, Listen +7, Move Silently +8, Open Lock +5, Perform +4, Search +3, Spot +5, Tumble +8, Use Magic Device +1; Combat reflexes, dodge, mobility

Possessions: MW short sword, dagger, shortbow, 20 arrows, tanglefoot bags (x2), chain shirt +1, potion of shield of faith +4, potion of aid, potion of cats grace, potion of cure moderate wounds, potion of pass without trace, potion of invisibility

Physical Description: Zeist is a short, black haired human with dark brown eyes who favors dressing in black to appear more sinister. Most notable on him is a

burn scar that completely circles his neck, the result of rope burns from nearly being hung to death years ago after being caught stealing food by an angry mob.

ENCOUNTER 8

Telleros Silvertongue: Human Rog 4 (worships Syrul); CR 4; Medium humanoid; HD 4d6; hp 18; Init +3 (Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 17 (studded leather +4, Dex +3); BAB/Grp: +3/+3; Atk: +4 melee (1d6/ 19-20 x2, MW short sword) or +3 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Full Atk: +4 melee (1d6/ 19-20 x2, MW short sword) or +3 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL C/N; SV Fort +1, Ref +6, Will +2; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +11, Diplomacy +10, Disable Device +6, Disguise +9, Escape Artist +8, Forgery +5, Gather Information +6, Hide +10, Sense Motive +5, Knowledge: local +5, Listen +4, Open Lock +5, Perform +7, Search +4, Spot +3, Tumble +6; Combat reflexes, dodge, Skill focus: Bluff

Possessions: Disguise kit, MW short sword, , dagger, shortbow, 20 arrows, tanglefoot bag x2, flask of instant rope, flask of vicious bleeder, flask of fleetfoot, studded leather +1, potion of shield of faith +3, potion of invisibility, potion of nondetection, potion of cure moderate wounds

Physical Description: Telleros plays the role of wary victim and reluctant warrior defending the town using his high bluff and disguise skills. He appears as a dirty-faced, commoner with scavenged equipment, a pitchfork (for show mainly, as a weapon as a last resort), light brown hair and blue eyes.

Golos and Atoren: Male orc Ftr 1/ Brb 3; CR 4; Medium humanoids (orc); HD 1d10+2+3d12+6; hp 40; Init +2 (Dex); Spd 40 ft.; AC 16, touch 12, flat-footed 16 (MW Chain shirt +4, Dex +2); BAB/Grp: +4/+9; Atk: +11 melee (2d4+7/ 18-20 x2, MW falchion) or +9 melee (1d6+5/ 18-20 x2, scimitar) or +7 ranged (1d8+2/ x3, MW composite longbow (+3 Str) or +9 melee/+6 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +11 melee (2d4+7/ 18-20 x2, MW falchion) or +9 melee (1d6+5/ 18-20 x2, scimitar) or +7 ranged (1d8+3/ x3, Composite longbow (+3 Str) or +9 melee/+6 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rage 1/day, fast movement, uncanny dodge, trap sense +1; AL C/E; SV Fort +7, Ref +3, Will +1; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +5, Intimidate +4, Jump +5, Listen +6, Ride +3, Survival +3; Cleave, power attack, w.f. falchion

Possessions: MW falchion, scimitar, MW composite longbow (Str. +3), 20 arrows, MW chain shirt, flask of blade fire, potion of enlarge person, potion of shield of faith +2, potion of protection vs. good, everlasting rations,

oil of keen edge, potion of bulls strength, oil of flame arrow

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Nyv Vermingut: Kobold Sor 4 (worships the Earth Dragon); CR 4; Small humanoid (reptilian); HD 4d4+7; hp 16; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 13, flat-footed 13 (natural +1, Dex +2, size +1, bracers of AC +1); BAB/Grp: +2/-4; Atk: +2 melee/+5 ranged (1d3-2/ 19-20 x2, dagger) or +4 ranged (1d3-2/ x2, darts) or +6 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +2 melee/+5 ranged (1d3-2/ 19-20 x2, dagger) or +5 ranged (1d3-2/ x2, darts) or +5 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ toad familiar “Lump”, dark vision 60 ft., light sensitivity; AL N/E; SV Fort +2, Ref +3, Will +4; Str 6, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +8, Knowledge: arcana +6, Spellcraft +8, Craft: trapmaking +5; Alertness, combat casting, improved initiative

Sorcerer Spells Prepared (6/7/4; base DC = 13 + spell level): o—acid splash, ray of frost, detect magic, ghost sound, mage hand, read magic; 1st—shield, lesser electrical orb, benign transposition; 2nd—scorching ray

Possessions: MW light crossbow, 10 bolts, dagger, darts (x10), bracers of armor +1, potion of cure moderate wounds, scroll: cause fear: 3rd lvl, potion of barkskin +2, scroll: obscuring mist: 3rd lvl, potion of cats grace, brooch of shielding

Physical Description: Nyv is a very thin kobold with many markings tattooed on his scaly hide that depict dragons or scripture that speaks to his reverence towards them. He dresses with a touch of elegance, preferring the colors of red and black and is impeccably clean.

Rydra Feralfang: Female hobgoblin Drd 4; (worships Beltar); CR 4; Medium humanoid (goblinoid); HD 4d8+8; hp 30; Init +3; Spd 30 ft. AC 16, touch 12, flat-footed 16 (Dex +2, bone studded leather +4); BAB/Grp: +3/+4; Atk: +5 melee (1d6+1/ 18-20 x2, MW scimitar) or +4 melee/+5 ranged (1d6+1/ x2, shortspear) or +4 melee/+5 ranged (1d4+1/ 19-20 x2, dagger) or +6 ranged (1d4/ x2, MW sling); Full Atk: +5 melee (1d6+1/ 18-20 x2, MW scimitar) or +4 melee/+5 ranged (1d6+1/ x2, shortspear) or +4 melee/+5 ranged (1d4+1/ 19-20 x2, dagger) or +6 ranged (1d4/ x2, MW sling); Space/Reach 5 ft./5 ft.; SA n/a; SQ animal companion- hawk “Slash”, nature sense, wild empathy, woodland stride, trackless step, resist natures lure; AL N/E; SV Fort +6, Ref +3, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +10, Heal +4, Knowledge: Nature +9, Listen +5, Move Silently +5, Ride +4, Spot +7, Survival +8. Augment summoning, skill focus: Handle Animal

Druid Spells Prepared (5/4/2; base DC = 13 + spell level): o—know direction, flare, detect magic, guidance, resistance; 1st—faerie fire, sunstroke, longstrider, lesser

vigor; 2nd—creeping cold, embrace the wild, soften earth & stone

Possessions: shortspear, dagger, 10 sling stones, MW sling, MW scimitar, +1 bone studded leather, potion of bears endurance, oil of magic stone, potion of barkskin +3, scroll: natures favor: 4th lvl, scroll: fog cloud: 5th lvl, scroll: animal messenger: 4th lvl

Physical Description: Rydra is a female hobgoblin of average build with dark red hair and a look of spite in dark brown eyes. She wears a bone studded armor that has seen better days and carries her blood red scimitar proudly. Her faithful animal companion Slash tends to circle above her awaiting her command to strike.

Slash: Hawk animal companion; CR 1/3; Tiny augmented animal; HD 3d8; hp 18; Init +3 (Dex); Spd 10 ft., 60 ft. fly (average); AC 20, touch 16, flat-footed 16 (+2 size, Dex +4, +4 natural); BAB/Grp: +2/-8; Atk: +7 melee (1d4-2/ x2, talons); Full Atk: +7 melee (1d4-2/ x2, talons); Space/Reach 2.5 ft./2.5 ft.; SA -; SQ low-light vision, link, share spells, evasion; AL N; SV Fort +3, Ref +7, Will +3; Str 6, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +15; Weapon finesse, dodge

Possessions: None

Physical Description: Typical as per it's animal type.

Note: Slash knows the following tricks: Defend, guard, stay, track, seek, fetch, attack, and down.

ENCOUNTER 10

Vivakros Venomflame: Male human Clr 5 (worships Pyremius); CR 5; Medium humanoid; HD 5d8+5; hp 34; Init +5 (Dex + Improved Initiative); Spd 30 ft., 20 ft. in breastplate; AC 18, touch 11 flat-footed 15 (Breastplate +6, Dex +1, buckler +1); BAB/Grp: +3/+4; Atk: +5 melee (1d8+1/ x2, MW heavy mace) or +4 melee (1d6+1/ x2, light mace) or +4 ranged (1d8/ 19-20 x2, light crossbow; Full Atk: +5 melee (1d8+1/ x2, MW heavy mace) or +4 melee (1d6+1/ x2, light mace) or +4 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rebuke undead, turn or rebuke water creatures, rebuke; rebuke, command, or bolster fire creatures; AL N/E; SV Fort +5, Ref +2, Will +8; Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 10

Skills and Feats: Concentration +9, Heal +5, Knowledge: Arcana +4, Knowledge: Religion +5, Spellcraft +5; Combat casting, domain focus: fire, improved initiative

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): o—guidance, resistance, detect magic, virtue, light; 1st—burning hands*, bless, divine favor, nimbus of light, shield of faith; 2nd—produce flame*, bears endurance, sound burst, silence; 3rd—magic circle vs. evil*, dispel magic, invisibility purge

*Domain spell. **Domains:** Evil and Fire; **Domain:** Evil – cast all spells from the Evil domain at +1 caster level; **Domain:** Fire – Turn or destroy water creatures as good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead

Possessions: light mace, light crossbow, 10 bolts, MW heavy mace, silver holy symbol of Pyremius, thunderstone, sparkstone, buckler, breastplate +1, oil of magic weapon, potion of barkskin +3, potion of aid, potion of owls wisdom, scroll: nimbus of light: 5th lvl, potion of cure moderate wounds, scroll: deific vengeance: 6th lvl, scroll: lesser vigor: 6th lvl, vest of resistance +1

Physical Description: Vivakros is a slender man with dark tanned skin, a flame-red braided pony tail at the center of his otherwise bald head that reaches half-way down his back and eyes the color of coal. He has ritualistic burns on small portions of his body, including the outline of the flaming symbol of Pyremius burned into the flesh above his heart. He wears black robes with red flames depicted on them

Hundros & Skrog: Half orc Ftr 2/ Brb 3 (worship Gruumsh); CR 5; Medium humanoid (orc); HD 2d8+2+3d12+6; hp 46; Init +2 (Dex); Spd 30 ft.; AC 17, touch 12, flat-footed 15 (Chain shirt +5, Dex +2); BAB/Grp: +5/+9; Atk: +11 melee (2d6+6/ 19-20 x2, MW greatsword) or +9 melee (1d4+4/ 18-20 x2, kukri) or +9 melee/ +7 ranged (1d4+4/ 19-20 x2, dagger) or +8 ranged (1d8/ x3, MW longbow) or +9 melee (1d3+4/ x2, locked gauntlet); Full Atk: +11 melee (2d6+6/ 19-20 x2, MW greatsword) or +9 melee (1d4+4/ 18-20 x2, kukri) or +9 melee/ +7 ranged (1d4+4/ 19-20 x2, dagger) or +8 ranged (1d8/ x3, MW longbow) or +9 melee (1d3+4/ x2, locked gauntlet); Space/ Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., fast movement, rage 1/day, uncanny dodge, trap sense +1; AL C/E; SV Fort +7, Ref +3, Will +4; Str 19, Dex 14, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +6, Listen +6, Intimidate +4, Ride +3; Cleave, iron will, w.f.-greatsword, power attack

Possessions: kukri, dagger, MW longbow, 20 arrows, MW greatsword, tanglefoot bags (x2), locked gauntlet, chain shirt +1, potion of barkskin +4, potion of shield of faith +4, potion of blur, potion of bears endurance, potion of cure moderate wounds

Physical Description: Hundros and Skrog are half-orc brothers very similar in appearance. Each is sporting a chain shirt painted black to appear more intimidating and the sharp teeth jutting out of their mouths are purposely filed to be very sharp. They wield greatswords with skull motif pommels and each has a tattoo of a decapitated dwarf on their right arms.

Revelos Fatebinder: Kobold Sor 5 (worships Kurtulmak); CR 5; Small humanoid (reptilian); HD 5d4+5; hp 19; Init +3 (Dex); Spd 30 ft.; AC 16, touch 14, flat-footed 13 (Dex +3, size +1, natural +1, bracers of armor +1); BAB/Grp: +2/-3; Atk: +2 melee/+6 ranged (1d3-1/ 19-20 x2, dagger) or +6 ranged (1d6/ 19-20 x2, light crossbow) or +2 melee (1d4-1/ x2, quarterstaff); Full Atk: +2 melee/+6 ranged (1d3-1/ 19-20 x2, dagger) or +6 ranged (1d6/ 19-20 x2, light crossbow) or +2 melee (1d4-1/ x2, quarterstaff); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., familiar weasel – “Scamper”; AL N; SV

Fort +2, Ref +6, Will +4; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +5, Knowledge: Arcana +3, Knowledge: Religion +11, Spellcraft +3; Alertness, Combat casting, Skill focus: Knowledge: Religion

Sorcerer Spells Prepared (6/7/5; base DC = 13 + spell level): 0—detect magic, touch of fatigue, ray of frost, mage hand, read magic, ghost sound; 1st- ray of enfeeblement, shield, true strike, lesser electrical orb; 2nd- scorching ray, see invisibility

Possessions: quarterstaff, dagger, light crossbow, 10 bolts, bracers of armor +1, scroll: mage armor: 5th lvl, scroll: ray of enfeeblement: 5th lvl, wand of magic missile: 3rd lvl, potion of eagles splendor, potion of resist energy: 10, scroll: scorching ray: 3rd lvl, scroll: fireburst: 6th lvl, potion of cure light wounds

Physical Description: Revelos appears as a typical kobold wearing robes save that he is paler skinned than most of his kind. His naked tail is noticeably thin and in comparison to the rest of his body. His gaze always seems distant, as if always looking through or beyond what is immediate. It's almost as if he is searching for something others cannot find.

Advanced worg: Medium magical beast; CR 3; HD 7d10+14; hp 63; Init +2 (Dex); Spd 50 ft.; AC 16, touch 12, flat-footed 14 (Dex +2, natural +2, leather barding +2); BAB/Grp: +7/+10; Atk: +11 melee (1d6+4/ x2, bite); Full Atk: +11 melee (1d6+4/ x2, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Darkvision 60 ft., low light vision, scent; AL N/E; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

Skills and Feats: Hide +14, Listen +7, Move Silently +6, Spot +8, Survival +2; Alertness, track, w.f.- bite

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the worg.

Possessions: Leather barding

Physical Description: These beasts look like dark-colored wolves with a malevolent intelligence in its face and eyes.

APPENDIX 4 – APL 8

ENCOUNTER 2

Eliora Pegason: Female human Rog 3/ Sor 5/ Mindspy 1; CR 9; Medium humanoid; HD 3d6+3+5d4+5+1d8+1; hp 36; Init +8 (Dex + Improved Initiative); Spd 30 ft.; AC 18, touch 14, flat-footed 14 (Studded leather +4, Dex +4); BAB/Grp: +5/+5; Atk: +10 melee (1d6+1/19-20 x2, short sword +1) or +10 melee/+10 ranged (1d4/19-20 x2, MW dagger) or +9 ranged (1d6/ x3, shortbow); Full Atk: +10 melee (1d6+1/19-20 x2, short sword +1) or +10 melee/+10 ranged (1d4/19-20 x2, MW dagger) or +9 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, combat telepathy, spherical detect thoughts; SQ familiar rat “Skitter”, evasion, trapfinding, trap sense +1, evasion, anticipate; AL C/N; SV Fort +6, Ref +9, Will +9; Str 10, Dex 19, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +9, Climb +2, Concentration +10, Decipher Script +4, Diplomacy +7, Disable Device +4, Escape Artist +9, Gather Information +7, Hide +9, Jump +5, Knowledge: Arcana +3, Knowledge: local +4, Knowledge: Royalty & Nobility +4, Listen +8, Spot +8, Search +6, Sense Motive +2, Spellcraft +4, Tumble +10; Alertness, Improved Diversion, Improved Initiative, Skill focus: Bluff, Weapon Finesse

Anticipate (Su): Because Eliora is reading her foe’s thoughts, she knows where to block and where she needs to dodge before an attack from the foe arrives. In addition, she can detect weak points in a foe’s defenses by observing her enemy’s thoughts. At 1st level, Eliora can add 1 point of Charisma bonus (if any) per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal 3 rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If Eliora is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponents’ surface thoughts, Eliora can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If Eliora succeeds, she can maintain concentration on detect thoughts as a free action. If Eliora casts a spell or uses another spell-like ability, detect thoughts ends.

Spherical Detect Thoughts (Su): Eliora can widen the area of her detect thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Sorcerer Spells Prepared (6/7/5; base DC = 12 + spell level): 0—detect magic, ghost sound, mage hand, acid splash, touch of fatigue, prestidigitation; 1st— shield, grease, magic missile, expeditious retreat; 2nd— scorching ray, detect thoughts

Possessions: MW dagger, shortbow, tanglefoot bags (x2), thunderstones (x2), 20 arrows, vest of resistance +1,

studded leather +1, potion of cure moderate wounds, scroll: scorching ray: 7th lvl, scroll: web: 6th lvl, potion of haste, short sword +1, scroll: mirror image: 6th lvl, potion of gaseous form, necklace of fireballs type 3, potion of cats grace, studded leather +1, scroll: detect thoughts: 6th lvl

Physical Description: Eliora appears as a slender human female with round rimmed spectacles and plain clothing. She maintains a mousy, almost inoffensive air about her, the better to fool her victims.

ENCOUNTER 5

Oktu Bonecutter: Male goblin Wiz 6; CR 6; Small humanoid (goblinoid); HD 6d4+6; hp 23; Init +7 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 14, flat-footed 12 (size +1, Dex +3, bracers of armor +1); BAB/Grp: +3/-2; Atk: +3 melee/+7 ranged (1d3-1/ 19-20 x2, MW dagger) or +8 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +3 melee/+7 ranged (1d3-1/ 19-20 x2, MW dagger) or +8 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA; n/a; SQ familiar owl- “Swoop”, darkvision 60 ft. ; AL N/E; SV Fort +4, Ref +6, Will +6; Str 8, Dex 16, Con 12, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Knowledge: arcana +12, Knowledge: geography +7, Knowledge: nature +11, Profession: Gambler +7 Spellcraft +12; Alertness, Combat Casting, Improved Initiative, scribe scroll, split ray, sudden maximize

Wizard Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0—ray of frost, acid splash, detect magic, daze; 1st— magic missile, shield, benign transposition, true strike; 2nd— scorching ray, false life, desiccate, invisibility; 3rd— fireball, ray of enfeeblement (split ray), haste

Spellbook: 0— (all 0 level spells); 1st—magic missile, shield, benign transposition, true strike, lesser sound orb; 2nd— scorching ray, false life, desiccate, invisibility, earthen grasp ; 3rd— fireball, haste, greater mage armor, resonating bolt

Possessions: MW light crossbow, dagger, 10 bolts, tanglefoot bag, bracers of armor +1, cloak of resistance +1, potion of moderate wounds, potion of protection vs. good, scroll: glitterdust: 5th lvl, scroll: Tasha’s hideous laughter: 5th lvl, potion of protection vs. arrows 10/magic, potion of barkskin +3, scroll: earthen grasp: 4th lvl (x2), scroll: fireball: 5th lvl, pearl of power: lvl 1, screaming bolt

Physical Description: Oktu is somewhat feral looking with painted symbols all over his body and a bone nose ring shaped like the fangs of a bat. Tied around his belt is a bundle of leather straps made from the skins of various creatures which he has had treated and tanned.

Bruk and Vlog: Male orc Ftr 1/ Brb 4; CR 5; Medium humanoids (orc); HD 1d10+2+4d12+8; hp 51; Init +2 (Dex); Spd 40 ft; AC 17, touch 12, flat-footed 17 (Chain shirt +5, Dex +2); BAB/Grp: +5/+10; Atk: +12 melee

(2d4+7/ 18-20 x2, MW falchion) or +10 melee (1d6+5/ 18-20 x2, scimitar) or +7 ranged (1d8+2/ x3, composite longbow (+2 Str) or +10 melee/+7 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +11 melee (2d4+7/ 18-20 x2, MW falchion) or +9 melee (1d6+5/ 18-20 x2, scimitar) or +7 ranged (1d8+2/ x3, composite longbow (+2 Str) or +10 melee/+7 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., fast movement, rage 2/day, uncanny dodge, trap sense +1; AL C/E; SV Fort +8, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +3, Intimidate +4, Jump +5, Listen +3, Ride +3, Survival +2; cleave, power attack, w.f.- falchion

Possessions: MW falchion, scimitar, composite longbow (Str. +2), 20 arrows, tanglefoot bag (x2), chain shirt +1, potion of bulls strength, potion of heroism, potion of protection vs. good, potion of shield of faith +3, badge of valor, elixir of fire breathing

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Leriel Evernight: Hobgoblin Rgr 4/ Ftr 2; CR 6; Medium humanoid (goblinoid); HD 4d8+8+2d10+2; hp 48; Init +3 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 15 (Chain shirt +5, Dex +3); BAB/Grp: +6/+9; Atk: +11 melee (1d8+3/19-20 x2, MW longsword) or +9 melee (1d6+3/ 19-20 x2, short sword) or +9 ranged (1d8/ x3, longbow) or +9 melee/+9 ranged (1d4+2/ 19-20 x2, dagger); Full Atk: +11/+6 melee (1d8+3/19-20 x2, MW longsword) or +9/+4 melee (1d6+3/ 19-20 x2, short sword) or +9/+4 ranged (1d8/ x3, longbow) or +9/+4 melee or +9/+4 ranged (1d4+3/ 19-20 x2, dagger) or +9/+4 melee (1d8+3/19-20 x2, MW longsword) and +7/+2 melee (1d6+1/ 19-20 x2, short sword); Space/Reach 5 ft./5 ft.; SA n/a;

SQ Darkvision 60 ft., favored enemy- elves, wild empathy, combat style, animal companion- hawk; AL L/E; SV Fort +9, Ref +7, Will +2; Str 16, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Hide +8, Jump +4, Knowledge: Geography +3, Knowledge: Nature +3, Listen +5, Move Silently +11, Ride +7, Spot +5, Survival +6; dodge, endurance, improved two weapon fighting mobility, spring attack, w.f.- longsword, track, two weapon fighting,

Ranger Spells Prepared (1; base DC = 11 + spell level); ; 1st— speak with animals

Possessions: MW longsword, short sword, longbow, 20 arrows, dagger, tanglefoot bag, chain shirt +1, potion of cat's grace, potion of cure light wounds (x2), necklace of the wild beast- servitude, potion of bulls strength, boots of elvenkind

Physical Description: Leriel appears as the typical hobgoblin save for a more sinewy, lithe body than others of his kind. He maintains his armor and weapons almost immaculate and always appears prideful, bordering on arrogant.

Umbros Darkwrath: Male hobgoblin Clr 6: CR (worships Nomog-geaya); CR 6; Medium humanoid (goblinoid); HD 6d8+12; hp 45; Init +2 (Dex); Spd 30 ft.; AC 19, touch 12, flat-footed 16 (Breastplate +6, Dex +2, ring of protection +1); BAB/Grp: +4/+6; Atk: +8 melee (1d8+3/ 19-20 x2, longsword+1) or +7 melee (1d6+2/ x2, MW light mace) or +6 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +8 melee (1d8+3/ 19-20 x2, longsword+1) or +7 melee (1d6+2/ x2, MW light mace) or +6 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rebuke undead; AL L/E; SV Fort +7, Ref +4, Will +7; Str 14, Dex 14, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Heal +4, Knowledge: Religion +3, Knowledge: Arcana +3, Spellcraft +3; Combat casting, domain focus: war, domain focus: evil, martial weapon proficiency: longsword, w.f.- longsword

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level, 14 + spell level for spells of the War and Evil domains): 0— detect magic, read magic, create water, guidance, virtue; 1st- protection vs. good*, nimbus of light, shield of faith, divine favor, bless; 2nd- spiritual weapon*, hold person, deific vengeance, silence, sound burst; 3rd- magic vestment*, dispel magic, magic circle vs. good, slashing darkness

*Domain spell. Domains: War: (Martial weapon proficiency and weapon focus with longsword); Domain: Evil (all spells of this domain are cast at +1 caster level).

Possessions: MW light mace, light crossbow, 10 bolts, tanglefoot bag, breastplate +1, longsword +1, potion of cure moderate wounds, scroll: recitation: 7th lvl, potion of bears endurance, ring of protection +1, potion of shield of faith +2, scroll: slashing darkness: 8th lvl (Spell Compendium)

Physical Description: Umbros wears the symbols of his god of war proudly, from the engravings on his longsword to the bloodstained holy symbol chained to his belt which he uses to bash in his enemies skulls as a coupe de grace maneuver, A deep scar along his left eye and its filmy appearance make him look all the more intimidating.

ENCOUNTER 6

Advanced spellstitched boneclaw: Large Undead; CR 6; HD 12d12+48; hp 126; Init +8 (Dex + Improved Initiative); Spd 40 ft.; AC 16, touch 13, flat-footed 12 (-1 size, +4 Dex, +3 natural); BAB/Grp: +6/+15; Atk: +11 melee (2d6+5/ x2, claw); Full Atk: +11/+11 melee (2d6+5/ x2, 2 claws); Space/Reach 10 ft./20 ft.; SA Reaching claws, spell-like abilities; SQ +4 turn resistance, SR 14, DR 5/bludgeoning, magic and silver, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL C/E; SV Fort +6, Ref +10, Will +12; Str 21, Dex 18, Con -, Int 14, Wis 15, Cha 19

Skills and Feats: Combat reflexes, improved initiative, improved natural attack (claw), power attack, weapon focus (claws); Hide +15, Intimidate +19, Listen +17, Move Silently +19, Search +19, Spot +17

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as a

part of an attack up to 20 ft. (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice

Spell-like abilities (Sp): ray of enfeeblement and shocking grasp (4/day in any combination), scorching ray and blade of pain and fear (4/day in any combination), fireball and vampiric touch (2/day in any combination), orb of force and enervation (2/day in any combination)-12th lvl caster

Possessions: Oil of greater magic fang +3, potion of haste, potion of invisibility

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 ft or more feet, before slowly contracting.

Advanced monstrous beast fleshraker dinosaur: Large magical beast; CR 6; HD 10d8+40; hp 90; Init +4 (Dex); Spd 50 ft.; AC 21, touch 12, flat-footed 17 (+4 Dex, +8 natural, size -1); BAB/Grp: +7/+16; Atk: +11 melee (1d8+7 and poison/ x2, bite); Full Atk: +11/+11 melee (1d8+7/ x2, 2 claws) and +9 melee (1d8+2/ x2, bite) and +9 melee (1d8+2 and poison/ x2, tail); Space/Reach 10 ft./10 ft.; SA Leaping pounce, poison, rake 1d8+2, breath weapon; SQ blindsight 100 ft, scent; AL N; SV Fort +11, Ref +11, Will +5; Str 21, Dex 18, Con 18, Int 2, Wis 14, Cha 12.

Skills and Feats: Hide +17, Jump +28; Improved natural attack (claw), track, ability focus: poison, multi-attack

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like a pounce special attack. However, the fleshrakers incredible jumping ability makes its leaping pounce particularly deadly.

When a fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces in during the charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshrakers square, but it is not grappled.

Poison (Ex): Injury, Fortitude DC 21, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save is Constitution-based.

Rake (Ex): Attack bonus +9, damage 1d8+3

Breath weapon (Su): Once every 2d4 rounds, this fleshraker dinosaur can breathe a 30 foot cone of sonic energy. Damage is 2d6, Reflex save DC 19 for half. The save is Constitution-based.

Possessions: None

Physical Description: Thin, wicked-looking spines bristle from this creatures back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws.

Advanced spellwarped mad slasher: Large augmented aberration; CR 6; HD 12d8+84; hp 135; Init +2 (Dex); Spd 40 ft.; AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size); BAB/Grp: +9/+21; Atk: +16 melee (2d6+8/ x2, claw); Full Atk: +16/16 melee (2d6+8/ x2, 2 claws); Space/Reach 10 ft./10 ft.; SA n/a; SQ Darkvision 60 ft., SR 23, spell absorption; AL C/E; SV Fort +10, Ref +7, Will +8; Str 27, Dex 17, Con 23, Int 10, Wis 10, Cha 6. (Miniatures Handbook).

Skills and Feats: Listen +3, Spot +3, Survival +18; Combat Reflexes, dodge, elusive target, mobility, weapon finesse, whirlwind attack

Spell absorption (Su): Whenever a spell fails to penetrate this mad slasher's spell resistance, it gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creatures base speed increases by a number of feet equal to 5 x the level to the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Possessions: None

Physical Description: A grotesque, misshapen head that consists mostly of a blinking eye is supported by six long, slender, spike-tipped limbs.

Leinara the Scarred: Human female Ftr 6; CR 6; Medium humanoid; HD 6d10+12; hp 54; Init +2 (Dex); Spd 30 ft., (20 ft. in breastplate); AC 19, touch 12, flat-footed 17 (Breastplate +6, Dex +2, Buckler +1); BAB/Grp: +6/+9; Atk: +11 melee (1d10+6/ 19-20 x2, +1 bastard sword) or +9 melee (1d6+3/ 19-20 x2, short sword) or +8 melee (1d4+3/ 18-20 x2, kukri) or +8 ranged (1d6/ x3, shortbow) or +9 melee (1d3+3/ x2, locked gauntlet); Full Atk: +11/+6 melee (1d10+6/ 19-20 x2, +1 bastard sword) or +9/+4 melee (1d6+3/ 19-20 x2, short sword) or +8/+3 melee (1d4+3/ 18-20 x2, kukri) or +8/+3 ranged (1d6/ x3,

shortbow) or +9/+4 melee (1d3+3/ x2, locked gauntlet); Space/Reach 5 ft./5 ft.; SA n/a; SQ n/a; AL C/N; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Craft: Weaponsmithing +4, Jump +6, Ride +5, Intimidate +6, Climb +6; Exotic weapon proficiency: bastard sword, w.f.- bastard sword, improved buckler defense, power attack, cleave, close quarter fighting, improved sunder, weapon spec.- bastard sword

Possessions: buckler, kukri, shortbow, short sword, 20 arrows, thunderstones (x2), locked gauntlet, breastplate +1, bastard sword +1, potion of cure light wounds, potion of shield of faith +2, brooch of shielding, salve of slipperiness

Physical Description: Leinara is a strongly built woman with a series of claw-like scars along her face as if she was repeatedly slashed by some wild animal. She is unsettling to behold to the point of intimidation though it is clear that she was once quite beautiful. She typically wields her bastard sword two-handed.

Zeist Throatlitter: Human male Rog 5/ Asn 1; CR 6; Medium humanoid; HD 5d6+5+1d6+1; hp 32; Init +4 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 18 (Chain shirt +5, Dex +3); BAB/Grp: +3/+3; Atk: +7 melee (1d6+1/ 19-20 x2, +1 short sword) or +6 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Full Atk: +7 melee (1d6+1/ 19-20 x2, +1 short sword) or +6 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6, death attack, poison use, spells; SQ evasion, trapfinding, trap sense +1, uncanny dodge AL N/E; SV Fort +3, Ref +11, Will +3; Str 10, Dex 19, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +3, Disable Device +6, Disguise +4, Escape Artist +7, Hide +11, Intimidate +2, Jump +2, Knowledge: local +3, Listen +8, Move Silently +11, Open Lock +6, Perform +4, Search +4, Spot +6, Tumble +10, Use Magic Device +4; Combat reflexes, dodge, mobility, weapon finesse

Death attack: If Zeist studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of paralyzing or killing the target (his choice). While studying the victim, Zeist can undertake other actions so long as his attention stays focused on the target and the target does not detect Zeist or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save DC 12 against a kill effect, he or she dies. If the saving throw fails against the paralysis effect then the victim's mind and body is enervated, rendering them helpless and unable to act for 1d6 rounds plus 1 round per assassin level. If the saving throw succeeds, the attack is just a normal sneak attack. Once Zeist has completed three rounds of study, he must make the attack within the next three rounds. If the death attack is attempted and fails (the victim makes their save) or if the assassin does not launch the attack within three rounds of completing the study, 3 new

rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Assassin Spells Prepared (1; base DC = 11 + spell level): 1st—true strike

Assassin Spellbook: 1st— true strike, obscuring mist, critical strike

Possessions: dagger, 20 arrows, shortbow, tanglefoot bags (x2), chain shirt +1, short sword +1, potion of shield of faith +4, potion of cat's grace, potion of cure moderate wounds, potion of pass without trace, vest of resistance +1, scroll: invisibility: 3rd lvl, scroll: nondetection: 3rd lvl

Physical Description: Zeist is a short, black haired human with dark brown eyes who favors dressing in black to appear more sinister. Most notable on him is a burn scar that completely circles his neck, the result of rope burns from nearly being hung to death years ago after being caught stealing food by an angry mob.

Malignus Riggertmort: Male Halfling Wiz 7; CR 7; Small humanoid; HD 7d4+24; hp 40; Init +3 (Dex); Spd 20 ft.; AC 16, touch 14, flat-footed 13 (Dex +3, size +1, bracers of armor +2); BAB/Grp: +3/-2; Atk: +3 melee/+7 ranged (1d3-1/ 19-20 x2, dagger) or +8 ranged (1d6/ 19-20 x2, MW light crossbow) or +3 melee/+7 ranged (1d4-1/ x2, club); Full Atk: +3 melee/+7 ranged (1d3-1/ 19-20 x2, dagger) or +8 ranged (1d6/ 19-20 x2, MW light crossbow) or +3 melee/+7 ranged (1d4-1/ x2, club); Space/Reach 5 ft./5 ft.; SA n/a; SQ familiar toad- "Blotch"; AL N/E; SV Fort +2, Ref +4, Will +5; Str 8, Dex 16, Con 12, Int 17, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +11, Decipher Script +5, Disguise +4, Knowledge: Arcana +11, Knowledge: Nature +11, Spellcraft +15; Alertness, craft wondrous item, craft arms & armor, eschew materials, reach spell, scribe scroll

Wizard Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb, magic missile, expeditious retreat; 2nd—scorching ray, see invisibility, false life (**precast**), shocking grasp (reach); 3rd— fireball, haste, dispel magic; 4th— polymorph

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp; 2nd— scorching ray, see invisibility, alter self, false life, ghouls touch; 3rd— fireball, haste, dispel magic, vampiric touch; 4th— polymorph

Possessions: daggers (x2), MW light crossbow, club, 10 bolts, bracers of armor +2, potion of shield of faith +3, potion of fox's cunning, potion of protection vs. good, scroll: ray of exhaustion: lvl 5, scroll: touch of idiocy (reach): 5th lvl, metamagic rod: silent (lesser), scroll: dispelling screen: lvl 7, wand of web: 3rd lvl

Physical Description: Malignus is a repulsive looking halfling with self-induced physical changes of a bizarre

nature. Amongst them include one webbed hand, one round fish-like eye, a scraggly tail, and pointy dog looking ears just to name a few. When he moves, he waddles more than he walks due to being somewhat bow-legged.

Malignus (troll form): HD 7d4+56; hp 67; Init +2; Spd 30 ft.; AC 19, touch 11, flat-footed 17 (Dex +2, size -1, natural +6, Bracers of Armor +2); BAB/Grp: +3/+14; Atk: +9 melee/ +5 ranged (1d6+7/ 19-20 x2, MW daggers) or +5 ranged (2d6/ 19-20 x2, MW light crossbow) or +8 melee/ +4 ranged (1d8/ x2, club) or +8 melee (1d6+7/ x2, claw) or +3 melee (1d6+3/ x2, bite); Full +9 melee/ +5 ranged (1d6+7/ 19-20 x2, MW daggers) or +5 ranged (2d6/ 19-20 x2, MW light crossbow) or club +8 melee/ +4 ranged (1d8/ x2, club) or +8/+8 melee (1d6+7/ x2, 2 claws) and +3 melee (1d6+3/ x2, bite) ; Space/Reach 10 ft./10 ft.; SA Rend- 2d6+9; SQ familiar toad- "Blotch", favored shapes- troll, ankheg, black pudding, extended change; AL N/E; SV Fort +8, Ref +3, Will +6; Str 23, Dex 14, Con 23, Int 20, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +16, Craft: Weaving +8, Decipher Script +5, Disguise +4, Knowledge: Arcana +16, Knowledge: Nature +13, Spellcraft +17; Alertness, craft arms & armor, craft construct, craft wondrous item, eschew materials, reach spell, scribe scroll

Wizard Spells Prepared (4/6/4/4/3; base DC = 15 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb (x2), magic missile, expeditious retreat; 2nd—scorching ray, see invisibility, false life (**precast**), shocking grasp (reach); 3rd—fireball, haste, dispel magic, ghoul touch (reach); 4th—polymorph

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp, unseen servant; 2nd— scorching ray, see invisibility, alter self, false life, ghouls touch, arcane lock; 3rd—fireball, haste, dispel magic, vampiric touch, fly; 4th— orb or force, polymorph, Evard's Black tentacles

Possessions: Same

Physical appearance: As per a troll but with the unique deformities and physical modifications he has added to himself.

ENCOUNTER 7

Spider eaters: Huge magical beasts; CR 6; hp HD 9d10+63; hp 115 Init +1 (Dex); Spd 30 ft., fly 60. (good); AC 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); BAB/Grp: +9/+26; Atk: +16 melee (2d6+9 + poison/ x2, sting); Full Atk: +16 melee (2d6+9 + poison/ x2, sting) and +14 melee (2d6+4/ x2, bite); Space/Reach 15ft./10 ft.; SA implant, poison; SQ Darkvision 60 ft, freedom of movement, low-light vision, scent; AL N; SV Fort +14, Ref +8, Will +4; Str 29, Dex 12, Con 25, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +14; Ability focus: poison, alertness, dodge, multiattack

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from the inside out.

Poison (Ex): Injury, Fortitude save DC 23, initial damage: none, secondary damage- paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of movement (Su): Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Possessions: None

Physical Description: This beast resembles an enormous, two legged hornet with a pair of small forelimbs and huge bat wings.

ENCOUNTER 8

Telleros Silvertongue: Human Rog 5/ Spymstr 1 (worships Syrul); CR 6; Medium humanoid; HD 5d6+1d6; hp 27; Init +3 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 18 (studded leather +4, Dex +3, amulet of natural armor +1); BAB/Grp: +3/+3; Atk: +4 melee (1d6/ 19-20 x2, MW short sword) or +3 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Full Atk: +4 melee (1d6/ 19-20 x2, MW short sword) or +3 melee/+6 ranged (1d4/ 19-20 x2, dagger) or +6 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ cover identity, evasion, trapfinding, trap sense +1, uncanny dodge, undetectable alignment; AL C/N; SV Fort +1, Ref +9, Will +2; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +16, Diplomacy +12, Disable Device +6, Disguise +18, Escape Artist +8, Forgery +5, Gather Information +11, Hide +11, Sense Motive +5, Knowledge: local +5, Listen +6, Open Lock +5, Perform +7, Search +6, Spot +6, Tumble +8; Combat reflexes, dodge, mobility, Skill focus: Bluff

Cover Identity (Ex): Telleros has the cover identity of a peasant farmer named Abner Longfield. While operating in this cover identity, he gains a +4 circumstance bonus to Disguise checks and a +4 circumstance bonus on Bluff and Gather Information checks.

Undetectable alignment (Ex): Telleros is adept at shifting his mental identities and information, making it impossible for others to detect his alignment by any form of divination. This ability functions like the spell undetectable alignment except that it is always active.

Possessions: Disguise kit, MW short sword, dagger, shortbow, 20 arrows, tanglefoot bag x2, flask of instant rope, flask of vicious bleeder, flask of fleetfoot, studded leather +1- glamered, potion of non-detection, potion of shield of faith +3, potion of invisibility, potion of cure moderate wounds, potion of spider climb

Physical Description: Telleros plays the role of wary victim and reluctant warrior defending the town using his high bluff and disguise skills. He appears as a dirty-faced, commoner with scavenged equipment, a pitchfork

(for show mainly, as a weapon as a last resort), light brown hair and blue eyes.

Nyv Vermingut: Kobold Sor 6 (worships the Earth Dragon); CR 6; Small humanoid (reptilian); HD 6d4+9; hp 25; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 13, flat-footed 13 (natural +1, Dex +2, size +1, bracers of armor +1); BAB/Grp: +3/-3; Atk: +2 melee/+6 ranged (1d3-2/ 19-20 x2, dagger) or +6 ranged (1d3-2/ x2, darts) or +7 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +2 melee/+6 ranged (1d3-2/ 19-20 x2, dagger) or +6 ranged (1d3-2/ x2, darts) or +7 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ toad familiar "Lump", dark vision 60 ft., light sensitivity; AL N/E; SV Fort +3, Ref +4, Will +6; Str 6, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +10, Knowledge: arcana +6, Spellcraft +12, Craft: trapmaking +7; Alertness, combat casting, improved initiative, empower spell

Sorcerer Spells Prepared (6/7/6/4; base DC = 13 + spell level): 0—acid splash, ray of frost, detect magic, ghost sound, mage hand, read magic; 1st—shield, lesser electrical orb, benign transposition, magic missile; 2nd—scorching ray, invisibility; 3rd—ray of exhaustion

Possessions: MW light crossbow, 10 bolts, dagger, darts (x10), tanglefoot bag, bracers of armor +1, potion of cure moderate wounds, scroll: dispel magic: 7th lvl, scroll: scorching ray: 7th lvl, potion of barkskin +2, scroll: bands of steel: 7th level, scroll: fireball: 7th level, potion of eagles splendor, brooch of shielding

Physical Description: Nyv is a very thin kobold with many markings tattooed on his scaly hide that depict dragons or scripture that speaks to his reverence towards them. He dresses with a touch of elegance, preferring the colors of red and black and is impeccably clean.

Golos and Atoren: Male orc Ftr 1/ Brb 5; CR 6; Medium humanoids (orc); HD 1d10+2+5d12+10; hp 62; Init +2 (Dex); Spd 40 ft., 30 ft. in breastplate; AC 19, touch 12, flat-footed 16 (Breastplate +6, Dex +2, amulet of natural AC +1); BAB/Grp: +6/+11; Atk: +13 melee (2d4+7/ 18-20 x2, MW falchion) or +11 melee (1d6+5/ 18-20 x2, scimitar) or +8 ranged (1d8+2/ x3, MW composite longbow (+3 Str) or +11 melee/+8 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +13/+8 melee (2d4+7/ 18-20 x2, MW falchion) or +11/+6 melee (1d6+5/ 18-20 x2, scimitar) or +8/+3 ranged (1d8+3/ x3, Composite longbow (+3 Str) or +11/+6 melee or +8/+3 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rage 2/day, fast movement, uncanny dodge, trap sense +1, improved uncanny dodge; AL C/E; SV Fort +7, Ref +3, Will +1; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Intimidate +5, Jump +6, Listen +7, Ride +3, Survival +4; Cleave, combat brute, power attack, w.f.- falchion

Possessions: Scimitar, MW composite longbow (Str. +3), 20 arrows, flask of blade-fire, MW falchion, breastplate +1, potion of enlarge person, potion of shield of faith +2, potion of protection vs. good, everlasting

rations, oil of keen edge, potion of bulls strength, oil of flame arrow, potion of fly, potion of cure moderate wounds

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Rydra Feralfang: Female hobgoblin Drd 6; (worships Beltar); CR 6; Medium humanoid (goblinoid); HD 6d8+12; hp 45; Init +3; Spd 30 ft. AC 16, touch 12, flat-footed 16 (Dex +2, bone studded leather +4); BAB/Grp: +4/+5; Atk: +6 melee (1d6+1/ 18-20 x2, MW scimitar) or +5 melee/+6 ranged (1d6+1/ x2, shortspear) or +5 melee/+6 ranged (1d4+1/ 19-20 x2, dagger) or +7 ranged (1d4/ x2, MW sling); Full Atk: +6 melee (1d6+1/ 18-20 x2, MW scimitar) or +5 melee/+6 ranged (1d6+1/ x2, shortspear) or +5 melee/+6 ranged (1d4+1/ 19-20 x2, dagger) or +7 ranged (1d4/ x2, MW sling); Space/Reach 5 ft./5 ft.; SA n/a; SQ animal companion- wolverine "Rabid", nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 2/day; AL N/E; SV Fort +7 Ref +4, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Diplomacy +4, Handle Animal +12, Heal +5, Knowledge: Nature +11, Listen +6, Move Silently +5, Ride +4, Spot +6, Survival +10. Eagles wings, elephant hide, skill focus: Handle Animal

Druid Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—know direction, flare, detect magic, guidance, resistance; 1st—faerie fire, sunstroke, longstrider, lesser vigor; 2nd—creeping cold, embrace the wild, soften earth & stone, barkskin; 3rd—winters embrace, poison, call lightning

Possessions: shortspear, dagger, 10 sling stones, MW sling, MW scimitar, +1 bone studded leather, potion of bears endurance, oil of magic stone, potion of barkskin +3, scroll: nature's favor: 6th lvl, collar of obedience, scroll: spike growth: 6th level, potion of greater magic fang +2, scroll: animal messenger: 4th lvl

Physical Description: Rydra is a female hobgoblin of average build with dark red hair and a look of spite in her dark brown eyes. She wears a bone studded armor that has seen better days and carries her blood red scimitar proudly. Her faithful animal companion Rabid tends to prowl around her awaiting her command to strike.

ENCOUNTER 10

Vivakros Venomflame: Male human Clr 7 (worships Pyremius); CR 7; Medium humanoid; HD 7d8+7; hp 47; Init +5 (Dex + Improved Initiative); Spd 30 ft., 20 ft. in breastplate; AC 18, touch 11 flat-footed 17 (Breastplate +6, Dex +1, buckler +1); BAB/Grp: +5/+6; Atk: +7 melee (1d8+1/ x2, MW heavy mace) or +6 melee (1d6+1/ x2, light mace) or +6 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +7 melee (1d8+1/ x2, MW heavy mace) or +6 melee (1d6+1/ x2, light mace) or +6 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rebuke undead, turn or rebuke water creatures, rebuke;

rebuke, command, or bolster fire creatures; AL N/E; SV Fort +6, Ref +3, Will +9; Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 10

Skills and Feats: Concentration +10, Heal +7, Knowledge: Arcana +5, Knowledge: Religion +6, Spellcraft +8; Combat casting, domain focus: evil, domain focus: fire, improved initiative

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—guidance (x2), resistance, detect magic, virtue, light; 1st—burning hands*, bless, divine favor, nimbus of light, shield of faith, resurgence; 2nd—produce flame*, bears endurance, deific vengeance, sound burst, silence; 3rd—magic circle vs. evil*, darkfire, invisibility purge, slashing darkness; 4th—unholy blight*, poison, freedom of movement

*Domain spell. **Domains:** Evil and Fire; **Domain:** Evil – cast all spells from the Evil domain at +1 caster level; **Domain:** Fire – Turn or destroy water creatures as good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead

Possessions: light mace, light crossbow, 10 bolts, MW heavy mace, silver holy symbol of Pyremius, MW heavy mace, thunderstone, sparkstones, buckler, breastplate +1, oil of magic weapon, potion of barkskin +3, potion of owls wisdom, scroll: nimbus of light: 5th lvl, potion of cure moderate wounds, scroll: deific vengeance: 6th lvl, scroll: lesser vigor: 6th lvl, vest of resistance +1, horn of fog, scroll: unholy blight: 7th lvl, scroll: prayer: 7th lvl

Physical Description: Vivakros is a slender man with dark tanned skin, a flame-red braided pony tail at the center of his otherwise bald head that reaches half-way down his back and eyes the color of coal. He has ritualistic burns on small portions of his body, including the outline of the flaming symbol of Pyremius burned into the flesh above his heart. He wears black robes with red flames depicted on them

Terrak & Gresh Keenclaws: Forest troll Brb 2; CR 6; Medium giant; HD 5d8+30+2d12+12; hp 80; Init +7 (Dex + Improved Initiative); Spd 40 ft., climb 30 ft.; AC 23, touch 13, flat-footed 23 (Chain shirt +5, Dex +3, natural +5); BAB/Grp: +5/+8; Atk: +10 melee (2d6+4/ 19-20 x2, MW greatsword) or +8 ranged (1d6+3/ x2, javelin) or +8 melee (1d4+3 plus poison/ x2, claw) or +8 melee (1d3+3/ x2, locked gauntlet); Full Atk: +10 melee (2d6+4/ 19-20 x2, MW greatsword) or +8 ranged (1d6+3/ x2, javelin) or +8/+8 melee (1d4+3 plus poison/ x2, 2 claws) or +8 melee (1d3+3/ x2, locked gauntlet) and +3 melee (1d4+1/ x2, bite); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 90 ft., fast healing 5, low light vision, scent, fast movement, rage 1/day, uncanny dodge; AL C/E; SV Fort +13, Ref +4, Will +1; Str 17, Dex 16, Con 23, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +6 (+8 in jungle or forest), Listen +7, Spot +7, Survival +5; improved initiative, track, w.f.- greatsword **Poison (Ex):** Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. Forest trolls create their own special poison from their saliva and coat their javelins and claws. The save is

Constitution-based. **Note:** In the case of these particular forest trolls, when they want to use their claw attack, they will release their greatsword and hold it with one hand, thus allowing them one claw and one bite attack rather than the two claw attacks. If they do not wield a weapon then they get their claw/claw/bite routine as per their normal ability.

Possessions: javelins x6 (each), MW greatsword, locked gauntlet, chain shirt +1, potion of bulls strength, potion of magic circle vs. good, amulet of health +2

Physical Description: These creatures have the ape-like posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak of an intelligence greater than its troll-like visage would suggest.

Revelos Fatebinder: Kobold Sor 6/ Dvn Rcl 2 (worships Kurtulmak); CR 8; Small humanoid (reptilian); HD 6d4+6+2d6+2; hp 33; Init +3 (Dex); Spd 30 ft.; AC 17, touch 14, flat-footed 14 (Dex +3, size +1, natural +1, bracers of armor +2); BAB/Grp: +4/-1; Atk: +5 melee/+9 ranged (1d3-1/ 19-20 x2, MW dagger) or +8 ranged (1d6/ 19-20 x2, light crossbow) or +4 melee (1d4-1/ x2, quarterstaff); Full Atk: +5 melee/+9 ranged (1d3-1/ 19-20 x2, dagger) or +8 ranged (1d8/ 19-20 x2, light crossbow) or +4 melee (1d4-1/ x2, quarterstaff); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., familiar weasel – “Scamper”, oracle domain, scry bonus, prescient sense, trap sense +1; AL N; SV Fort +2, Ref +8, Will +7; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 18.

Skills and Feats: Concentration +7, Knowledge: Arcana +6, Knowledge: Religion +11, Spellcraft +7; Alertness, combat casting, lightning reflexes, skill focus: Knowledge: Religion

Sorcerer Spells Prepared (6/7/7/6/4; base DC = 14 + spell level): 0—detect magic, touch of fatigue, ray of frost, mage hand, read magic, ghost sound; 1st—ray of enfeeblement, shield, true strike, lesser electrical orb, protection vs. good, identify*; 2nd—scorching ray, see invisibility, invisibility, augury*; 3rd—haste, fireball, divination*; 4th—orb or force, scrying*

Possessions: quarterstaff, dagger, light crossbow, 10 bolts, bracers of armor +2, scroll: mage armor: 8th lvl, scroll: ray of enfeeblement: 5th lvl, wand of magic missile: 5th lvl, potion of eagles splendor, potion of resist energy: 10, scroll: scorching ray: 7th lvl, potion of cure moderate wounds, scroll: fireball: 7th lvl, scroll: arcane sight: 7th lvl

Physical Description: Revelos appears as a typical kobold wearing robes save that he is paler skinned than most of his kind. His naked tail is noticeably thin and in comparison to the rest of his body. His gaze always seems distant, as if always looking through or beyond what is immediate. It's almost as if he is searching for something others cannot find.

Advanced worg: Medium magical beast; CR 3; HD 7d10+14; hp 63; Init +2 (Dex); Spd 50 ft.; AC 16, touch 12, flat-footed 14 (Dex +2, natural +2, leather barding +2); BAB/Grp: +7/+10; Atk: +11 melee (1d6+4/ x2, bite); Full Atk: +11 melee (1d6+4/ x2, bite); Space/Reach 5 ft./5 ft.;

SA Trip; SQ Darkvision 60 ft., low light vision, scent; AL N/E; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

Skills and Feats: Hide +14, Listen +7, Move Silently +6, Spot +8, Survival +2; Alertness, track, w.f.- bite

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the worg.

Possessions: Leather barding

Physical Description: These beasts look like dark-colored wolves with a malevolent intelligence in its face and eyes.

APPENDIX 5 – APL 10

ENCOUNTER 2

Eliora Pegason: Eliora Pegason: Female human Rog 3/ Sor 5/ Mindspy 3; CR 11; Medium humanoid; HD 3d6+3+5d4+5+3d8+3; hp 54; Init +8 (Dex + Improved Initiative); Spd 30 ft.; AC 19, touch 14, flat-footed 16 (Studded leather +4, Dex +3, ring of protection +1, amulet of natural armor +1); BAB/Grp: +7/+7; Atk: +11 melee (1d6+1/19-20 x2, short sword +1, defending) or +11 melee/ +11 ranged (1d4/19-20 x2, MW dagger) or +10 ranged (1d6/ x3, shortbow); Full Atk: +11/+6 melee (1d6+1/19-20 x2, short sword +1, defending) or +11/+6 melee/ +11/+6 ranged (1d4/19-20 x2, MW dagger) or +10/+5 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, combat telepathy, spherical detect thoughts, faster mindscan; SQ familiar rat “Skitter”, evasion, trapfinding, trap sense +1, anticipate, multiple surface thoughts; AL C/N; SV Fort +7, Ref +9, Will +10; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +11, Climb +2, Concentration +15, Decipher Script +4, Diplomacy +8, Disable Device +4, Escape Artist +8, Gather Information +8, Hide +8, Jump +5, Knowledge: Arcana +3, Knowledge: local +4, Knowledge: Royalty & Nobility +4, Listen +8, Spot +8, Search +6, Sense Motive +4, Spellcraft +4, Tumble +9: Alertness, Dive for Cover, Improved Diversion, Improved Initiative, Skill focus: Bluff, Weapon Finesse

Anticipate (Su): Because Eliora is reading her foe's thoughts, she knows where to block and where she needs to dodge before an attack from the foe arrives. In addition, she can detect weak points in a foe's defenses by observing her enemy's thoughts. At 1st level, Eliora can add 1 point of Charisma bonus (if any) per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal 3 rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If Eliora is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponents' surface thoughts, Eliora can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If Eliora succeeds, she can maintain concentration on detect thoughts as a free action. If Eliora casts a spell or uses another spell-like ability, detect thoughts ends.

Spherical Detect Thoughts (Su): Eliora can widen the area of her detect thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): Eliora is adept at tuning into others thoughts quickly. In the round that she activates detect thoughts, she detects the presence or absence of thoughts and the Intelligence score of each thinking

mind in the area. In the next round, she detects the surface thought of any one mind in the area.

Multiple Surface Thoughts (Su): Eliora can simultaneously detect the surface thoughts of any two creatures who fail their Will saves. This means she gains anticipate bonuses against both of them. Once per round, as a free action, she can choose new minds to listen in on.

Sorcerer Spells Prepared (6/7/5; base DC = 12 + spell level): 0—detect magic, ghost sound, mage hand, acid splash, touch of fatigue, prestidigitation; 1st— shield, grease, magic missile, expeditious retreat; 2nd- invisibility, detect thoughts

Possessions: MW dagger, shortbow, tanglefoot bags (x2), thunderstones (x2), 20 arrows, vest of resistance +1, potion of cure moderate wounds, scroll: scorching ray: 7th lvl, scroll: web: 6th lvl, potion of haste, short sword +1-defending, potion of gaseous form, necklace of fireballs: type 5, ring of protection +1, amulet of natural armor +1, studded leather +1, potion of cats grace

Physical Description: Eliora appears as a slender human female with round rimmed spectacles and plain clothing. She maintains a mousy, almost inoffensive air about her, the better to fool her victims.

ENCOUNTER 5

Oktu Bonecutter: Male goblin Wiz 7/ Ftspnr 1; CR 8; Small humanoid (goblinoid); HD 7d4+7+1d4+1; hp 30; Init +7 (Dex + Improved Initiative); Spd 30 ft.; AC 15, touch 14, flat-footed 12 (size +1, Dex +3, bracers of armor +1); BAB/Grp: +3/-2; Atk: +3 melee/ +7 ranged (1d3-1/ 19-20 x2, MW dagger) or +8 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +3 melee/+7 ranged (1d3-1/ 19-20 x2, MW dagger) or +8 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA; n/a; SQ familiar owl- “Swoop”, darkvision 60 ft., spin fate; AL N/E; SV Fort +4, Ref +6, Will +9; Str 8, Dex 16, Con 12, Int 18, Wis 12, Cha 8.

Skills and Feats: Appraise +6, Concentration +12, Knowledge: arcana +15, Knowledge: geography +11, Knowledge: nature +14, Profession: Gambler +8 Spellcraft +17; Alertness, Combat Casting, Improved Initiative, scribe scroll, split ray, sudden maximize

Spin Fate (Ex): Oktu, as a free action, can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point per point basis. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. Oktu currently has 1 point of spin stored.

Wizard Spells Prepared (4/5/4/4/3; base DC = 14 + spell level): 0—ray of frost, acid splash, detect magic, daze; 1st- magic missile, shield, benign transposition, true strike, lesser acid orb; 2nd- scorching ray, false life, desiccate, invisibility; 3rd- fireball, ray of enfeeblement

(split ray), haste, greater mage armor; 4th- orb of force, dimension door, Evard's black tentacles

Spellbook: 0— (all 0 level spells); 1st—magic missile, shield, benign transposition, true strike, lesser sound orb, ray of enfeeblement; 2nd- scorching ray, false life, desiccate, invisibility, earthen grasp, spectral hand, familiar pocket; 3rd- fireball, haste, greater mage armor, resonating bolt; 4th- dimension door, Evard's black tentacles, orb of force, fear

Possessions: MW light crossbow, dagger, 10 bolts, tanglefoot bag, bracers of armor +1, cloak of resistance +1, wand of Melf's acid arrow: lvl 5, potion of protection vs. good, scroll: glitterdust: 6th lvl, scroll: see invisibility: 3rd lvl, scroll: solid fog: 7th lvl, scroll: stony grasp: lvl 5, pearl of power lvl 1

Physical Description: Oktu is somewhat feral looking with painted symbols all over his body and a bone nose ring shaped like the fangs of a bat. Tied around his belt is a bundle of leather straps made from the skins of various creatures which he has had treated and tanned.

Bruk and Vlogr: Male orc Ftr 1/ Brb 6: CR 7; Medium humanoid (orc); HD 1d10+2+6d12+12; hp 72; Init +2 (Dex); Spd 40 ft; AC 17, touch 12, flat-footed 17 (Chain shirt +5, Dex +2); BAB/Grp: +7/+12; Atk: +14 melee (2d4+8/ 18-20 x2, +1 falchion) or +12 melee (1d6+5/ 18-20 x2, scimitar) or +10 ranged (1d8+2/ x3, MW Composite longbow (+2 Str) or +12 melee/+9 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +14/+9 melee (2d4+7/ 18-20 x2, +1 falchion) or +13/+8 melee (1d6+5/ 18-20 x2, scimitar) or +10/+5 ranged (1d8+2/ x3, MW Composite longbow (+2 Str) or +12/+7 melee or +9/+4 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., fast movement, rage 2/day, uncanny dodge, trap sense +2, improved uncanny dodge; AL C/E; SV Fort +9, Ref +4, Will +4; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +5, Intimidate +6, Jump +5, Listen +4, Ride +3, Survival +3; cleave, iron will, power attack, w.f.- falchion,

Possessions: Scimitar, MW composite longbow (Str. +2), 20 arrows, tanglefoot bag, falchion +1, chain shirt +1, potion of bulls strength, potion of heroism, potion of protection vs. good, potion of shield of faith +4, badge of valor, javelin of lightning

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Leriel Evernight: Hobgoblin Rgr 5/ Ftr 2; CR 7; Medium humanoid (goblinoid); HD 5d8+10+2d10+2; hp 54; Init +3 (Dex); Spd 30 ft.; AC 19, touch 13, flat-footed 16 (Chain shirt +5, Dex +3, amulet of natural ac +1); BAB/Grp: +7/+10; Atk: +12 melee (1d8+3/19-20 x2, MW longsword) or +10 melee (1d6+3/ 19-20 x2, short sword) or +10 ranged (1d8/ x3, longbow) or +10 melee/+10 ranged (1d4+2/ 19-20 x2, dagger); Full Atk: +12/+7 melee (1d8+3/19-20 x2, MW longsword) or +10/+5 melee (1d6+3/ 19-20 x2, short sword) or +10/+5 ranged (1d8/ x3, longbow) or +9/+4 melee or +9/+4 ranged (1d4+3/ 19-20 x2, dagger) or +10/+5 melee (1d8+3/19-20 x2, MW

longsword) and +8/+3 melee (1d6+1/ 19-20 x2, short sword); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., favored enemy- elves & humans, wild empathy, combat style, animal companion- hawk; AL L/E; SV Fort +9, Ref +7, Will +2; Str 16, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +7, Hide +9, Jump +4, Knowledge: Geography +3, Knowledge: Nature +4, Listen +6, Move Silently +12, Ride +7, Spot +6, Survival +6; dodge, endurance, improved two weapon fighting mobility, spring attack, w.f.- longsword, track, two weapon fighting

Ranger Spells Prepared (1; base DC = 11 + spell level); 1st—speak with animals

Possessions: MW longsword, short sword, longbow, 20 arrows, dagger, chain shirt +1, potion of cat's grace, potion of cure light wounds (x2), potion of pass without trace, necklace of the wild beast- servitude, potion of bulls strength, boots of elvenkind, amulet of natural armor +1

Physical Description: Leriel appears as the typical hobgoblin save for a more sinewy, lithe body than others of his kind. He maintains his armor and weapons almost immaculate and always appears prideful, bordering on arrogant.

Umbros Darkwrath: Male hobgoblin Clr 8: (worships Nomog-geaya); CR 8; Medium humanoid (goblinoid); HD 8d8+16; hp 60; Init +2 (Dex); Spd 30 ft.; AC 19, touch 13, flat-footed 17 (Breastplate +6, Dex +2, ring of protection +1); BAB/Grp: +6/+8; Atk: +10 melee (1d8+3/ 19-20 x2, longsword+1) or +9 melee (1d6+2/ x2, MW light mace) or +8 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +10/+5 melee (1d8+3/ 19-20 x2, longsword+1) or +9/+4 melee (1d6+2/ x2, MW light mace) or +8/+3 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rebuke undead; AL L/E; SV Fort +8, Ref +4, Will +10; Str 14, Dex 14, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +12, Heal +5, Knowledge: Religion +4, Knowledge: Arcana +2, Spellcraft +4; Combat casting, domain focus: war, domain focus: evil, martial weapon proficiency: longsword, w.f.- longsword

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 15 + spell level, 16 + spell level for spells of the War and Evil domains): 0— detect magic, read magic, create water, guidance (x2), virtue; 1st- protection vs. good*, nimbus of light, shield of faith, divine favor, bless, resurgence, lesser vigor; 2nd- spiritual weapon*, hold person, deific vengeance, silence, sound burst; 3rd- magic vestment*, dispel magic, magic circle vs. good, slashing darkness, invisibility purge; 4th- unholy blight, freedom of movement, divine power, death ward

*Domain spell. Domains: War: (Martial weapon proficiency and weapon focus with longsword); Domain: Evil (all spells of this domain are cast at +1 caster level).

Possessions: MW light mace, light crossbow, 10 bolts, tanglefoot bag, breastplate +1, longsword +1, potion of cure moderate wounds, scroll: recitation: 7th lvl, potion of

bears endurance, ring of protection +1, periapt of wisdom +2, potion of shield of faith +3, scroll: darkfire: 8th lvl (Spell Compendium)

Physical Description: Umbros wears the symbols of his god of war proudly, from the engravings on his longsword to the bloodstained holy symbol chained to his belt which he uses to bash in his enemies skulls as a coupe de grace maneuver, A deep scar along his left eye and its filmy appearance make him look all the more intimidating.

ENCOUNTER 6

Advanced Spellstitched boneclaw: Large Undead; CR 7; HD 16d12+64; hp 192; Init +8 (Dex + Improved Initiative); Spd 40 ft.; AC 16, touch 13, flat-footed 12 (-1 size, +4 Dex, +3 natural); BAB/Grp: +8/+18; Atk: +14 melee (2d6+6/ x2, claw); Full Atk: +14/+14 melee (2d6+6/ x2, 2 claws); Space/Reach 10 ft./25 ft.; SA Reaching claws, spell-like abilities; SQ +4 turn resistance, SR 14, DR 5/bludgeoning, magic and silver, darkvision 60 ft., immunity to cold, undead traits, unholy toughness; AL C/E; SV Fort +7, Ref +11, Will +14; Str 22, Dex 18, Con -, Int 14, Wis 15, Cha 19

Skills and Feats: Combat reflexes, improved initiative, improved natural attack (claw), power attack, weapon focus (claws), extended reach; Hide +17, Intimidate +21, Listen +19, Move Silently +21, Search +21, Spot +19

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as a part of an attack up to 25 ft. (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice

Spell-like abilities (Sp): ray of enfeeblement and shocking grasp (4/day in any combination), scorching ray and blade of pain and fear (4/day in any combination), fireball and vampiric touch (2/day in any combination), orb of force and enervation (2/day in any combination)-16th lvl caster

Possessions: Oil of greater magic fang +3, potion of haste, potion of invisibility

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 ft or more feet, before slowly contracting

Advanced monstrous beast dire lion: Large magical beast; CR 7; HD 11d8+33; hp 91; Init +2 (Dex); Spd 40 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 Dex, +3 natural); BAB/Grp: +8/+19; Atk: +15 melee (1d6+7/ x2, claw); Full Atk: +15/+15 melee (1d6+7/ x2, 2 claws) and +10 melee (1d8+3/ x2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, petrifying gaze, pounce, rake- 1d6+3; SQ Blindsight 100 ft., low light vision, scent; AL N; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +8, Move Silently +6, Spot +7; Alertness, irresistible gaze, run, weapon focus: claw

Petrifying Gaze (Su): Any creature who the dire lion specifically targets must make a Fortitude save DC 18 or be turned to stone. The range of the gaze effect is 30 ft. The Irresistible Gaze feat adds +2 to the DC.

Blindsight (Ex): This dire lion can ascertain its surroundings, including objects and creatures by non-visual means (mostly hearing and scent, but also noticing vibrations other environmental clues). The range of this sight is 100 ft.

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

Pounce (Ex): If the dire lion charges, it can make a full attack including two rakes.

Rake (Ex): Attack bonus +14 melee, damage 1d6+3.

Possessions: None

Physical Description: This immense lion has a short mane and a spotted tawny coat oddly colored in certain areas. Unlike the mundane variety of lion, this monstrous creature has bony protrusions around its eyes and shoulders, with spiked ridges running along the lengths of its back.

Advanced spellwarped dire ape: Augmented animal; CR 7; HD 10d8+43; hp 91; Init +3 (Dex); Spd 30 ft., climb 15; AC 18, touch 12, flat-footed 15 (-1 size, Dex +3, natural +6); BAB/Grp: +7/+19; Atk: +14 melee (1d6+8/ x2, claw); Full Atk: +14/+14 melee (1d6+8/ x2, 2 claws) and +12 melee (1d8+4/ x2, bite); Space/Reach 10 ft./10 ft.; SA Rend- 2d6+12; SQ low light vision, scent, SR 21, spell absorption; AL N/E; SV Fort +11, Ref +10, Will +8; Str 27, Dex 17, Con 18, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +17, Listen +6, Move Silently +6, Spot +8; Alertness, improved scent, multiattack, toughness

Spell absorption (Su): Whenever a spell fails to penetrate this dire apes spell resistance, it gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creatures base speed increases by a number of feet equal to 5 x the level to the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Possessions: None

Physical Description: This great, feral ape is about the size of an ogre, but even more muscular. It is barrel-chested, with thick, black fur plus other odd colorations in other parts of its body, long arms, and a broad muzzle. It seems well equipped with claws and teeth.

Leinara the Scarred: Human female Ftr 6/ Exotic Wpnmstr 2/ Brb 1; CR 9; Medium humanoid; HD 6d10+12+2d10+4+1d12+2; hp 83; Init +2 (Dex); Spd 40 ft., (30 ft. in breastplate); AC 19, touch 12, flat-footed 17 (Breastplate +6, Dex +2, Buckler +1); BAB/Grp: +9/+14; Atk: +16 melee (1d10+13/ 17-20 x2, +1 bastard sword) or +14 melee (1d6+5/ 19-20 x2, short sword) or +14 melee (1d4+5/ 18-20 x2, kukri) or +11 ranged (1d6/ x3, shortbow) +14 melee (1d3+5/ x2, locked gauntlet); Full Atk: +16/+11 melee (1d10+6/ 17-20 x2, MW bastard sword) or +14/+9 melee (1d6+5/ 19-20 x2, short sword) or +14/+9 melee (1d4+5/ 18-20 x2, kukri) or +11/+6 ranged (1d6/ x3, shortbow) or +14/+9 melee (1d3+5/ x2, locked gauntlet); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rage 1/day, fast movement, weapon stunt- uncanny blow, weapon stunt- exotic sunder; AL C/N; SV Fort +13, Ref +5, Will +4; Str 20, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Craft: Weaponsmithing +7, Jump +7, Ride +6, Intimidate +10, Climb +7; Exotic weapon proficiency: bastard sword, w.f.- bastard sword, improved buckler defense, improved critical: bastard sword, power attack, cleave, close quarter fighting, improved sunder, weapon spec.- bastard sword

Weapon stunt: uncanny blow (Ex): When wielding a one-handed exotic weapon in two hands, Leinara can focus the power of her attack so that she deals damage equal to her Strength bonus x2 rather than her Strength bonus x 1 and ½. Since she has the power attack feat, she treats her bastard sword as two-handed for determining her bonus on damage rolls.

Weapon stunt: exotic sunder (Ex): When wielding her bastard sword one-handed or two-handed, she deals an extra 1d6 damage on any successful sunder attempt.

Possessions: buckler, kukri, shortbow, short sword, 20 arrows, thunderstones (x2), locked gauntlet, breastplate +1, bastard sword +1, potion of cure moderate wounds, potion of shield of faith +3, potion of barkskin +3, brooch of shielding, salve of slipperiness, potion of displacement, cloak of resistance +1

Physical Description: Leinara is a strongly built woman with a series of claw-like scars along her face as if she was repeatedly raked by some wild animal. She is unsettling to behold to the point of intimidation though it is clear that she was once quite beautiful. She typically wields her bastard sword two-handed.

Zeist Throatlitter: Human male Rog 5/ Asn 3/ ShD 1; CR 9; Medium humanoid; HD 5d6+5+2d6+2+1d8+1; hp 49; Init +3 (Dex); Spd 30 ft.; AC 19, touch 15, flat-footed 19 (Chain shirt +5, Dex +4); BAB/Grp: +5/+5; Atk: +11 melee (1d6+1/ 19-20 x2, +1 short sword) or +10 melee/+10 ranged (1d4/ 19-20 x2, dagger) or +11 ranged (1d6/ x3, MW shortbow); Full Atk: +11 melee (1d6+1/ 19-

20 x2, +1 short sword) or +10 melee/+10 ranged (1d4/ 19-20 x2, dagger) or +11 ranged (1d6/ x3, MW shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6, death attack, poison use, spells; SQ evasion, trapfinding, trap sense +1, uncanny dodge, +1 save vs. poison, hide in plain sight; AL N/E; SV Fort +4, Ref +15, Will +4; Str 10, Dex 20, Con 12, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +2, Disable Device +6, Disguise +4, Escape Artist +10, Hide +16, Intimidate +2, Jump +4, Knowledge: local +3, Listen +10, Move Silently +16, Open Lock +8, Perform +4, Search +5, Spot +14, Tumble +15, Use Magic Device +6; Combat reflexes, dodge, mobility, staggering strike, weapon finesse

Death attack: If Zeist studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of paralyzing or killing the target (his choice). While studying the victim, Zeist can undertake other actions so long as his attention stays focused on the target and the target does not detect Zeist or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save DC 14 against a kill effect, he or she dies. If the saving throw fails against the paralysis effect then the victim's mind and body is enervated, rendering them helpless and unable to act for 1d6 rounds plus 1 round per assassin level. If the saving throw succeeds, the attack is just a normal sneak attack. Once Zeist has completed three rounds of study, he must make the attack within the next three rounds. If the death attack is attempted and fails (the victim makes their save) or if the assassin does not launch the attack within three rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Hide in Plain Sight (Su): Zeist can use the Hide skill even while being observed. As long as Zeist is within 10 ft. of something with a shadow, Zeist can hide himself from view in the open without anything to actually hide behind. Zeist cannot hide in his own shadow.

Assassin Spells Prepared (3; base DC = 11 + spell level): 1st—true strike, obscuring mist, critical strike

Assassin Spellbook: 1st— true strike, obscuring mist, critical strike; 2nd. fox's cunning, invisibility, darkness

Possessions: dagger, MW shortbow, 20 arrows, tanglefoot bags (x2), 2 vials of giant wasps poison (Fort save DC 18 or 1d6 Str/1d6 Str), short sword +1, chain shirt +1, potion of shield of faith +4, potion of cure moderate wounds, potion of pass without trace, vest of resistance +1, scroll: invisibility: 3rd lvl, scroll: nondetection: 3rd lvl, gloves of dexterity +2

Physical Description: Zeist is a short, black haired human with dark brown eyes who favors dressing in black to appear more sinister. Most notable on him is a burn scar that completely circles his neck, the result of

rope burns from nearly being hung to death years ago after being caught stealing food by an angry mob.

Malignus Riggermort: Male Halfling Wiz 8/ Master Transmogrifist 1; CR 9; Small humanoid; HD 8d4+24+1d4+1; hp 46; Init +3 (Dex); Spd 20 ft.; AC 16, touch 14, flat-footed 13 (Dex +3, size +1, Bracers of Armor +2); BAB/Grp: +4/-1; Atk: +4 melee/+8 ranged (1d3-1/ 19-20 x2, dagger) or +9 ranged (1d6/ 19-20 x2, MW light crossbow) or +4 melee/+8 ranged (1d4-1/ x2, club); Full Atk: +4 melee/+8 ranged (1d3-1/ 19-20 x2, dagger) or +9 ranged (1d6/ 19-20 x2, MW light crossbow) or +4 melee/+8 ranged (1d4-1/ x2, club); Space/Reach 5 ft./5 ft.; SA n/a; SQ familiar toad- "Blotch", favored shapes- troll, ankheg, black pudding, extended change; AL N/E; SV Fort +3, Ref +5, Will +9; Str 8, Dex 16, Con 12, Int 20, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +12, Craft: Weaving +8, Decipher Script +5, Disguise +4, Knowledge: Arcana +16, Knowledge: Nature +13, Spellcraft +17; Alertness, craft arms & armor, craft construct, craft wondrous item, eschew materials, reach spell, scribe scroll

Favored shapes (Su): Malignus currently has the following favored shapes; troll, ankheg, black pudding

Extended Change (Ex): Malignus gains the benefit of Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Wizard Spells Prepared (4/6/4/4/3; base DC = 15 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb (x2), magic missile, expeditious retreat; 2nd—scorching ray, see invisibility, false life (**precast**), shocking grasp (reach); 3rd—fireball, haste, dispel magic, ghoul touch (reach); 4th—polymorph, orb of force, vampiric touch (reach)

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp, unseen servant; 2nd— scorching ray, see invisibility, alter self, false life, ghouls touch, arcane lock; 3rd—fireball, haste, dispel magic, vampiric touch, fly; 4th— orb or force, polymorph, Evard's Black tentacles

Possessions: daggers (x2), MW light crossbow, club, 10 bolts, bracers of armor +2, potion of shield of faith +3, potion of fox's cunning, potion of protection vs. good, scroll: ray of exhaustion: lvl 5, scroll: touch of idiocy (reach): 5th lvl, metamagic rod: silent (lesser), scroll: dispelling screen: lvl 7, wand of web: 3rd level

Physical Description: Malignus is a repulsive looking halfling with self-induced physical changes of a bizarre nature. Amongst them include one webbed hand, one round fish-like eye, a scraggly tail, and pointy dog looking ears just to name a few. When he moves, he

waddles more than he walks due to being somewhat bow-legged.

Malignus (troll form): HD 8d4+62+1d4+6; hp 78; Init +2; Spd 30 ft.; AC 20, touch 11, flat-footed 18 (Dex +2, size -1, natural +6, bracers of armor +2, insight +1); BAB/Grp: +4/+15; Atk: +10 melee/ +6 ranged (1d6+7/ 19-20 x2, MW daggers) or +6 ranged (2d6/ 19-20 x2, MW light crossbow) or +9 melee/ +5 ranged (1d8/ x2, club) or +9 melee (1d6+7/ x2, claw) or +4 melee (1d6+3/ x2, bite); Full +10 melee/ +6 ranged (1d6+7/ 19-20 x2, MW daggers) or +6 ranged (2d6/ 19-20 x2, MW light crossbow) or club +9 melee/ +5 ranged (1d8/ x2, club) or +9/+9 melee (1d6+7/ x2, 2 claws) and +4 melee (1d6+3/ x2, bite); Space/Reach 10 ft./10 ft.; SA Rend- 2d6+9; SQ familiar toad- "Blotch", favored shapes- troll, ankheg, black pudding, extended change; AL N/E; SV Fort +8, Ref +3, Will +9; Str 23, Dex 14, Con 23, Int 20, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +17, Craft: Weaving +8, Decipher Script +5, Disguise +4, Knowledge: Arcana +16, Knowledge: Nature +13, Spellcraft +17; Alertness, craft arms & armor, craft construct, craft wondrous item, eschew materials, reach spell, scribe scroll

Favored shapes (Su): Malignus currently has the following favored shapes; troll, ankheg, black pudding

Extended Change (Ex): Malignus gains the benefit of Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Wizard Spells Prepared (4/6/4/4/3; base DC = 15 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb (x2), magic missile, expeditious retreat; 2nd—scorching ray, see invisibility, false life (**precast**), shocking grasp (reach); 3rd—fireball, haste, dispel magic, ghoul touch (reach); 4th— polymorph, orb of force, vampiric touch (reach)

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp, unseen servant; 2nd— scorching ray, see invisibility, alter self, false life, ghouls touch, arcane lock; 3rd—fireball, haste, dispel magic, vampiric touch, fly; 4th— orb or force, polymorph, Evard's Black tentacles

Possessions: Same

Physical appearance: As per a troll but with the unique deformities and physical modifications he has added to himself.

ENCOUNTER 7

Advanced ambush drakes: CR 8; Medium dragon; HD 13d12+52; hp 156; Init +7 (Dex + Improved Initiative); Spd 40 ft., fly 30 ft. (poor); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); BAB/Grp: +13/+16; Atk: +16 melee (1d8+3 + poison/ x2, bite); Full Atk: +16 melee (1d8+3 +

poison/ x2, bite) and +14/+14 melee (1d8+1/ x2, 2 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, poison; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent, SR 16, telepathic link; AL N/E; SV Fort +12, Ref +11, Will +8; Str 17, Dex 16, Con 18, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +17, Listen +12, Move Silently +15, Spot +14; Ability focus: breath weapon, alertness, improved initiative, improved natural attack: claws, multiattack

Breath weapon (Su): 30-foot cone, once every 1d4 rounds, **slow** (duration 7 rounds), Will save DC 22. Ambush drakes are immune to breath weapons of other ambush drakes. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude save DC 20, initial and secondary damage 1d6 Dex. The save is Constitution-based.

Telepathic link (Ex): Ambush drakes share a communal consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 ft. of one another are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flatfooted, none of them are. No ambush drake in the group is considered flanked unless all are.

Possessions: None

Physical Description: About the size of an adult human, this dragon-like creature bears distinctly lupine features in place of the more common feline features of traditional dragons. Its jaw is elongated and its build muscular, although its wings seem stunted for its size.

ENCOUNTER 8

Telleros Silvertongue: Human Rog 5/ Spymstr 2 (worships Syrul); CR 7; Medium humanoid; HD 5d6+2d6; hp 32; Init +3 (Dex); Spd 30 ft.; AC 18, touch 13, flat-footed 18 (studded leather +4, Dex +3, amulet of natural armor +1); BAB/Grp: +4/+4; Atk: +5 melee (1d6/ 19-20 x2, MW short sword) or +5 melee/+8 ranged (1d4/ 19-20 x2, MW dagger) or +8 ranged (1d6/ x3, MW shortbow); Full Atk: +5 melee (1d6/ 19-20 x2, MW short sword) or +5 melee/+8 ranged (1d4/ 19-20 x2, MW dagger) or +8 ranged (1d6/ x3, MW shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ cover identity, evasion, trapfinding, trap sense +1, uncanny dodge, undetectable alignment, quick change, scrying defense; AL C/N; SV Fort +1, Ref +10, Will +2; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +15, Disable Device +7, Disguise +19, Escape Artist +10, Forgery +5, Gather Information +11, Hide +11, Sense Motive +5, Knowledge: local +5, Listen +7, Open Lock +5, Perform +7, Search +7, Spot +7, Tumble +9; Combat reflexes, dodge, mobility, Skill focus: Bluff

Cover Identity (Ex): Telleros has the cover identity of a peasant farmer named Abner Longfield. While operating in this cover identity, he gains a +4 circumstance bonus to Disguise checks and a +4

circumstance bonus on Bluff and Gather Information checks.

Undetectable alignment (Ex): Telleros is adept at shifting his mental identities and information, making it impossible for others to detect his alignment by any form of divination. This ability functions like the spell undetectable alignment except that it is always active.

Quick change (Ex): Telleros can don a disguise in one-tenth the normal time (1d3 minute) and don or remove armor in one-half normal time.

Scrying defense (Ex): Telleros adds +2 to Will saves against divination (scrying) spells, as well as to Spot checks made to notice the sensors created by such spells.

Possessions: Disguise kit, MW short sword, MW dagger, shortbow, 20 arrows, tanglefoot bag x2, flask of instant rope, flask of vicious bleeder, flask of fleetfoot, studded leather +1- glamered, potion of non-detection, potion of shield of faith +3, potion of invisibility, potion of cure serious wounds, potion of spider climb

Physical Description: Telleros plays the role of wary victim and reluctant warrior defending the town using his high bluff and disguise skills. He appears as a dirty-faced, commoner with scavenged equipment, a pitchfork (for show mainly, as a weapon as a last resort), light brown hair and blue eyes.

Nyv Vermingut: Kobold Sor 7 (worships the Earth Dragon); CR 7; Small humanoid (reptilian); HD 7d4+10; hp 29; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 16, touch 14, flat-footed 13 (natural +1, Dex +2, size +1, bracers of AC +1, ring of protection +1); BAB/Grp: +3/-3; Atk: +3 melee/+7 ranged (1d3-2/ 19-20 x2, MW dagger) or +6 ranged (1d3-2/ x2, darts) or +7 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +3 melee/+7 ranged (1d3-2/ 19-20 x2, dagger) or +6 ranged (1d3-2/ x2, darts) or +7 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ toad familiar "Lump", dark vision 60 ft., light sensitivity; AL N/E; SV Fort +4, Ref +5, Will +7; Str 6, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +11, Knowledge: arcana +6, Spellcraft +13, Craft: trapmaking +7; Alertness, combat casting, improved initiative, empower spell

Sorcerer Spells Prepared (6/7/7/5; base DC = 13 + spell level): 0—acid splash, ray of frost, detect magic, ghost sound, mage hand, read magic; 1st—shield, lesser electrical orb, benign transposition, magic missile, shield; 2nd—scorching ray, invisibility, ice darts; 3rd—ray of exhaustion, slow

Possessions: MW light crossbow, 10 bolts, MW dagger, darts (x10), tanglefoot bag, bracers of armor +1, potion of cure moderate wounds, scroll: dispel magic: 7th lvl, scroll: scorching ray: 7th lvl, potion of barkskin +3, vest of resistance +1, potion of haste, scroll: bands of steel: 7th level, potion of eagles splendor, ring of protection +1, brooch of shielding

Physical Description: Nyv is a very thin kobold with many markings tattooed on his scaly hide that depict dragons or scripture that speaks to his reverence towards

them. He dresses with a touch of elegance, preferring the colors of red and black and is impeccably clean.

Golos and Atoren: Male orc Ftr 2/ Brb 6; CR 8; Medium humanoids (orc); HD 2d10+2+6d12+12; hp 81; Init +2 (Dex); Spd 40 ft, 30 ft. in breastplate; AC 18, touch 12, flat-footed 18 (Breastplate +6, Dex +2); BAB/Grp: +8/+14; Atk: +16 melee (2d4+10/ 18-20 x2, +1 falchion) or +14 melee (1d6+6/ 18-20 x2, scimitar) or +11 ranged (1d8+2/ x3, MW composite longbow (+3 Str) or +14 melee/+9 ranged (1d4+6/ 19-20 x2, dagger); Full Atk: +16/+11 melee (2d4+10/ 18-20 x2, +1 falchion) or +14/+9 melee (1d6+6/ 18-20 x2, scimitar) or +11/+6 ranged (1d8+3/ x3, Composite longbow (+3 Str) or +14/+9 melee or +11/+6 ranged (1d4+6/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rage 2/day, fast movement, uncanny dodge, trap sense +1, improved uncanny dodge; AL C/E; SV Fort +10, Ref +4, Will +2; Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +7, Intimidate +6, Jump +7, Listen +8, Ride +3, Survival +4; Cleave, combat brute, power attack, w.f.- falchion, power critical: falchion

Possessions: Scimitar, MW composite longbow (Str. +3), 20 arrows, flask of bladefire, falchion +1, breastplate +1, potion of shield of faith +3, potion of protection vs. good, everlasting rations, oil of keen edge, potion of bulls strength, oil of flame arrow, potion of fly, potion of cure moderate wounds

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Rydra Feralfang: Female hobgoblin Drd 7; (worships Beltar); CR 7; Medium humanoid (goblinoid); HD 7d8+14; hp 53; Init +3; Spd 30 ft. AC 16, touch 12, flat-footed 16 (Dex +2, bone studded leather +4); BAB/Grp: +5/+6; Atk: +7 melee (1d6+1/ 18-20 x2, MW scimitar) or +7 melee/+8 ranged (1d6+1/ x2, MW shortspear) or +6 melee/+7 ranged (1d4+1/ 19-20 x2, dagger) or +8 ranged (1d4/ x2, MW sling); Full Atk: +7 melee (1d6+1/ 18-20 x2, MW scimitar) or +7 melee/+8 ranged (1d6+1/ x2, MW shortspear) or +6 melee/+7 ranged (1d4+1/ 19-20 x2, dagger) or +8 ranged (1d4/ x2, MW sling); Space/Reach 5 ft./5 ft.; SA n/a; SQ animal companion- ape “Snarl”, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape 3/day; AL N/E; SV Fort +7 Ref +4, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Diplomacy +5, Handle Animal +13, Heal +5, Knowledge: Nature +11, Listen +6, Move Silently +5, Ride +4, Spot +8, Survival +10. Skill focus: Handle Animal, eagles wings, elephant hide

Druid Spells Prepared (5/5/4/3/1; base DC = 13 + spell level): 0—know direction, flare, detect magic, guidance, resistance; 1st—faerie fire, sunstroke, longstrider, lesser vigor, produce flame; 2nd— creeping cold, embrace the wild, soften earth & stone, barkskin; 3rd- winters embrace, poison, call lightning; 4th- flame strike

Possessions: MW shortspear, dagger, 10 sling stones, MW sling, MW scimitar, +1 bone studded leather, potion of bears endurance, oil of magic stone, potion of barkskin +3, scroll: natures favor: 8th lvl, collar of obedience, scroll: spike growth: 7th level, potion of greater magic fang +3, scroll: languor- 7th lvl, scroll: scroll: animal messenger: 6th lvl

Physical Description: Rydra is a female hobgoblin of average build with dark red hair and a look of spite in her dark brown eyes. She wears a bone studded armor that has seen better days and carries her blood red scimitar proudly.

Snarl: Ape animal companion; CR 2; Large augmented animal; HD 6d8+15; hp 45; Init +3 (Dex); Spd 30 ft., 30 ft. climb; AC 20, touch 12, flat-footed 16 (-1 size, Dex +3, +5 natural, +2 leather barding); BAB/Grp: +4/+14; Atk: +9 melee (1d6+6/ x2, claw); Full Atk: +9/+9 melee (1d6+6/ x2, 2 claws) and +7 melee (1d6+3/ x2, bite); Space/Reach 10 ft./10 ft.; SA -; SQ low-light vision, link, share spells, evasion; AL N; SV Fort +7, Ref +8, Will +3; Str 22, Dex 16, Con 15, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +16, Listen +6, Spot +7; Alertness, multiattack, toughness

Possessions: None

Physical Description: Typical as per it's animal type except wearing collar of obedience and leather barding.

Note: Snarl knows the following tricks: Defend, guard, stay, track, seek, fetch, attack, and down.

ENCOUNTER 10

Vivakros Venomflame: Male human Clr 9 (worships Pyremius); CR 9; Medium humanoid; HD 9d8+9; hp 61; Init +5 (Dex + Improved Initiative); Spd 30 ft., 20 ft. in breastplate; AC 18, touch 11 flat-footed 17 (breastplate +6, Dex +1, buckler +1); BAB/Grp: +6/+7; Atk: +8 melee (1d8+2/ x2, +1 heavy mace) or +8 melee (1d6+1/ x2, MW light mace) or +7 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +8/+3 melee (1d8+2/ x2, +1 heavy mace) or +8/+3 melee (1d6+1/ x2, MW light mace) or +7/+2 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rebuke undead, turn or rebuke water creatures, rebuke; rebuke, command, or bolster fire creatures; AL N/E; SV Fort +7, Ref +3, Will +11; Str 12, Dex 12, Con 12, Int 10, Wis 21, Cha 12

Skills and Feats: Concentration +13, Heal +8, Knowledge: Arcana +5, Knowledge: Religion +8, Spellcraft +10; Combat casting, domain focus: evil, domain focus: fire, improved initiative, domain spontaneity: evil

Cleric Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—guidance (x2), resistance, detect magic, virtue, light; 1st—burning hands*, bless, divine favor, nimbus of light, shield of faith, resurgence, obscuring mist; 2nd- produce flame*, bears endurance, deific vengeance (x2), sound burst, silence; 3rd- magic circle vs. evil*, darkfire, invisibility purge, slashing darkness, dispel magic; 4th- unholy blight*, poison,

freedom of movement, wrack; 5th – fire shield*, flaywind burst

*Domain spell. *Domains*: Evil and Fire; *Domain*: Evil – cast all spells from the Evil domain at +1 caster level; *Domain*: Fire – Turn or destroy water creatures as good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead

Possessions: Light crossbow, 10 bolts, MW light mace, silver holy symbol of Pyremius, thunderstone, sparkstones, buckler, heavy mace +1, breastplate +1, potion of barkskin +3, scroll: nimbus of light: 5th lvl, potion of cure moderate wounds, scroll: deific vengeance: 6th lvl, scroll: lesser vigor: 6th lvl, vest of resistance +1, horn of fog, periapt of wisdom +2, scroll: unholy blight: lvl 7, scroll: prayer: 7th lvl

Physical Description: Vivakros is a slender man with dark tanned skin, a flame-red braided pony tail at the center of his otherwise bald head that reaches half-way down his back and eyes the color of coal. He has ritualistic burns on small portions of his body, including the outline of the flaming symbol of Pyremius burned into the flesh above his heart. He wears black robes with red flames depicted on them

Terrak & Gresh Keenclaws: Forest troll Brb 4; CR 8; Medium giant; HD 5d8+30+4d12+24; hp 107; Init +7 (Dex + Improved Initiative); Spd 40 ft., climb 30 ft.; AC 23, touch 13, flat-footed 23 (Chain shirt +5, Dex +3, natural +5); BAB/Grp: +7/+11; Atk: +12 melee (2d6+7/19-20 x2, +1 greatsword) or +11 ranged (1d6+3/ x2, javelin) or +10 melee (1d4+3 plus poison/ x2, claw) or +11/+6 melee (1d3+4/ x2, locked gauntlet); Full Atk: +12/+7 melee (2d6+6/ 19-20 x2, +1 greatsword) or +11/+6 ranged (1d6+3/ x2, javelin) or +10/+10 melee (1d4+3 plus poison/ x2, 2 claws) or +11/+6 melee (1d3+4/ x2, locked gauntlet) and +5 melee (1d4+1/ x2, bite); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 90 ft., fast healing 5, low light vision, scent, fast movement, rage 2/day, trap sense +2, uncanny dodge; AL C/E; SV Fort +14, Ref +4, Will +1; Str 18, Dex 16, Con 23, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +12, Hide +8 (+10 in jungle or forest), Listen +9, Spot +11, Survival +5; Improved initiative, track, w.f.- greatsword, reckless rage

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. Forest trolls create their own special poison from their saliva and coat their javelins and claws. The save is Constitution-based. **Note**: In the case of these particular forest trolls, when they want to use their claw attack, they will release their greatsword and hold it with one hand, thus allowing them one claw and one bite attack rather than the two claw attacks. If they do not wield a weapon then they get their claw/claw/bite routine as per their normal ability.

Possessions: javelins x6 (each), locked gauntlet, greatsword +1, chain shirt +1, potion of bulls strength, potion of magic circle vs. good, amulet of health +2

Physical Description: These creatures have the ape-like posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak of

an intelligence greater than its troll-like visage would suggest.

Revelos Fatebinder: Kobold Sor 7/ Dvn Rcl 2 (worships Kurtulmak); CR 9; Small humanoid (reptilian); HD 7d4+7+2d6+2; hp 37; Init +3 (Dex); Spd 30 ft.; AC 17, touch 14, flat-footed 14 (Dex +3, size +1, natural +1, bracers of armor +2); BAB/Grp: +4/-1; Atk: +5 melee/+9 ranged (1d3-1/ 19-20 x2, MW dagger) or +8 ranged (1d6/ 19-20 x2, light crossbow) or +4 melee (1d4-1/ x2, quarterstaff); Full Atk: +5 melee/+9 ranged (1d3-1/ 19-20 x2, dagger) or +8 ranged (1d8/ 19-20 x2, light crossbow) or +4 melee (1d4-1/ x2, quarterstaff); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., familiar weasel – “Scamper”, oracle domain, scry bonus, prescient sense, trap sense +1; AL N; SV Fort +2, Ref +8, Will +7; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 20.

Skills and Feats: Concentration +7, Knowledge: Arcana +7, Knowledge: Religion +11, Spellcraft +9; Alertness, combat casting, empower spell, lightning reflexes skill focus: Knowledge: Religion

Sorcerer Spells Prepared (6/7/7/6/4; base DC = 15 + spell level): 0—acid splash, detect magic, touch of fatigue, ray of frost, mage hand, read magic, ghost sound; 1st- ray of enfeeblement, shield, true strike, lesser electrical orb, protection vs. good, identify*; 2nd- glitterdust, scorching ray, see invisibility, invisibility, augury*; 3rd- arcane sight, haste, fireball, divination*; 4th- orb or force, scrying*, stonewall

Possessions: Quarterstaff, dagger, light crossbow, 10 bolts, bracers of armor +2, scroll: mage armor: 8th lvl, scroll: ray of enfeeblement: 5th lvl, wand of magic missile: 5th lvl, cloak of charisma +2, scroll: scorching ray: 7th lvl, potion of cure moderate wounds, scroll: fireball: 7th lvl, scroll: arcane sight: 7th lvl, potion of shield of faith +4

Physical Description: Revelos appears as a typical kobold wearing robes save that he is paler skinned than most of his kind. His naked tail is noticeably thin and in comparison to the rest of his body. His gaze always seems distant, as if always looking through or beyond what is immediate. It's almost as if he is searching for something others cannot find.

Advanced bullete: Huge magical beast; CR 8; HD 12d10+60; hp 135; Init +2 (Dex); Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20 (Size -2, Dex +2, natural +12); BAB/Grp: +12/+29; Atk: +20 melee (2d8+9/ x2, bite); Full Atk: +20 melee (2d8+9/ x2, bite) or +14/+14 melee (2d6+4/ x2, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.; AL N; SV Fort +13, Ref +10, Will +7; Str 28, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +20, Listen +10, Spot +4; Alertness, iron will, weapon focus: bite, power attack

Leap (Ex): A bullete can jump into the air during combat. This attack allows it to make four claw instead of two, each with a +19 attack bonus, but it cannot bite.

Possessions: None

Physical Description: The ground shakes and rolls and then bursts open to reveal a terrible armor-plated, bullet-

shaped creature with a huge snapping maw and short, powerful legs.

APPENDIX 6 – APL 12

ENCOUNTER 2

Eliora Pegason: Eliora Pegason: Female human Rog 4/ Sor 6/ Mindspy 3; CR 13; Medium humanoid; HD 4d6+4+6d4+6+3d8+3; hp 63; Init +9 (Dex + Improved Initiative); Spd 30 ft.; AC 21, touch 17, flat-footed 17 (Studded leather +4, Dex +5, ring of protection +1, amulet of natural armor +1); BAB/Grp: +9/+9; Atk: +15 melee (1d6+1/19-20 x2, short sword +1, defending) or +15 melee/ +15 ranged (1d4/19-20 x2, MW dagger) or +14 ranged (1d6/ x3, shortbow); Full Atk: +15/+10 melee (1d6+1/19-20 x2, short sword +1, defending) or +15/+10 melee/ +15/+10 ranged (1d4/19-20 x2, MW dagger) or +14/+9 ranged (1d6/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, combat telepathy, spherical detect thoughts, faster mindscan; SQ familiar rat "Skitter", evasion, trapfinding, trap sense +1, anticipate, multiple surface thoughts, uncanny dodge; AL C/N; SV Fort +8, Ref +13, Will +11; Str 10, Dex 20, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +15, Climb +3, Concentration +16, Decipher Script +5, Diplomacy +8, Disable Device +6, Escape Artist +10, Gather Information +8, Hide +12, Jump +5, Knowledge: Arcana +6, Knowledge: local +3, Knowledge: Royalty & Nobility +3, Listen +6, Spot +6, Search +6, Sense Motive +4, Spellcraft +4, Tumble +12: Alertness, Dive for Cover, Improved Diversion, Improved Initiative, Skill focus: Bluff, Weapon Finesse, Extra Spell (baleful transposition)

Anticipate (Su): Because Eliora is reading her foe's thoughts, she knows where to block and where she needs to dodge before an attack from the foe arrives. In addition, she can detect weak points in a foe's defenses by observing her enemy's thoughts. At 1st level, Eliora can add 1 point of Charisma bonus (if any) per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal 3 rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If Eliora is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponents' surface thoughts, Eliora can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If Eliora succeeds, she can maintain concentration on detect thoughts as a free action. If Eliora casts a spell or uses another spell-like ability, detect thoughts ends.

Spherical Detect Thoughts (Su): Eliora can widen the area of her detect thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): Eliora is adept at tuning into others thoughts quickly. In the round that she activates

detect thoughts, she detects the presence or absence of thoughts and the Intelligence score of each thinking mind in the area. In the next round, she detects the surface thought of any one mind in the area.

Multiple Surface Thoughts (Su): Eliora can simultaneously detect the surface thoughts of any two creatures who fail their Will saves. This means she gains anticipate bonuses against both of them. Once per round, as a free action, she can choose new minds to listen in on.

Sorcerer Spells Prepared (6/7/6/4; base DC = 13 + spell level): 0—*detect magic, ghost sound, mage hand, acid splash, touch of fatigue, prestidigitation, read magic*; 1st— *shield, grease, magic missile, expeditious retreat*; 2nd- *invisibility, detect thoughts, baleful transposition*; 3rd- *lightning bolt*

Possessions: MW dagger, shortbow, tanglefoot bags (x2), thunderstones (x2), 20 arrows, vest of resistance +1, studded leather +1, potion of cure moderate wounds, scroll: scorching ray: 7th lvl, scroll: web: 6th lvl, potion of haste, short sword +1- defending, gloves of dexterity +2, potion of gaseous form, necklace of fireballs: type 6, ring of protection +1, cloak of charisma +2, 2 blast disks (Heroes of Battle), ring of protection +1, amulet of natural armor +1

Physical Description: Eliora appears as a slender human female with round rimmed spectacles and plain clothing. She maintains a mousy, almost inoffensive air about her, the better to fool her victims.

ENCOUNTER 5

Okutu Bonecutter: Male goblin Wiz 7/ Ftsprn 3; CR 10; Small humanoid (goblinoid); HD 7d4+7+3d4+3; hp 36; Init +7 (Dex + Improved Initiative); Spd 30 ft.; AC 16, touch 14, flat-footed 12 (size +1, Dex +3, bracers of armor +2); BAB/Grp: +4/-1; Atk: +4 melee/ +9 ranged (1d3-1/ 19-20 x2, MW dagger) or +9 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +4 melee/+9 ranged (1d3-1/ 19-20 x2, MW dagger) or +9 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA; n/a; SQ familiar owl- "Swoop", darkvision 60 ft., spin fate, fickle finger of fate, spin destiny; AL N/E; SV Fort +5, Ref +8, Will +10; Str 8, Dex 16, Con 12, Int 20, Wis 12, Cha 8.

Skills and Feats: Appraise +8, Concentration +14, Knowledge: arcana +18, Knowledge: geography +12, Knowledge: nature +15, Profession: Gambler +10, Sleight of Hand +6, Spellcraft +20; Alertness, Combat Casting, Improved Initiative, scribe scroll, split ray, sudden maximize, mobile spellcasting

Spin Fate (Ex): Okutu, as a free action, can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point per point basis. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. Okutu currently has 3 points of spin stored.

Fickle Finger of Fate (Ex): Once per day, as an immediate action, Okutu can force any other creature-

friend or enemy- to reroll a roll that it just made. Oktu must have line of sight to the creature affected. The creature must abide by the result of the reroll, whether it is higher or lower than the original roll.

Spin Destiny (Ex): Oktu can now add spin to any skill check, attack roll, or saving throw that he attempts to make on a point per point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Wizard Spells Prepared (4/5/4/4/3; base DC = 14 + spell level): 0—ray of frost, acid splash, detect magic, daze; 1st- magic missile, shield, benign transposition, true strike, lesser acid orb; 2nd- scorching ray, false life, desiccate, invisibility, earthen grasp; 3rd- fireball, ray of enfeeblement (split ray), haste, greater mage armor; 4th- orb of force, dimension door, Evard's black tentacles; 5th- flaywind burst, cone of cold, reciprocal gyre

Spellbook: 0— (all 0 level spells); 1st—magic missile, shield, benign transposition, true strike, lesser sound orb, ray of enfeeblement; 2nd- scorching ray, false life, desiccate, invisibility, earthen grasp, spectral hand, familiar pocket; 3rd- fireball, haste, greater mage armor, resonating bolt, spectral weapon; 4th- dimension door, Evard's black tentacles, orb of force, fear, unluck; 5th- cone of cold, reciprocal gyre, flaywind burst, servant horde

Possessions: MW light crossbow, dagger, 10 bolts, tanglefoot bag, cloak of resistance +1, bracers of armor +1, wand of earthen grasp: lvl 5, scroll: dispel magic: lvl 9, potion of cat's grace, potion of bear's endurance, scroll: see invisibility: 3rd lvl, scroll: solid fog: 7th lvl, potion of protection vs. good, pearl of power lvl 1, scroll: wall of fire: 7th lvl

Physical Description: Oktu is somewhat feral looking with painted symbols all over his body and a bone nose ring shaped like the fangs of a bat. Tied around his belt is a bundle of leather straps made from the skins of various creatures which he has had treated and tanned.

Bruk and Vlogr: Male orc Ftr 2/ Brb 7: CR 9; Medium humanoids (orc); HD 2d10+6+7d12+21; hp 98; Init +2 (Dex); Spd 40 ft, 30 ft. in armor; AC 18, touch 12, flat-footed 18 (Breastplate +6, Dex +2); BAB/Grp: +9/+14; Atk: +16 melee (2d4+8/ 16-20 x2, +1 falchion) or +15 melee (1d6+5/ 18-20 x2, scimitar) or +11 ranged (1d8+4/ x3, MW Composite longbow (+4 Str) or +14 melee/+9 ranged (1d4+5/ 19-20 x2, dagger); Full Atk: +16/+11 melee (2d4+8/ 16-20 x2, +1 falchion) or +15/+10 melee (1d6+5/ 18-20 x2, scimitar) or +11/+6 ranged (1d8+4/ x3, MW Composite longbow (+4 Str) or +14/+9 melee or +11/+6 ranged (1d4+5/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., fast movement, rage 2/day, uncanny dodge, trap sense +2, improved uncanny dodge, DR 1/-; AL C/E; SV Fort +11, Ref +4, Will +4; Str 21, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +7, Handle Animal +3, Intimidate +5, Jump +7, Listen +5, Ride +5, Survival +6; cleave improved critical: falchion, iron will, power attack, power critical: falchion, w.f.- falchion

Possessions: Scimitar, MW composite longbow (Str. +2), 20 arrows, falchion +1, chain shirt +1, potion of heroism, potion of protection vs. good, potion of shield of faith +3, amulet of health +2, javelin of lightning, gauntlets of ogre power

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Leriel Evernight: Hobgoblin Rgr 4/ Ftr 2/ Tmpst 4; CR 10; Medium humanoid (goblinoid); HD 4d8+8+2d10+4+4d10+8; hp 84; Init +3 (Dex); Spd 30 ft.; AC 22, touch 13, flat-footed 19 (Chain shirt +6, Dex +3, amulet of natural armor +1, tempest defense +2); BAB/Grp: +10/+13; Atk: +15 melee (1d8+4/19-20 x2, longsword +1) or +15 melee (1d6+4/ 19-20 x2, MW short sword) or +14 ranged (1d8+1/ x3, longbow +1) or +14 melee/+14 ranged (1d4+3/ 19-20 x2, dagger); Full Atk: +15/+10 melee (1d8+3/19-20 x2, longsword +1) or +15/+10 melee (1d6+3/ 19-20 x2, MW short sword) or +14/+9 ranged (1d8+1/ x3, longbow +1) or +15/+10 melee or +15/+10 ranged (1d4+3/ 19-20 x2, dagger) or +15/+10 melee (1d8+3/19-20 x2, MW longsword) and +15/+10 melee (1d6+1/ 19-20 x2, short sword); Space/Reach 5 ft./5 ft.; SA n/a; SQ: ambidexterity -2/+0 darkvision 60 ft., favored enemy- elves, wild empathy, combat style, animal companion- hawk, tempest defense +2, two-weapon versatility; AL L/E; SV Fort +13, Ref +8, Will +3; Str 17, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +8, Handle Animal +8, Hide +6, Jump +6, Knowledge: Dungeoneering +3, Knowledge: Nature +3, Listen +6, Move Silently +14, Ride +8, Spot +6, Survival +5; dodge, endurance, improved two weapon fighting mobility, spring attack, w.f.- longsword, track, two weapon fighting, elusive target

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—speak with animals

Possessions: MW short sword, 20 arrows, dagger, tanglefoot bag, longsword +1, longbow +1, chain shirt +1, potion of cat's grace, potion of bulls strength, potion of bears endurance, wand of embrace the wild: 2nd lvl, potion of shield of faith +2, necklace of the wild beast-servitude, collar of obedience (on hawk), amulet of natural armor +1, boots of elvenkind, potion of barkskin +3

Physical Description: Leriel appears as the typical hobgoblin save for a more sinewy, lithe body than others of his kind. He maintains his armor and weapons almost immaculate and always appears prideful, bordering on arrogant.

Umbros Darkwrath: Male hobgoblin Clr 9: (worships Nomog-geaya); CR 9; Medium humanoid (goblinoid); HD 9d8+18; hp 68; Init +2 (Dex); Spd 30 ft.; AC 19, touch 13, flat-footed 17 (Breastplate +6, Dex +2, ring of protection +1); BAB/Grp: +6/+8; Atk: +10 melee (1d8+3/ 19-20 x2, longsword+1) or +9 melee (1d6+2/ x2, MW light mace) or +8 ranged (1d8/ 19-20 x2, light crossbow); Full Atk: +10/+5 melee (1d8+3/ 19-20 x2, longsword+1)

or +9/+4 melee (1d6+2/ x2, MW light mace) or +8/+3 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rebuke undead; AL L/E; SV Fort +8, Ref +5, Will +11; Str 14, Dex 14, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +19, Heal +6, Knowledge: Religion +4, Knowledge: Arcana +2, Spellcraft +5; combat casting, domain focus: war, domain focus: evil, martial weapon proficiency: longsword, w.f.-longsword, divine spell power

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level, 16 + spell level for spells of the War and Evil domains): o— detect magic, read magic, create water, guidance (x2), virtue; 1st- protection vs. good*, nimbus of light, shield of faith, divine favor, bless, resurgence, lesser vigor; 2nd- spiritual weapon*, hold person, deific vengeance, silence, sound burst, shatter; 3rd- magic vestment*, dispel magic, magic circle vs. good, slashing darkness, invisibility purge; 4th- unholy blight, freedom of movement, divine power, death ward; 5th- flame strike*, slay living, stalwart pact (**precast**)

*Domain spell. Domains: War: (Martial weapon proficiency and weapon focus with longsword); Domain: Evil (all spells of this domain are cast at +1 caster level).

Possessions: MW light mace, light crossbow, 10 bolts, tanglefoot bag, breastplate +1, longsword +1, potion of cure moderate wounds, scroll: recitation: 7th lvl, potion of bears endurance, ring of protection +1, periapt of wisdom +2, potion of barkskin +3, potion of shield of faith +3, tunic of steady spellcasting, scroll: slashing darkness: 8th lvl

Physical Description: Umbros wears the symbols of his god of war proudly, from the engravings on his longsword to the bloodstained holy symbol chained to his belt which he uses to bash in his enemies skulls as a coupe de grace maneuver, A deep scar along his left eye and its filmy appearance make him look all the more intimidating.

ENCOUNTER 6

Meat-stitch: Advanced Cadaver Golem; Large construct; CR 10; HD 20d10+30; hp 172; Init +2 (Dex); Spd 40 ft.; AC 26, touch 11, flat-footed 21 (-1 size, +1 ring of protection, studded leather +4, +2 Dex, +10 natural); BAB/Grp: +15/+25; Atk: +20 melee (3d8+6/ x2, slam) or +21 melee (2d8+9/ 19-20 x2, large MW bastard sword); Full Atk: +20/+20 melee (3d8+6/ x2, 2 slams) or +21/+16/+11 melee (2d8+9/ 19-20 x2, large MW bastard sword); Space/Reach 10 ft./10 ft.; SA n/a; SQ Evasion (from transplanted legs), assimilate flesh, construct traits, DR 5/adamantium, darkvision 60 ft., immunity to magic, low-light vision; AL C/E; SV Fort +6, Ref +10, Will +7; Str 22, Dex 14, Con -, Int 12, Wis 12, Cha 10. (Heroes of Horror pg. 147-148)

Skills and Feats: Jump +24, Hide +15, Intimidate +13, Move Silently +14, Spot +14; Cleave, combat brute, great cleave, improved natural attack: slam, improved sunder, lightning reflexes, power attack

Assimilate flesh (Ex): Meat-stitch can choose to replace one of its limbs, sense organs, or other parts with

a similar part taken from a living or recently deceased humanoid. Doing so grants the golems skills or abilities associated with that body part. In this case, he has assimilated the legs of a large-sized humanoid rogue, granting him ranks in Jump and Move Silently. As a result of these legs, Meat-stitch also has the evasion ability associated with rogues. Finally, anytime Meat-stitch acquires a new body part, he heals 2d8+5 points of damage. Adding a new body part is a full round action.

Construct traits: Meat-stitch has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless its also works on objects or is harmless. It is not subject to critical hits, non lethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, or death from massive damage. It cannot heal damage (except as noted above), but it can be repaired. It has darkvision out to 60 ft. and low-light vision.

Immunity to Magic (Ex): Meat-stitch is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A cure or heal spell affects Meat-stitch as if a slow spell had been cast on it, with a duration in rounds equal to twice the spell level. An inflict or harm spell dispels any such slow effect.

Regenerate deals damage equal to 4d8 plus caster level, as Meat-stitches body battles against recently assimilated parts. It also prevents Meat-stitch from making use of any special abilities gained from acquiring parts for 2d4 rounds. The golem can attempt a Fortitude save to halve the damage and maintain its special ability.

Possessions: MW large bastard sword, studded leather +1, oil of magic weapon +3, oil of magic fang +4, boots of springing and striding, ring of protection +1, salve of slipperiness, bead of force

Physical Description: A humanoid form, but far larger than any human, shambling forward. It smells faintly of decay and appears to be stitched together from the remains of multiple bodies. A malevolent intelligence burns in its eyes, and it surveys the area with remarkable intensity. Its oddest feature is a large hump on its left shoulder and upper back and a slightly bloated left arm. On the hump are two heads, one male and one female that constantly chatter away. The female, addressed as Esmerelda, is constantly bickering and insulting the other male head, referred to as Norbert. Norbert displays amazing cowardice and low self-esteem, constantly complaining about how miserable and pathetic he is. None of these heads have any other special effect on Meat-stitch other than to make him appear even more grotesquely frightening.

Advanced monstrous beast dire lion: Large magical beast; CR 8; HD 14d8+54; hp 124; Init +2 (Dex); Spd 40 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 Dex, +3 natural); BAB/Grp: +10/+21; Atk: +17 melee (1d6+7/ x2, claw); Full Atk: +17/+17 melee (1d6+7/ x2, 2 claws) and +15 melee (1d8+3/ x2, bite); Space/Reach 10 ft./5 ft.; SA

Improved grab, petrifying gaze, pounce, rake- 1d6+3; SQ Blindsight 100 ft., low light vision, scent; AL N; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Jump +10, Listen +9, Move Silently +7, Spot +8; Alertness, multiattack, irresistible gaze, run, weapon focus: claw

Petrifying Gaze (Su): Any creature who the dire lion specifically targets must make a Fortitude save DC 19 or be turned to stone. The range of the gaze effect is 30 ft. The Irresistible Gaze feat adds +2 to the DC.

Blindsight (Ex): This dire lion can ascertain its surroundings, including objects and creatures by non-visual means (mostly hearing and scent, but also noticing vibrations other environmental clues). The range of this sight is 100 ft.

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

Pounce (Ex): If the dire lion charges, it can make a full attack including two rakes.

Rake (Ex): Attack bonus +14 melee, damage 1d6+3.

Possessions: None

Physical Description: This immense lion has a short mane and a spotted tawny coat oddly colored in certain areas. Unlike the mundane variety of lion, this monstrous creature has bony protrusions around its eyes and shoulders, with spiked ridges running along the lengths of its back.

Advanced spellwarped dire ape: Augmented animal; CR 7; HD 14d8+54; hp 124; Init +3 (Dex); Spd 30 ft., climb 15; AC 18, touch 12, flat-footed 15 (-1 size, Dex +3, natural +6); BAB/Grp: +10/+22; Atk: +17 melee (1d6+8/x2, claw); Full Atk: +17/+17 melee (1d6+8/x2, 2 claws) and +15 melee (1d8+4/x2, bite); Space/Reach 10 ft./10 ft.; SA Rend- 2d6+12; SQ low light vision, scent, SR 25, spell absorption; AL N/E; SV Fort +13, Ref +12, Will +10; Str 27, Dex 17, Con 18, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +19, Listen +7, Move Silently +7, Spot +8; Alertness, improved scent, multiattack, toughness, uncanny scent

Spell absorption (Su): Whenever a spell fails to penetrate this dire apes spell resistance, it gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creatures base speed increases by a number of feet equal to 5 x the level of the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Possessions: None

Physical Description: This great, feral ape is about the size of an ogre, but even more muscular. It is barrel-chested, with thick, black fur plus other odd colorations in other parts of its body, long arms, and a broad muzzle. It seems well equipped with claws and teeth.

Leinara the Scarred: Human female Ftr 6/ Exotic Wpnmstr 3/ Brb 2; CR 11; Medium humanoid; HD 6d10+12+3d10+6+2d12+4; hp 104; Init +2 (Dex); Spd 40 ft., (30 ft. in breastplate); AC 21, touch 13, flat-footed 21 (Breastplate +7, Dex +2, buckler +1, ring of protection +1); BAB/Grp: +11/+17; Atk: +19 melee (1d10+15/ 17-20 x2, +1 bastard sword) or +17 melee (1d6+6/ 19-20 x2, short sword) or +17 melee (1d4+6/ 18-20 x2, kukri) or +13 ranged (1d6/ x3, shortbow) or +17 melee (1d3+3/ x2, locked gauntlet); Full Atk: +19/+14/+9 melee (1d10+15/ 17-20 x2, +1 bastard sword) or +17/+12/+7 melee (1d6+6/ 19-20 x2, short sword) or +17/+12/+7 melee (1d4+6/ 18-20 x2, kukri) or +13/+8/+3 ranged (1d6/ x3, shortbow) +17/+12/+7 melee (1d3+6/ x2, locked gauntlet); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rage 1/day, fast movement, weapon stunt- uncanny blow, weapon stunt-exotic sunder, uncanny dodge; AL C/N; SV Fort +13, Ref +5, Will +4; Str 22, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Craft: Weaponsmithing +9, Jump +9, Ride +7, Intimidate +11, Climb +9; Exotic weapon proficiency: bastard sword, w.f.- bastard sword, improved buckler defense, improved critical: bastard sword, power attack, cleave, close quarter fighting, improved sunder, weapon spec.- bastard sword

Exotic weapon stunt: uncanny blow (Ex): When wielding a one-handed exotic weapon in two hands, Leinara can focus the power of her attack so that she deals damage equal to her Strength bonus x2 rather than her Strength bonus x 1 and ½. Since she has the power attack feat, she treats her bastard sword as two-handed for determining her bonus on damage rolls.

Exotic weapon stunt: exotic sunder (Ex): When wielding her bastard sword one-handed or two-handed, she deals an extra 1d6 damage on any successful sunder attempt.

Exotic weapon stunt: trip attack (Ex): Leinara can use her bastard sword to make a trip attack. If she is tripped during her own attempt, she can drop the weapon to avoid being tripped.

Possessions: buckler, kukri, shortbow, short sword, 20 arrows, thunderstones (x2), breastplate +2, bastard sword +1, gauntlets of ogre power, potion of cure moderate wounds, potion of shield of faith +3, brooch of shielding, salve of slipperiness, potion of displacement, potion of barkskin +3, ring of counterspells (scorching ray), potion of good hope, vest of resistance +1, ring of protection +1

Physical Description: Leinara is a strongly built woman with a series of claw-like scars along her face as if she was

repeated slashed by some wild animal. She is unsettling to behold to the point of intimidation though it is clear that she was once quite beautiful. She typically wields her bastard sword two-handed.

Zeist Throatlitter: Human male Rog 5/ Asn 3/ ShD 3; CR 11 Medium humanoid; HD 5d6+5+3d6+3+3d8+3; hp 63; Init +3 (Dex); Spd 30 ft.; AC 19, touch 15, flat-footed 19 (Chain shirt +5, Dex +4); BAB/Grp: +7/+7; Atk: +13 melee (1d6+1/ 19-20 x2, +1 short sword) or +13 melee/+13 ranged (1d4/ 19-20 x2, MW dagger) or +13 ranged (1d6/ x3, MW shortbow); Full Atk: +13/+8 melee (1d6+1/ 19-20 x2, +1 short sword) or +13/+8 melee or +13/+8 ranged (1d4/ 19-20 x2, MW dagger) or +11 ranged (1d6/ x3, MW shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6, death attack, poison use, spells; SQ darkvision 60 ft, evasion, improved uncanny dodge, shadow illusion, summon shadow "Creeper", trapfinding, trap sense +1, uncanny dodge, +1 save vs. poison, hide in plain sight; AL N/E; SV Fort +6, Ref +17, Will +6; Str 10, Dex 20, Con 12, Int 14, Wis 12, Cha 11.

Skills and Feats: Climb +2, Disable Device +10, Disguise +4, Escape Artist +14, Hide +18, Intimidate +5, Jump +7, Knowledge: local +5, Listen +16, Move Silently +17, Open Lock +12, Perform +8, Search +12, Spot +12, Tumble +17, Use Magic Device +8; Combat reflexes, dodge, mobility, staggering strike, weapon finesse

Death attack: If Zeist studies his victim for 3 rounds and then makes a sneak attack with his melee weapon that successfully deals damage, the sneak attack has the additional effect of paralyzing or killing the target (his choice). While studying the victim, Zeist can undertake other actions so long as his attention stays focused on the target and the target does not detect Zeist or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save DC 14 against a kill effect, he or she dies. If the saving throw fails against the paralysis effect then the victim's mind and body is enervated, rendering them helpless and unable to act for 1d6 rounds plus 1 round per assassin level. If the saving throw succeeds, the attack is just a normal sneak attack. Once Zeist has completed three rounds of study, he must make the attack within the next three rounds. If the death attack is attempted and fails (the victim makes their save) or if the assassin does not launch the attack within three rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Hide in Plain Sight (Su): Zeist can use the Hide skill even while being observed. As long as Zeist is within 10 ft. of something with a shadow, Zeist can hide himself from view in the open without anything to actually hide behind. Zeist cannot hide in his own shadow.

Shadow Illusion (Sp): Zeist can create visual illusions from surrounding shadows. This ability's effect

is identical to that of the arcane spell *silent image* and may be employed once a day.

Summon shadow (Su): Zeist has a summoned shadow named Creeper. It is a typical shadow except that it has a N/E alignment and it cannot spawn. It cannot be turned, rebuked, or commanded by a third party. It also has +2 HD and the associated statistical adjustments. Assume that the destruction of Creeper does not sufficiently harm Zeist's current XP and level. It is his loyal companion

Assassin Spells Prepared (3/1; base DC = 12 + spell level): 1st—true strike, obscuring mist, critical strike; 2nd—fox's cunning

Assassin Spellbook: 1st— true strike, obscuring mist, critical strike; 2nd—fox's cunning, invisibility, darkness

Possessions: MW dagger, MW shortbow, 20 arrows, tanglefoot bags (x2), 2 vials of giant wasps poison (Fort save DC 18 or 1d6 Str/1d6 Str), short sword +1, chain shirt +1, potion of shield of faith +4, potion of cat's grace, potion of cure moderate wounds, potion of pass without trace, vest of resistance +1, scroll: invisibility: 3rd lvl, scroll: nondetection: 3rd lvl, gloves of dexterity +2, boots of speed

Physical Description: Zeist is a short, black haired human with dark brown eyes who favors dressing in black to appear more sinister. Most notable on him is a burn scar that completely circles his neck, the result of rope burns from nearly being hung to death years ago after being caught stealing food by an angry mob.

Creeper: Medium Undead; CR 3; HD 5d12; hp 42; Init +2; Spd 40 ft. fly (good); AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); BAB/Grp: 2/-; Atk: +4 incorporeal touch (1d6 Str/ x2, incorporeal touch); Full Atk: +4 incorporeal touch (1d6 Str/ x2, incorporeal touch); Space/Reach 5 ft./5 ft.; SA strength damage; SQ darkvision 60 ft., incorporeal traits, cannot be turned, rebuked, or commanded by another, undead traits; AL N/E; SV Fort +2, Ref +4, Will +5; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +10, Listen +9, Search +6, Spot +9, Intimidate +2; Alertness, dodge

Strength damage (Su): Creepers touch deals 1d6 points of Strength damage to a living creature. A creature reduced to 0 Strength in this manner dies but in this case, does not become a spawn. This is a negative energy effect.

Malignus Riggermort: Male Halfling Wiz 8/ Master Transmogrifist 3; CR 11; Small humanoid; HD 8d4+11+3d4+3; hp 44; Init +3 (Dex); Spd 20 ft.; AC 18, touch 15, flat-footed 15 (Dex +3, size +1, bracers of armor +2, ring of protection +1, insight +1); BAB/Grp: +5/-0; Atk: +5 melee/+9 ranged (1d3-1/ 19-20 x2, dagger) or +10 ranged (1d6/ 19-20 x2, MW light crossbow) or +5 melee/+9 ranged (1d4-1/ x2, club); Full Atk: +5 melee/+9 ranged (1d3-1/ 19-20 x2, dagger) or +10 ranged (1d6/ 19-20 x2, MW light crossbow) or +5 melee/+9 ranged (1d4-1/ x2, club); Space/Reach 5 ft./5 ft.; SA n/a; SQ familiar toad—"Blotch", favored shapes- troll, ankheg, black pudding,

extended change, manifest sense, battle mastery +2; AL N/E; SV Fort +4, Ref +6, Will +11; Str 8, Dex 16, Con 12, Int 22, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +14, Craft: Weaving +15, Decipher Script +6, Disguise +4, Knowledge: Arcana +19, Knowledge: Nature +14, Spellcraft +20; Alertness, craft arms & armor, craft construct, craft wondrous item, eschew materials, reach spell, scribe scroll

Favored shapes (Su): Malignus currently has the following favored shapes; troll, ankheg, black pudding, and dire bat.

Extended Change (Ex): Malignus gains the benefit of Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Manifest Senses (Su): Malignus gains the senses of his favored shape when he assumes its form. Senses include extraordinary qualities such as blindsense, blindsight, darkvision, low-light vision, and tremorsense.

Battle Mastery (Ex): Malignus gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes.

Wizard Spells Prepared (4/6/6/4/4/3; base DC = 16 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb (x2), magic missile, expeditious retreat; 2nd—scorching ray (x2), see invisibility, false life, shocking grasp (reach), Tasha's Hideous Laughter; 3rd—fireball, haste, dispel magic, ghoul touch (reach); 4th—polymorph, orb of force, vampiric touch (reach), Evard's Black Tentacles; 5th—greater blink, cone of cold, baleful polymorph

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp, unseen servant; 2nd— scorching ray, see invisibility, alter self, false life, ghoul touch, arcane lock, Tasha's Hideous Laughter; 3rd—fireball, haste, dispel magic, vampiric touch, fly; 4th— orb or force, polymorph, Evard's Black tentacles, orb of acid, solid fog; 5th— baleful polymorph, cone of cold, greater blink, wall of stone, Rary's telepathic bond

Possessions: daggers (x2), MW light crossbow, club, 10 bolts, bracers of armor +2, potion of shield of faith +2, headband of intellect +2, potion of protection vs. good, scroll: ray of exhaustion: lvl 5, scroll: touch of idiocy (reach): 5th lvl, metamagic rod: silent (lesser), scroll: dispelling screen: lvl 7, wand of web: 3rd level, dusty rose ioun stone, ring of protection +1

Physical Description: Malignus is a repulsive looking halfling with self-induced physical changes of a bizarre nature. Amongst them include one webbed hand, one round fish-like eye, a scraggly tail, and pointy dog looking ears just to name a few. When he moves, he waddles more than he walks due to being somewhat bow-legged.

Malignus (troll form): HD 8d4+48+3d4+18; hp 83; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 18 (Dex +2, size -1, natural +6, bracers of armor +2, ring of protection +1, insight +1); BAB/Grp: +5/+16; Atk: +11 melee/+7 ranged (1d6+7/ 19-20 x2, MW daggers) or +7 ranged (2d6/ 19-20 x2, MW light crossbow) or +10 melee/+6 ranged (1d8/ x2, club) or +12 melee (1d6+7/ x2, claw) or +7 melee (1d6+3/ x2, bite); Full +11 melee/+7 ranged (1d6+7/ 19-20 x2, MW daggers) or +7 ranged (2d6/ 19-20 x2, MW light crossbow) or club +10 melee/+5 ranged (1d8/ x2, club)) or +12/+12 melee (1d6+7/ x2, 2 claws) and +7 melee (1d6+3/ x2, bite); Space/Reach 10 ft./10 ft.; SA Rend- 2d6+9; SQ familiar toad- "Blotch", battle mastery, darkvision 90 ft., favored shapes- troll, ankheg, black pudding, extended change; AL N/E; SV Fort +9, Ref +4, Will +10; Str 23, Dex 14, Con 23, Int 22, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Concentration +19, Craft: Weaving +9, Decipher Script +6, Disguise +4, Knowledge: Arcana +16, Knowledge: Nature +14, Spellcraft +18; Alertness, craft arms & armor, craft construct, craft wondrous item, eschew materials, reach spell, scribe scroll

Favored shapes (Su): Malignus currently has the following favored shapes; troll, ankheg, black pudding

Extended Change (Ex): Malignus gains the benefit of Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Manifest Senses (Su): Malignus gains the senses of his favored shape when he assumes its form. Senses include extraordinary qualities such as blindsense, blindsight, darkvision, low-light vision, and tremorsense.

Battle Mastery (Ex): Malignus gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes.

Wizard Spells Prepared (4/6/6/4/4/3; base DC = 16 + spell level): 0—read magic, detect magic, acid splash, mage hand; 1st—ray of enfeeblement, shield, lesser electrical orb (x2), magic missile, expeditious retreat; 2nd—scorching ray (x2), see invisibility, false life, shocking grasp (reach), Tasha's Hideous Laughter; 3rd—fireball, haste, dispel magic, ghoul touch (reach); 4th—polymorph, orb of force, vampiric touch (reach), Evard's Black Tentacles; 5th—greater blink, cone of cold, baleful polymorph

Spellbook: 0— all 0-level; 1st— shield, lesser electrical orb, ray of enfeeblement, expeditious retreat, magic missile, shocking grasp, unseen servant; 2nd— scorching ray, see invisibility, alter self, false life, ghoul touch, arcane lock, Tasha's Hideous Laughter; 3rd—fireball, haste, dispel magic, vampiric touch, fly; 4th— orb or force, polymorph, Evard's Black tentacles, orb of acid, solid fog; 5th— baleful polymorph, cone of cold, greater blink, wall of stone, Rary's telepathic bond

Possessions: Same

Physical appearance: As per a troll but with the unique deformities and physical modifications he has added to himself.

ENCOUNTER 7

Advanced ambush drakes: CR 9; Medium dragon; HD 16d12+96; hp 216; Init +7 (Dex + Improved Initiative); Spd 40 ft., fly 30 ft. (poor); AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural); BAB/Grp: +16/+27; Atk: +22 melee (2d6+7 + poison/ x2, bite); Full Atk: +22 melee (2d6+7 + poison/ x2, bite) and +20/+20 melee (2d6+3/ x2, 2 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, poison; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent, SR 16, telepathic link; AL N/E; SV Fort +16, Ref +13, Will +10; Str 24, Dex 16, Con 22, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +19, Listen +12, Move Silently +15, Spot +14; Ability focus: breath weapon, alertness, improved initiative, improved natural attack: claws, multiattack, power attack

Breath weapon (Su): 30-foot cone, once every 1d4 rounds, **slow** (duration 7 rounds), Will save DC 26. Ambush drakes are immune to breath weapons of other ambush drakes. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude save DC 24, initial and secondary damage 1d6 Dex. The save is Constitution-based.

Telepathic link (Ex): Ambush drakes share a communal consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 ft. of one another are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flatfooted, none of them are. No ambush drake in the group is considered flanked unless all are.

Possessions: None

Physical Description: About the size of an ogre, this dragon-like creature bears distinctly lupine features in place of the more common feline features of traditional dragons. Its jaw is elongated and its build muscular, although its wings seem stunted for its size.

ENCOUNTER 8

Telleros Silvertongue: Human Rog 5/ Spymstr 3/ ShD 1 (worships Syrul); CR 9; Medium humanoid; HD 5d6+3d6+1d6; hp 42; Init +5 (Dex); Spd 30 ft.; AC 21, touch 15, flat-footed 21 (studded leather +4, Dex +5, amulet of natural ac +2); BAB/Grp: +5/+5; Atk: +11 melee (1d6/ 19-20 x2, MW short sword) or +11 melee/+11 ranged (1d4/ 19-20 x2, MW dagger) or +11 ranged (1d6/ x3, MW shortbow); Full Atk: +11 melee (1d6/ 19-20 x2, MW short sword) or +11 melee/+11 ranged (1d4/ 19-20 x2, MW dagger) or +11 ranged (1d6/ x3, MW shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ cover identity, evasion, trapfinding, trap sense +1, uncanny dodge, undetectable alignment, quick change, scrying defense, magic aura, hide in plain sight; AL C/N; SV Fort

+1, Ref +10, Will +2; Str 10, Dex 20, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +26, Diplomacy +20, Disable Device +7, Disguise +25, Escape Artist +12, Forgery +8, Gather Information +19, Hide +15, Sense Motive +6, Knowledge: local +7, Listen +4, Move Silently +9, Open Lock +5, Perform +7, Search +4, Spot +4, Tumble +12; Combat reflexes, dodge, mobility, Skill focus: Bluff, weapon finesse

Cover Identity (Ex): Telleros has the cover identity of a peasant farmer named Abner Longfield. While operating in this cover identity, he gains a +4 circumstance bonus to Disguise checks and a +4 circumstance bonus on Bluff and Gather Information checks (already included).

Undetectable alignment (Ex): Telleros is adept at shifting his mental identities and information, making it impossible for others to detect his alignment by any form of divination. This ability functions like the spell undetectable alignment except that it is always active.

Quick change (Ex): Telleros can don a disguise in one-tenth the normal time (1d3 minute) and don or remove armor in one-half normal time.

Scrying defense (Ex): Telleros adds +2 to Will saves against divination (scrying) spells, as well as to Spot checks made to notice the sensors created by such spells.

Magic Aura (Sp): Telleros gains the ability to use Nystul's magic aura at will with a caster level equal to his class level. He uses this to shield his magic items from detection.

Hide in plain sight (Su): Telleros can use the Hide skill even while being observed. As long as Zeist is within 10 ft. of something with a shadow, Zeist can hide himself from view in the open without anything to actually hide behind. Zeist cannot hide in his own shadow.

Possessions: Disguise kit, MW short sword, MW dagger, shortbow, 20 arrows, tanglefoot bag x2, flask of instant rope, flask of vicious bleeder, flask of fleetfoot, studded leather +1- glamered, potion of non-detection, potion of shield of faith +3, potion of invisibility, potion of cure serious wounds, potion of spider climb, lesser choker of eloquence

Physical Description: Telleros plays the role of wary victim and reluctant warrior defending the town using his high bluff and disguise skills. He appears as a dirty-faced, commoner with scavenged equipment, a pitchfork (for show mainly, as a weapon as a last resort), light brown hair and blue eyes.

Nyv Vermingut: Kobold Sor 10 (worships the Earth Dragon); CR 10; Small humanoid (reptilian); HD 10d4+28; hp 49; Init +6 (Dex + Improved Initiative); Spd 30 ft.; AC 17, touch 14, flat-footed 15 (natural +1, Dex +2, size +1, bracers of AC +2, ring of protection +1); BAB/Grp: +5/-1; Atk: +5 melee/+9 ranged (1d3-2/ 19-20 x2, MW dagger) or +8 ranged (1d3-2/ x2, darts) or +9 ranged (1d6/ 19-20 x2, MW light crossbow); Full Atk: +5 melee/+9 ranged (1d3-2/ 19-20 x2, dagger) or +8 ranged

(1d3-2/ x2, darts) or +9 ranged (1d6/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ toad familiar "Lump", dark vision 60 ft., light sensitivity; AL N/E; SV Fort +5, Ref +6, Will +8; Str 6, Dex 14, Con 12, Int 12, Wis 10, Cha 19.

Skills and Feats: Concentration +18, Knowledge: arcana +6, Spellcraft +16, Craft: trapmaking +11; Alertness, combat casting, improved initiative, empower spell, mobile spellcasting

Sorcerer Spells Prepared (6/7/7/6/3; base DC = 13 + spell level): 0—acid splash, ray of frost, detect magic, ghost sound, mage hand, read magic; 1st—shield, lesser electrical orb, benign transposition, magic missile, shield; 2nd—scorching ray, invisibility, ice darts, false life (**precast**); 3rd—ray of exhaustion, slow, resonating bolt; 4th—dimension door, stonewall; 5th—cone of cold

Possessions: MW light crossbow, 10 bolts, MW dagger, darts (x10), tanglefoot bag, bracers of armor +2, vest of resistance +1, brooch of shielding, cloak of charisma +2, scroll: Evard's black tentacles: 7th lvl, scroll: dispel magic: 10th lvl, scroll: dimension door: 10th lvl, potion of haste, potion of barkskin +2, potion of cure moderate wounds, figurine of wondrous power: silver raven

Physical Description: Nyv is a very thin kobold with many markings tattooed on his scaly hide that depict dragons or scripture that speaks to his reverence towards them. He dresses with a touch of elegance, preferring the colors of red and black and is impeccably clean.

Golos and Atoren: Male orc Ftr 2/ Brb 7; CR 9; Medium humanoid (orc); HD 2d10+2+7d12+14; hp 92; Init +2 (Dex); Spd 40 ft, 30 ft. in breastplate; AC 18, touch 12, flat-footed 18 (Breastplate +6, Dex +2); BAB/Grp: +9/+15; Atk: +17 melee (2d4+10/ 15-20 x2, +1 falchion) or +15 melee (1d6+6/ 18-20 x2, scimitar) or +12 ranged (1d8+2/ x3, MW composite longbow (+3 Str) or +15 melee/+11 ranged (1d4+6/ 19-20 x2, dagger); Full Atk: +17/+12 melee (2d4+10/ 15-20 x2, +1 falchion) or +15/+10 melee (1d6+6/ 18-20 x2, scimitar) or +12/+7 ranged (1d8+3/ x3, MW composite longbow (+3 Str) or +15/+10 melee or +11/+6 ranged (1d4+6/ 19-20 x2, dagger); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., rage 2/day, fast movement, uncanny dodge, trap sense +1, improved uncanny dodge; AL C/E; SV Fort +10, Ref +4, Will +4; Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +7, Intimidate +7, Jump +7, Listen +8, Ride +3, Survival +4; Cleave, improved critical: falchion, iron will, power attack, w.f.- falchion, power critical: falchion

Possessions: Scimitar, MW composite longbow (Str. +3), 20 arrows, flask of blade fire, falchion +1, breastplate +1, potion of enlarge person, potion of shield of faith +3, potion of protection vs. good, everlasting rations, potion of fly, potion of cure moderate wounds, javelin of lightning, oil of greater magic weapon +3, gloves of fortunate striking, bracers of quick strike

Physical Description: Typical orcs – mean, ugly, and itching to carve up their enemies like a pig for the dinner table.

Rydra Feralfang: Female hobgoblin Drd 9/ Beastmaster 1; (worships Beltar); CR 10; Medium humanoid (goblinoid); HD 9d8+18+1d10+2; hp 77; Init +3; Spd 30 ft. AC 16, touch 12, flat-footed 16 (Dex +2, bone studded leather +4); BAB/Grp: +7/+8; Atk: +9 melee (1d6+2/ 18-20 x2, +1 scimitar) or +8 melee/+9 ranged (1d6+1/ x2, shortspear) or +8 melee/+9 ranged (1d4+1/ 19-20 x2, dagger) or +10 ranged (1d4/ x2, MW sling); Full Atk: +9/+4 melee (1d6+1/ 18-20 x2, +1 scimitar) or +9/+4 melee or +10/+5 ranged (1d6+1/ x2, MW shortspear) or +8/+3 melee or +9/+4 ranged (1d4+1/ 19-20 x2, dagger) or +10/+5 ranged (1d4/ x2, MW sling); Space/Reach 5 ft./5 ft.; SA n/a; SQ animal companion- dire ape "Snarl", nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity, wild shape 3/day, wild shape- large; AL N/E; SV Fort +10 Ref +7, Will +11; Str 12, Dex 14, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Diplomacy +6, Handle Animal +15, Heal +7, Knowledge: Nature +12, Listen +11, Move Silently +6, Ride +8, Spot +11, Survival +10. Augment summoning, skill focus: Handle Animal, elephant hide, eagles wings

Druid Spells Prepared (6/6/5/4/3/2; base DC = 13 + spell level): 0—know direction, flare, detect magic, guidance (x2), resistance; 1st—faerie fire, sunstroke, longstrider, lesser vigor, produce flame, entangle; 2nd—creeping cold, embrace the wild, soften earth & stone, barkskin, bears endurance; 3rd—winters embrace, poison, call lightning, protection vs. energy; 4th—flame strike, dispel magic, murderous mist; 5th—flaywind burst, insect plague

Possessions: MW shortspear, dagger, 10 sling stones, MW sling, +1 scimitar, +1 bone studded leather, potion of bears endurance, oil of magic stone, scroll: nature's favor: 9th lvl, potion of shield of faith +4, collar of obedience, periapt of wisdom +2, rope of climbing, scroll: languor: 7th lvl, scroll: creeping cold: 6th lvl, scroll: murderous mist: 7th lvl, scroll: dispel magic: 9th lvl, scroll: greater magic fang: 9th lvl

Physical Description: Rydra is a female hobgoblin of average build with dark red hair and a look of spite in her dark brown eyes. She wears a bone studded armor that has seen better days and carries her blood red scimitar proudly.

Snarl: Dire ape animal companion; CR 3; Large augmented animal; HD 9d8+18; hp 68; Init +3 (Dex); Spd 30 ft, 15 ft. climb; AC 22, touch 12, flat-footed 18 (-1 size, Dex +3, +8 natural, +2 leather barding); BAB/Grp: +6/+17; Atk: +13 melee (1d6+7/ x2, claw); Full Atk: +13/+13 melee (1d6+7/ x2, 2 claws) and +10 melee (1d6+3/ x2, bite); Space/Reach 10 ft./10 ft.; SA rend- 2d6+10; SQ low-light vision, link, share spells, evasion, devotion; AL N; SV Fort +7, Ref +8, Will +3; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +17, Listen +6, Spot +7, Move Silently +6; Alertness, multiattack, toughness, weapon focus: claws

Possessions: None

Physical Description: Typical as per it's animal type except wearing collar of obedience and leather barding.

ENCOUNTER 10

Vivakros Venomflame: Male human Clr 10 (worships Pyremius); CR 10; Medium humanoid; HD 10d8+10; hp 68 (+20 if stalwart pact activates); Init +5 (Dex + Improved Initiative); Spd 30 ft., 20 ft. in breastplate; AC 20, touch 11, flat-footed 19 (Breastplate +8, Dex +1, buckler +1); BAB/Grp: +7/+8; Atk: +9 melee (1d8+2/ x2, +1 heavy mace) or +9 melee (1d6+1/ x2, MW light mace) or +9 ranged (1d8/ 19-20 x2, MW light crossbow); Full Atk: +9/+4 melee (1d8+2/ x2, +1 heavy mace) or +9/+4 melee (1d6+1/ x2, MW light mace) or +9/+4 ranged (1d8/ 19-20 x2, MW light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ Rebuke undead, turn or rebuke water creatures, rebuke, command, or bolster fire creatures; AL N/E; SV Fort +9, Ref +5, Will +11; Str 12, Dex 12, Con 12, Int 10, Wis 21, Cha 12

Skills and Feats: Concentration +14, Heal +8, Knowledge: Arcana +5, Knowledge: Religion +8, Spellcraft +12; Combat casting, domain focus: evil, domain focus: fire, improved initiative, domain spontaneity: evil

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level): 0—guidance (x2), resistance, detect magic, virtue, light; 1st—burning hands*, bless, divine favor, nimbus of light, shield of faith, resurgence, obscuring mist; 2nd—produce flame*, bears endurance, deific vengeance (x2), sound burst, silence; 3rd—magic circle vs. evil*, darkfire, invisibility purge, slashing darkness, dispel magic; 4th—unholy blight*, divine power, poison, freedom of movement, wrack; 5th—fire shield*, flaywind burst, flame strike, parboil

*Domain spell. *Domains:* Evil and Fire; Domain: Evil – cast all spells from the Evil domain at +1 caster level; Domain: Fire – Turn or destroy water creatures as good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead

Possessions: light crossbow, 10 bolts, MW light mace, buckler, silver holy symbol of Pyremius, thunderstone, sparkstone, heavy mace +1, breastplate +1, potion of barkskin +4, potion of displacement, potion of cure moderate wounds, scroll: deific vengeance: 6th lvl, vest of resistance +1, horn of fog, periapt of wisdom +2, cloak of elemental protection, scroll: stalwart pact: 9th lvl (**used / precast**), mass lesser vigor: 7th lvl, **oil of magic vestment +3 (used / active)**

Physical Description: Vivakros is a slender man with dark tanned skin, a flame-red braided pony tail at the center of his otherwise bald head that reaches half-way down his back and eyes the color of coal. He has ritualistic burns on small portions of his body, including the outline of the flaming symbol of Pyremius burned into the flesh above his heart. He wears black robes with red flames depicted on them

Terrak & Gresh Keenclaws: Forest troll Brb 5; CR 8; Medium giant; HD 5d8+30+5d12+30; hp 116 Init +7 (Dex

+ Improved Initiative); Spd 40 ft., climb 30 ft.; AC 23, touch 13, flat-footed 23 (Chain shirt +5, Dex +3, natural +5); BAB/Grp: +8/+13; Atk: +15 melee (2d6+6/ 19-20 x2, +1 greatsword) or +12 ranged (1d6+5/ x2, javelin) or +13 melee (1d4+3 plus poison/ x2, claw) or +13 melee (1d3+5/ x2, locked gauntlet); Full Atk: +15/+10 melee (2d6+6/ 19-20 x2, +1 greatsword) or +12/+7 ranged (1d6+5/ x2, javelin) or +13/+13 melee (1d4+5 plus poison/ x2, 2 claws) or +13/+8 melee (1d3+5/ x2, locked gauntlet) and +8 melee (1d4+2/ x2, bite); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 90 ft., fast healing 5, low light vision, scent, fast movement, improved uncanny dodge, rage 2/day, trap sense +2, uncanny dodge; AL C/E; SV Fort +14, Ref +5, Will +2; Str 20, Dex 16, Con 23, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +12, Hide +8 (+10 in jungle or forest), Intimidate +7, Listen +8, Spot +5, Survival +8; Improved initiative, track, w.f.- greatsword, reckless rage

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. Forest trolls create their own special poison from their saliva and coat their javelins and claws. The save is Constitution-based. **Note:** In the case of these particular forest trolls, when they want to use their claw attack, they will release their greatsword and hold it with one hand, thus allowing them one claw and one bite attack rather than the two claw attacks. If they do not wield a weapon then they get their claw/claw/bite routine as per their normal ability.

Possessions: javelins x6 (each), locked gauntlet, greatsword +1, chain shirt +1, potion of magic circle vs. good, amulet of health +2, javelin of greater lightning

Physical Description: These creatures have the ape-like posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak of an intelligence greater than its troll-like visage would suggest.

Revelos Fatebinder: Kobold Sor 8/ Dvn Rcl 2 (worships Kurtulmak); CR 10; Small humanoid (reptilian); HD 8d4+8+2d6+2; hp 41; Init +4 (Dex); Spd 30 ft.; AC 18, touch 15, flat-footed 15 (Dex +4, size +1, natural +1, bracers of armor +3); BAB/Grp: +5/+0; Atk: +6 melee/+11 ranged (1d3-1/ 19-20 x2, MW dagger) or +10 ranged (1d6/ 19-20 x2, light crossbow) or +6 melee (1d4-1/ x2, quarterstaff); Full Atk: +6 melee/+11 ranged (1d3-1/ 19-20 x2, dagger) or +10 ranged (1d8/ 19-20 x2, light crossbow) or +6 melee (1d4-1/ x2, quarterstaff); Space/Reach 5 ft./5 ft.; SA n/a; SQ Darkvision 60 ft., familiar weasel – “Scamper”, oracle domain, scry bonus, prescient sense, trap sense +1; AL N; SV Fort +3, Ref +10, Will +8; Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 20.

Skills and Feats: Concentration +12, Knowledge: Arcana +10, Knowledge: Religion +11, Spellcraft +14; Alertness, combat casting, empower spell, lightning reflexes skill focus: Knowledge: Religion

Sorcerer Spells Prepared (6/8/7/7/6/4; base DC = 15 + spell level): 0—acid splash, detect magic, touch of fatigue, ray of frost, mage hand, read magic, ghost sound, daze, prestidigitation; 1st—ray of enfeeblement, shield, true strike, lesser electrical orb, protection vs. good, identify*;

2nd- glitterdust, scorching ray, see invisibility, invisibility, augury*; 3rd- arcane sight, haste, fireball, divination*; 4th- orb or force, scrying*, stonesskin; 5th- feeblemind, commune*

Possessions: quarterstaff, dagger, light crossbow, 10 bolts, bracers of armor +2, scroll: mage armor: 8th lvl, scroll: ray of enfeeblement: 5th lvl, wand of magic missile: 5th lvl, caster, cloak of charisma +2, gloves of dexterity +2, scroll: scorching ray: 7th lvl, potion of cure moderate wounds, scroll: fireball: 8th lvl, scroll: arcane sight: 7th lvl, potion of shield of faith +4

Physical Description: Revelos appears as a typical kobold wearing robes save that he is paler skinned than most of his kind. His naked tail is noticeably thin and in comparison to the rest of his body. His gaze always seems distant, as if always looking through or beyond what is immediate. It's almost as if he is searching for something others cannot find.

Advanced spellwarped bullete: Huge magical beast; CR 11; HD 16d10+112; hp 204; Init +3 (Dex); Spd 40 ft., burrow 10 ft.; AC 25, touch 11, flat-footed 22 (Size -2, Dex +3, natural +14); BAB/Grp: +16/+35; Atk: +26 melee (2d8+11/ x2, bite); Full Atk: +26 melee (2d8+9/ x2, bite) or +20/+20 melee (2d6+5/ x2, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft., spell absorption, SR 27; AL N/E; SV Fort +17, Ref +13, Will +8; Str 33, Dex 17, Con 24, Int 6, Wis 13, Cha 6.

Skills and Feats: Jump +23, Listen +11, Spot +6; Alertness, iron will, weapon focus: bite, power attack, crush

Leap (Ex): A bullete can jump into the air during combat. This attack allows it to make four claw instead of two, each with a +25 attack bonus but it cannot bite.

Spell absorption (Su): Whenever a spell fails to penetrate this bullete's spell resistance, it gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the spell that failed.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the spell that failed.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, and sonic)

Possessions: None

Physical Description: The ground shakes and rolls and then bursts open to reveal a terrible armor-plated, bullet-shaped creature with a huge snapping maw and short, powerful legs. Oddly enough, this creature is purple in

color and has two stunted useless antennae growing out of its head, a side effect of its spellwarped nature.

Alarquil Wildrunner: Goblin Rog 3/ Scout 2/ Thf-Acrbt 5; CR 9; Small humanoid (goblinoid); HD 3d6+3+2d8+2+5d6+5; hp 56; Init +5 (Dex + battle fortitude; Spd 30 ft.; AC 23, touch 16, flat-footed 23 (Size +1, Dex +4, chain shirt +5, dodge +2, ring of protection +1); BAB/Grp: +6/+3; Atk: +13 melee (1d4+2/ 19-20 x2, +1 short sword) or +12 melee/ +12 ranged (1d3+1/ 19-20 x2, MW dagger) or +12 ranged (1d4/ x3, shortbow); Full Atk: +13/+8 melee (1d4+2/ 19-20 x2, +1 short sword) or +12/+7 melee/ +12/+7 ranged (1d3+1/ 19-20 x2, MW dagger) or +12/+7 ranged (1d4/ x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, skirmish +1d6, acrobatic charge; SQ evasion, improved evasion, uncanny dodge, battle fortitude, trapfinding, trap sense +1, fast acrobatics, kip up, steady stance, agile fighting +2/+3, slow fall 30 ft., defensive roll 2/day, skill mastery: (balance, climb, jump, tumble), darkvision 60 ft.; AL N/E; SV Fort +4, Ref +15, Will +4; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 8

Skills and Feats: Balance +16, Climb +10, Jump +10, Disable Device +9, Escape Artist +13, Hide +20, Move Silently +16, Open Lock +8, Search +13, Spot +6, Tumble +19; Combat reflexes, iron will, weapon finesse, weapon focus: shortbow

Acrobatic charge (Ex): Alarquil can charge over difficult terrain that normally slows movement or through allies blocking his path. Depending on the situation, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Fast acrobatics (Ex): Alarquil can avoid the normal penalties for accelerated movement while using his acrobatics. He ignores the normal -5 penalty for accelerated movement when making a Balance check while moving at her full speed. He can climb at half her speed as a move action without taking a -5 penalty on his Climb check. Finally, he can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): Alarquil can stand up from a prone position as a free action that doesn't provoke an attack of opportunity. This ability works only if the Alarquil wears light or no armor and carries no more than a light load.

Steady Stance (Ex): Alarquil remains stable on his feet when others have difficulty standing. He is not considered flatfooted while balancing or climbing, and he adds his class level as a bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Agile Fighting (Ex): Alarquil has a +2 dodge bonus to AC and when fighting defensively or using total defense, the bonus is +3. In addition, Alarquil takes no penalty to AC or on his melee attacks rolls when kneeling, sitting, or prone. This only works if Alarquil is wearing light or no armor and has no more than a light load.

Slow fall (Ex): Alarquil reduces the effective distance of falls by 30 ft. This is identical to the monk ability in the PHB, pg 41.

Defensive roll (Ex): Twice per day, Alarquil can roll with a potentially lethal blow to take less damage from it than he otherwise would. This is identical to the rogue class feature, pg 52 of the PHB.

Skill Mastery (Ex): Alarquil can take 10 even if stress and distractions would normally prevent him from doing so on Balance, Climb, Jump, and Tumble checks.

Improved evasion (Ex): Alarquil possesses a better form of evasion as described in the PHB, pg 42 as per the monk class feature.

Possessions: dagger, MW shortbow, 20 arrows, tanglefoot bags (x2), short sword +1, chain shirt +1, vest of resistance +1, hat of disguise, cloak of elvenkind, gloves of dexterity +2, potion of invisibility, potion of barkskin +4, goggles of minute seeing, elemental gem (fire)

Physical Description: Alarquil is a goblin with a lanky build within his small stature. His beady black eyes always appear thinner than normal and possessed of a devious cruelty and he is never without his hat of disguise which allows him to change appearance at will. Alarquil favors colors that allow him to blend in with his surroundings.

APPENDIX 7 – ALL APLS

ENCOUNTER 2

Stregg Stormheart: Living Construct (altered); CR 12; Huge living construct; 25d10+125; hp 281; Init +0; Spd 40 ft.; AC 17, touch 8, flat-footed 17 (size -2, natural +9); BAB/Grp: +18/+25; Atk: +21 melee (2d8+9/ slam) or +21 melee/ +16 ranged (3d6+13/ x2, great club); Full Atk: +21/+21 melee (2d8+9/ 2 slams) or +21/+16/+11 melee or +16/+11/+6 ranged (3d6+13/ x2, great club); Space/Reach 15 ft./15 ft.; SA None; SQ Living construct traits (slightly altered), chaotic mind, personality shift, DR 5/adamantite, darkvision 60 ft.; AL L/G (special); SV Fort +13, Ref +8, Will +17; Str 29, Dex 10, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: (amalgamation of skills and feats remembered from host personalities) w.f. – dwarven war axe, w.f.- short sword, w.f.- heavy mace, power attack, cleave, true believer, favored power attack: orcs, shield mate; Climb +15, Jump +10, Knowledge: Religion +5, Knowledge: Arcana +5, Spellcraft +5, Listen +7, Spot +7, Hide -2, Heal +5, Intimidate +9, Ride +5.

Living Construct Traits (slightly altered) : Stregg conforms to the traits of a living construct with the following exceptions since he is in a transitive state of being::

- Unlike other constructs, Stregg has a Constitution score. Stregg does not gain hit points by size but gains (and loses) bonus hit points through Constitution bonus (or penalty) as with other living creatures.
- Despite being a living construct, Stregg retains his darkvision as per a dwarf.
- Unlike other constructs, Stregg is not immune to mind-influencing effects in so far as illusions and glamor effects. However, because Stregg's mind is a swirl of chaos, he is immune to mind influencing effects such as charms and compulsions because such magic cannot firmly grasp a single mind in his current condition.
- Stregg is immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain.
- Stregg cannot heal naturally.
- Stregg is subject to critical hits, effects requiring a Fortitude save, death from massive damage, nonlethal damage, stunning, ability damage, ability drain, and death or necromantic effects (see magic immunity below however). As far as critical hits, Stregg's current condition renders him immune to critical hits as if he was wearing medium fortification (50 % to negate).
- Stregg can use the run action.
- Stregg can be affected by spells that target constructs as well as those that target living

creatures. Damage dealt to Stregg can be healed by a cure light wounds spell or a repair light damage spell or hurt by a harm spell. However, spells of either type that heal or damage him only work at half effect.

- Stregg is treated as a living creature for purposes of adjudicating what happens to him when he is between 0 and -9 hit points.
- Stregg can be raised or resurrected.
- Stregg needs to eat only half as much as a normal living creature. In terms of sleep or the need to breathe, he requires only half as much as a normal living creature. Stregg can also benefit from the effects of normal consumable spells and magic items such as a heroes feast or potions, except when the potions are healing/repairing in which case see above.
- Unlike normal flesh golems, Stregg cannot go berserk.

Immunity to Magic (Ex): Stregg is immune to any spell or spell-like ability that allows spell resistance but because he is not a true flesh golem, this resistance works only 50% of the time. Otherwise the spell acts normally, subject to other resistances or immunities as per above. Unlike a normal flesh golem, Stregg is not affected in any special manner by cold, fire, or electricity in terms of being slowed or resuming normal movement speed nor is he healed by electricity. Stregg receives a saving throw against attacks that deal electricity.

Personality shift (Ex): During times of extreme stress or fits of emotion, there is a chance that Stregg will shift to one of his other personalities. Stregg is always the dominant personality and after 1d4+1 rounds of another personality overcoming his, Stregg reasserts his own personality. See the Appendix for the mechanics of the personality shift.

Languages: Common, Dwarven, (racial tongue of personality in control at any given time), Draconic (only when Nathan personality is in control), Sylvan (only when Olbert's personality is in control), Orc

Possessions: Gargantuan great club (really a big tree trunk), tattered commoners clothing.

Physical Description: Stregg resembles a typical flesh golem but the presence of intelligence and personality is obvious. Steel wires and bolts lace his body, keeping the sewn slabs of lumpy flesh in place and stretching gruesomely with even the slightest movement. It is clear that certain parts of his body are come from slightly disproportionately sized humanoids. He has one blue eye and one black eye and an unkempt black beard.

ENCOUNTER 4

Tavila Nightshade: Female Human Wiz 10/ Loremaster 2/ Geometer 2 (Worships Wee Jas); CR 14; Medium

humanoid; HD 10d4+10+2d4+2+2d4+2; hp 53; Init +5 (Dex + Improved Initiative); Spd 30 ft.; AC 14, touch 12, flat-footed 13 (Bracers of AC +2, Dex +1, ring of protection +1); BAB/Grp: +7/+6; Atk: +7 melee (1d6/ x2, quarterstaff +1) or +7 melee or +9 ranged (1d4-1/ 19-20 x2, MW dagger) or +8 ranged (1d8/ 19-20 x2, light crossbow); Atk: +7/+2 melee (1d6/ x2, quarterstaff +1) or +7/+2 melee or +9/+4 ranged (1d4-1/ 19-20 x2, MW dagger) or +8/+3 ranged (1d8/ 19-20 x2, light crossbow); Space/Reach 5 ft./5 ft.; SA n/a; SQ familiar lizard "Scales", secret of applicable knowledge (feat- transdimensional spell), lore, glyph of warding, draw spell glyph, book of geometry; AL L/N; SV Fort +6, Ref +6, Will +16; Str 8, Dex 12, Con 12, Int 24, Wis 12, Cha 12

Skills and Feats: Concentration +22, Craft: Alchemy +12, Craft: Pottery +12, Decipher Script +19, Disable Device +13, Knowledge: Arcana +24, Knowledge: History +12, Knowledge: Local +12, Knowledge: Nature +14, Knowledge: Knowledge: Planes +22, Knowledge: Religion +17, Search +9, Spellcraft +24; Alertness, Combat Casting, Craft Construct, Craft Arms & Armor, Craft Wondrous Item, Improved Initiative, Mobile Spellcasting, Scribe Scroll, Skill focus: Knowledge: Arcana, Spell focus: Necromancy, Transdimensional Spell

Lore: Tavila has the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. She adds her level of loremaster and her Intelligence modifier to the lore check.

Glyph of Warding: Tavila adds glyph of warding to her spellbook as a 3rd level arcane spell. She can prepare it just like any other spell she knows.

Book of Geometry (Ex): Tavila uses a unique system for recording the details a spell that drastically reduces the expense of maintaining spellbooks. Every spell she learns now requires only a single page in her spellbook. It still takes 24 hours to scribe a spell into a spellbook and materials cost 100 gp per page.

Draw Spellglyph (Su): A spellglyph is an arcane diagram that substitutes for a specific spell's verbal and material components (if any). When Tavila casts a prepared spell in conjunction with a spellglyph scribed for that spell, she can cast as if it were affected by a Silent Spell feat. The spellglyph replaces any material components (other than focus) normally required by the spell.

Tavila chooses at the time of casting whether to use a spellglyph. An expended spellglyph disappears, just like any other material component.

Spellglyphs are normally scribed on parchment, much like scrolls. Preparing a spellglyph requires 1 hour and the use of rare inks costing 25 gp per spell level. If the spell normally requires an expensive material component (with value of more than 1 gp), exotic inks and treatments of equal cost must be used in the preparation of the spellglyph.

Languages: Common, Ancient Suel, Aquan, Celestial, Draconic, Orc,

Wizard Spells Prepared (4/6/6/6/5/4/4/3; base DC = 17 + spell level, 18 + spell level vs. Necromancy spells): 0—detect magic, read magic, arcane mark, prestidigitation; ; 1st—wave blessing, mage armor, shield, magic missile, ray of enfeeblement, animate rope; 2nd- kuo-toa skin (SW), ghoul glyph (LM), scorching ray, false life, Tasha's hideous laughter, spectral hand; 3rd- water to acid (SW), haste, dispel magic, vampiric touch, arcane sight, lightning bolt; 4th- siren's call (sw), stonesskin, orb of force, scorching ray (transdimensional), Evard's black tentacles; 5th- thalassemia (SW), teleport, fireball (transdimensional), reciprocal gyre; 6th- incorporeal nova (LM), disintegrate, greater dispelling, chain lightning; 7th- greater arcane sight, limited wish, symbol of stunning. (sw) Stormwrack, (LM) Libris Mortis

Spellbook: 0—(all 0 level spells); 1st wave blessing, mage armor, shield, magic missile, ray of enfeeblement, animate rope, Tenser's floating disk, orb of sound - lesser; 2nd- kuo-toa skin (SW), ghoul glyph (LM), scorching ray, false life, Tasha's hideous laughter, spectral hand, earthen grasp, fox's cunning; 3rd- water to acid (SW), haste, dispel magic, vampiric touch, arcane sight, lightning bolt, fireball, bands of steel, clairaudience/clairvoyance; 4th- siren's call (SW), stonesskin, orb of force, Evard's black tentacles, anticipate teleportation, enervation; 5th- thalassemia (SW), teleport, reciprocal gyre, cone of cold, greater blink; 6th- incorporeal nova (LM), disintegrate, greater dispelling, chain lightning, arrow of bone, repulsion ; 7th- greater arcane sight, limited wish, symbol of stunning, ghost form, finger of death, symbol of weakness

Possessions: Light crossbow, 10 bolts, MW dagger, quarterstaff +1, headband of intellect +4, ring of protection +1, bracers of armor +2, vest of resistance +2, cloak of shelter, metamagic rod: extend (lesser), pearl of the sirines, scroll: vampiric touch: 7th level, scroll: enervation: 8th level, scroll: ray of exhaustion: 8th level, scroll: greater blink: 11th level, scroll: dimension door: 8th level, scroll: teleport: 13th level, scroll: orb of force: 10th level, scroll: glyph of warding: 14th level, potion of shield of faith +4, potion of water breathing, potion of invisibility, potion of bears endurance, potion of water walk

Physical Description: Tavila is an elderly human 55 years of age although her less rigorous life of solitude grants her an appearance of someone perhaps 10 years younger. She has stone gray eyes and has a rather thin build. Her hair is white as snow and she wears it loose. She maintains an impeccably clean appearance, almost to the point of seeming rustic yet regal at the same time.

ENCOUNTER 9

Atrigos the Bearhound: Advanced Male bearhound
Clr 7 (worships Fharlanghn); Large magical beast; CR 12; HD 16d10+96+7d8+42; hp 265; Init +3 (Dex); Spd 40 ft.; AC 24, touch 13, flat-footed 20 (Collar of Protection +1, Dex +3, natural +11, size -1); BAB/Grp: +21/+34; Atk: +29 melee (1d8+12/ x2, bite); Full Atk: +29 melee (1d8+12/ x2, bite) and +27/+27 melee (1d6+5/ x2, 2 claws); Space/Reach 10 ft./5 ft.; SA enchanted natural

weapons, improved grab, trip; SQ Darkvision 60 ft., low-light vision, resistance to cold 10, scent, trackless step, wild empathy; AL N/G; SV Fort +21, Ref +18, Will +11; Str 28, Dex 16, Con 22, Int 16, Wis 18, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +9, Knowledge: Arcana +10, Knowledge: Nature +18, Knowledge: religion +8, Heal +8, Listen +22, Move Silently +10, Spellcraft +10, Spot +24, Survival +21 (+23 above ground environments); Alertness, Combat Casting, Domain Spontaneity: Travel, Eschew Materials, Power Attack, Skill focus: Survival, Stealthy, Track

Enchanted Natural Weapons (Su): Atrigos gains a +1 enhancement bonus to attack and damage rolls with all natural weapons.

Improved Grab (Ex): To use this ability, Atrigos must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Trip (Ex): If Atrigos hits with a bite attack, he can trip his opponent (+13 modifier) as a free action without having to make a touch attack or provoking an attack of opportunity. If the attempt fail, the opponent cannot react to the trip attempt.

Wild Empathy (Ex): This is identical to the druid ability of the same name in terms of mechanics.

Languages: Common, Dwarven, Orc, Sylvan

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—virtue, resistance (x2), create water, light; 1st—longstrider*, nimbus of light, lesser vigor, protection vs. evil, bless, shield of faith; 2nd—shield other*, divine insight, deific vengeance, silence, bears endurance; 3rd—fly*, blindsight, call lightning, magic circle vs. evil; 4th—dimension door*, recitation, death ward

*Domain spell. Domains: Travel & Protection: Domain: Travel (For a total time per day equal to 1 round per cleric level, Atrigos can act normally regardless of magical effects that impede your movement as if you were affected by the spell **freedom of movement**. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Survival also becomes a class skill); Domain: Protection (Atrigos can generate a protective ward as a supernatural ability. Grant someone he touches a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

Possessions: Wooden holy symbol of Fharlanghn, collar of protection +1, periapt of wisdom +2, wild berries of the swift travels (1 per PC), scroll of lesser restoration: 7th lvl, scroll: searing light: 7th lvl, scroll: zone of truth: 7th lvl, scroll: air walk: 7th lvl

Physical Description: Atrigos appears as a large bear with strong, sharp teeth of a wolf. He has a thick neck, long heavy tail, and his fur is varied shades of brown. His eyes gleam with intelligence and curiosity. He wears a lovely spiked collar, a periapt and holy symbol dangle from it. Also around his neck is a small satchel.

ENCOUNTER 6

Belenthar Bloodfist, Male Anthropomorphic Wolverine Ftr 5/Brb 6: Medium Monstrous Humanoid; CR 14; HD 2d8+10+5d12+25+6d10+30; hp 150; Init +3 (Dex); Spd 40 ft., 20 ft. (burrow), 20 ft. (climb); AC 15, touch 13, flat-footed 15 (+3 Dex., +2 natural); Base Atk/Grp: +13/+18; Atk +18 melee (1d4+5/ x2, claw); Full Atk +18/+18 melee (1d4+5/ x2, 2 claws) and +13 melee (1d6+2/ x2, bite); SQ Darkvision 60 ft., fast movement, rage 2/day, uncanny dodge, trap sense +1, improved uncanny dodge; AL C/G; SV Fort +14, Ref +9, Will +7; Str 21, Dex 16, Con 21, Int 12, Wis 12, Cha 12. See Savage Species pg. 214-215

Skills & Feats: Climb +15, Handle Animal +5, Intimidate +12, Jump +10, Listen +11, Ride +9, Spot +6, Survival +6, Swim +7; Cleave, combat brute, improved critical: greatsword, improved sunder, intimidating rage, power attack, reckless rage

Languages: Common, orc

Possessions: None

Description: Belenthar appears as a feral cross between a well-built human being and a wolverine. Thick patches of coarse spiny hair cover his body, longer from the back of his head to the base of his spine, including his tail. He has razor-sharp claws and teeth and crimson orbs for eyes. Parts of his body, predominantly his limbs, shoulders, and abdomen have fresh wounds to them. He also appears to be in a constant aggressive state.

ENCOUNTER 6

Meenlock: Tiny aberration; CR 3; HD 4d8; hp 24; Init +1; Spd 20 ft.; AC 13, touch 13, flat-footed 12 (+2 size, +1 source); Base Atk/Grp: +3 /-10; Atk +3 melee (1d2-2/ claw); Full Atk +3/+3 melee (1d2-2/ 2 claws); SA fear aura, meenlock transformation, paralysis, rend mind; SQ darkvision 60 ft., dimension door, telepathy; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 11, Wis 12, Cha 15. Monster Manual 2 pgs. 146-147.

Skills & Feats: Hide +16, Listen +5, Move Silently +8, Spot +4, Survival +8; Feats: Track

Fear aura (Su): As a free action, a meenlock can produce a fear effect in a 30 ft. radius burst, centered on itself. Any creature within the area that fails a Will save (DC 14) becomes catatonic from fear for 1d4+4 rounds. During this time, the victim rolls up into a ball, hugs its knees, or simply stands in place, shivering and staring. Any creature that makes its saving throw against the effect cannot be affected again by that meenlock's fear aura for 24 hours.

Meenlock transformation (Su): Three or more meenlocks can gather around a helpless victim and touch each helpless humanoid or monstrous humanoid. After 1d6 hours of such physical contact with the meenlocks, all subjects ability scores fall to 1 (except for those already at 0), reducing him/her to a drooling, helpless state (no saving throw). A heal of greater restoration spell at this point restores the creature to normal. In another 1d6 hours, the transformation is complete; the subject

becomes forever a meenlock unless a wish or miracle spell is used to restore them.

Paralysis (Ex): Any creature hit by a meenlock's claw must make a Fortitude save (DC 14) or be paralyzed for 3d6 rounds. The meenlocks use this ability to bind a paralyzed humanoid.

Rend Mind (Su): A meenlock can project thoughts and suggestions into the mind of a single creature within 300 ft. These thoughts are usually geared to cause paranoia- images of stalking monsters or peering eyes, and a sensation of being followed, watched, or sized up. The target of this mind-affecting phantasm must make a successful Will save (DC 14) or take 1d4 points of Wisdom damage. Once a meenlock uses this ability, it must wait 1d4 rounds before doing it again.

Dimension Door (Su): Once every 2 rounds, a meenlock can produce an effect like that of a dimension door spell, except that the range is only 60 feet and no additional weight can be transported.

Telepathy (Ex): A meenlock can communicate through telepathy with any other creature that has a language. The range to this is 300 feet.

Languages: None (unable to speak)

Possessions: None

Description: These loathsome looking creatures are 2 ft. tall. They are twisted mockeries of humanoids. Their bodies are stooped and deformed and their elongated arms end in hooked claws. It's hide is covered in shaggy spines, painful ulcers, and pus-filled lesions.

ENCOUNTER 12

Stregg Stormheart: Male Living Construct Ftr 6/ Marshall 2; CR 12; Large living construct; 16d10+48+6d10+18+2d8+6; hp 204; Init +1 (Dex); Spd 30 ft.; AC 19, touch 10, flat-footed 18 (size -1, Dex +1, natural +9); BAB/Grp: +19/+29; Atk: +18 melee (1d4+6/ slam / nonlethal damage); Full Atk: +18/+18 melee (1d6+4/ 2 slams / nonlethal damage); Space/Reach 10 ft./10 ft.; SA None; SQ Living construct traits, minor aura- force or will, major aura- resilient troops; AL L/G; SV Fort +14, Ref +8, Will +13; Str 22, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: cleave, iron will, leadership, power attack, skill focus: diplomacy, w.f. heavy mace; Climb +9, Diplomacy +5, Intimidate +8, Jump +9, Knowledge: Royalty & Nobility +2, Ride +5, Speak language- Orc

Living Construct Traits: Stregg conforms to the traits of a living construct as follows:

- Unlike other constructs, Stregg has a Constitution score. Stregg does not gain hit points by size but gains (and loses) bonus hit points through Constitution bonus (or penalty) as with other living creatures.
- Stregg is immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain.
- Stregg cannot heal naturally.

- Stregg is subject to critical hits, effects requiring a Fortitude save, death from massive damage, nonlethal damage, stunning, ability damage, ability drain, and death or necromantic effects
- Stregg can use the run action.
- Stregg can be affected by spells that target constructs as well as those that target living creatures. Damage dealt to Stregg can be healed by a cure light wounds spell or a repair light damage spell or hurt by a harm spell. However, spells of either type that heal or damage him only work at half effect.
- Stregg responds slightly differently from other living creatures when reduced to 0 hit points. At 0 hit points, Stregg is disabled, just like a living creature. He can only take a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 and greater than -10, he is inert. He is unconscious and helpless, he cannot perform any actions. However, an inert living construct does not lose additional hit points unless more damage is dealt to him, as with a living creature that is stable.
- Stregg can be raised or resurrected.
- Stregg does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items such as *heroes' feast* and potions.

Minor Aura: Force of Will (Ex): As a swift action, Stregg can project a minor aura that remains in effect until Stregg dismisses it or activates another aura of the same kind (minor or major). Stregg can have the auras active continually; thus it can be active before the start of combat and before Stregg has acted. Activating an aura involves social or verbal interaction with those to be affected and affects all allies within 60 feet of Stregg, including himself. An ally must have an Intelligence of 3 or more and be able to understand Stregg's language. If Stregg is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood then the aura is dismissed. A force of will minor aura lets Stregg his Charisma modifier (if any) as a bonus to Will saves.

Major Aura: Resilient troops (Ex): Similar to a minor aura, this major aura let's Stregg grants a +1 bonus to all saves to himself and all allies affected by his major aura. This is already included in his stats.

Languages: Common, Dwarven, Orc

Possessions: tattered commoners clothing

Physical Description: Stregg resembles a flesh golem but the presence of intelligence and personality is obvious. Due to Tavila's efforts, he no longer possesses the steel wires in his stitches and his body is now evenly proportioned. The scars on him, while still visible, are far less gruesome. Both of his eyes are now blue.

Stregg Stormheart: Male giant Ftr 6/ Marshall 2; CR 12; Large giant (Incarnate Construct); 16d10+48+6d10+18+2d8+6; hp 204; Init +1 (Dex); Spd 40

ft.; AC 19, touch 10, flat-footed 18 (size -1, Dex +1, natural +9); BAB/Grp: +19/+29; Atk: +18 melee (1d4+6/ slam / nonlethal damage); Full Atk: +18/+18 melee (1d6+4/ 2 slams / nonlethal damage); Space/Reach 10 ft./10 ft.; SA None; SQ minor aura- force or will, major aura- resilient troops; AL L/G; SV Fort +18, Ref +8, Will +15; Str 22, Dex 12, Con 16, Int 10, Wis 12, Cha 14.

Skills and Feats: cleave, iron will, leadership, power attack, skill focus: diplomacy, w.f. heavy mace; Climb +9, Diplomacy +7, Intimidate +11, Jump +9, Knowledge: Royalty & Nobility +2, Ride +5, Speak language- Orc

Minor Aura: Force of Will (Ex): As a swift action, Stregg can project a minor aura that remains in effect until Stregg dismisses it or activates another aura of the same kind (minor or major). Stregg can have the auras active continually; thus it can be active before the start of combat and before Stregg has acted. Activating an aura involves social or verbal interaction with those to be affected and affects all allies within 60 feet of Stregg, including himself. An ally must have an Intelligence of 3 or more and be able to understand Stregg's language. If Stregg is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood then the aura is dismissed. A force of will minor aura lets Stregg his Charisma modifier (if any) as a bonus to Will saves. This is already included in his stats.

Major Aura: Resilient troops (Ex): Similar to a minor aura, this major aura let's Stregg grants a +1 bonus to all saves to himself and all allies affected by his major aura. This is already included in his stats.

Languages: Common, Dwarven, Orc

Possessions: tattered commoners clothing

Physical Description: Stregg resembles a flesh golem but the presence of intelligence and personality is obvious. Due to Tavila's efforts, he no longer possesses the steel wires in his stitches, bolts, and his body is now evenly proportioned. The scars on him, while still visible, are far less gruesome. Both of his eyes are now blue.

Stregg Stormheart: Advanced flesh golem; CR 8; Large construct; 16d10+30; hp 142; Init -1 (Dex); Spd 30 ft.; AC 18, touch 8, flat-footed 18 (size -1, Dex -1, natural +9); BAB/Grp: +12/+22; Atk: +17 melee (2d8+6/ slam); Full Atk: +17/+17 melee (2d8+6/ 2 slams); Space/Reach 10 ft./10 ft.; SA Berserk; SQ Construct traits, DR 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +5, Ref +4, Will +5; Str 23, Dex 9, Con - Int -, Wis 11, Cha 1.

Skills and Feats: None

Berserk (Ex): When Stregg enters combat, there is a cumulative 1% chance that random spiritual remains left over from destruction of the souls of the Stalwart Seven drive Stregg berserk. Stregg goes on a rampage, attacking the nearest living creature or smashing some object smaller than himself if no creature is within reach, then moving on to spread more destruction. The golems creator (or in this case its controller who would be Tavila or whoever she assigns as such), can try to regain control by speaking firmly and persuasively to the Stregg. This

requires a DC 19 Charisma check. It takes 1 minute of inactivity by Stregg to reset the golems berserk chance to 0%.

Immunity to Magic (Ex): Stregg is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks the *slow* effect on Stregg and heals 1 point of damage for every three points of damage the attack would otherwise deal. If the amount of healing would cause Stregg to exceed its normal hit points, he gains any excess as temporary hit points. Stregg gets no saving throw against attacks that deal electricity damage.

Possessions: tattered commoners clothing

Physical Description: Stregg resembles an automaton constructed of a grisly assortment of decaying humanoid body parts, stitched and bolted together into a slightly disproportioned form taller than a living man. He smells faintly of freshly dug earth and dead flesh. His dull grey eyes possess no spark of life or intelligence in them whatsoever.

DM AID: PERSONALITY SHIFT CHART

Whenever Stregg is exposed to a very stressful emotionally traumatic situation or sensitive matter, the DM will either refer to this chart on his own accord depending on what the PCs do or also when he/she will see the word “**SHIFT**” written as such. This represents the change in personality that occurs with a certain frequency as each one is battling to survive against their slow disintegration. Stregg, because of his leadership skills and strong force of will, is the dominant personality and takes up the majority of the numeric slots on the chart. Personality is decided by a roll of a d12. DMs are encouraged to roleplay the different personalities but to do so within reasonable time limits so as to not disrupt the adventure flow excessively. Otherwise the chart is as follows:

1-6: Stregg Stormheart: Dwarven Fighter 6/ Marshall 2 (Berronar Truesilver is his patron deity): Currently, Stregg is a walking tempest in terms of personality. He is full of fear, rage, and confusion as he tries hopelessly to find sanity in the multitude of voices running through his head. He not only remembers the pain and fear of his comrades but he carries it within his wavering sanity. Stregg's personality should be played as a person capable of being a true leader, always thinking of his comrades before himself and above all things unflinchingly loyal to his country. Mix this in with his rage, frustration, fear, and confusion and you have the personality he would display. Despite this, he is capable of moments of great resolve even in the face of such adversity.

7: Benevros Hammerspike: Dwarven Fighter 1/ Cleric 7: Currently, this personality is experiencing a crisis of faith. The madness that is consuming him has made him lose almost all faith in Clangeddin. He is almost totally convinced that he is nothing more than a monster. He has a difficult time remembering the simplest prayers of his faith. Benevros should be played as almost constantly concerned with only two things; the spiritual well-being of himself and his comrades and what may be his ultimate failure in the eyes of his god.

8: Yondris Buggleblink: Gnome Bard 8: Prior to this tragedy, Yondris was the great inspiration of the group. His songs and kind words would carry the Stalwart Seven through difficult times. Now, Yondris is frightened but does his best to hide it, though poorly. He is also terrified because he can no longer feel the bardic song playing within his heart. He can barely remember the words to his songs and poems that lifted the spirits of his comrades. As his mind fades even more, he finds it much more of a struggle to inspire himself and others to see things positively. Currently, he can often be found trying to sing songs or recite poems now too difficult to grasp and this fills him with the deepest of sorrow.

9: Nathan Norwaine: Human wizard 8: Imagine a human being once gifted with the purest of understanding of wizardly magic now being unable to grasp even the simplest arcane knowledge found in a cantrip. This is what Nathan is experiencing now. Nathan was a bit arrogant in his skill and the most intellectual of the group. He had won over his comrades despite his attitude and some of their suspicions over magic by saving them many times. Now he is both furious and scared. He feels the magic slipping away and is bordering on absolute desperation since now he cannot cast a single spell. Without his magic, he feels, frail, hollow, and useless.

10: Olbert Swiftstalker: Halfling rogue 6/ scout 2 of Brandobaris: Olbert was always the quiet one, very reserved and getting him to offer an opinion on something was not easy. He was trained to be quiet and inconspicuous and one could say he learned the lesson a little too well. Now, with this tragedy, Olbert's personality has withdrawn even further. He should be played as extremely quiet, introverted, and difficult to speak with at best. His answers to questions are very short and his first instinct when things get rough is to try to hide and watch from afar, even now that his body is huge. Of all the personalities, his is the most damaged and most likely to be destroyed first.

11: Volgard Thundersteel: Paladin of Moradin 8: Volgard's personality right now is consumed by anger but trying its best to remain disciplined and steady to whatever course may be even remotely capable of saving himself but more importantly, his comrades. He constantly expressed his concern over what effect this will have on the friends and families of his comrades. He will respond to questions with honesty and it is obvious that he is clinging to his paladin tenets like a drowning man does to a life raft. Roleplay him as someone clearly angry but still holding on to his faith, albeit barely.

12: Kevtilen Falconflight: Human cleric of St. Cuthbert 8: Kevtilen's god is one of justice and vengeance against those of evil and cruelty. Kevtilen tried to mirror this in life as much as possible and now, he has taken these tenets beyond the breaking point. He is nothing more than righteous anger and speaks only of unmerciful vengeance against those that did this to him and his friends. He wants retribution perhaps more than any of them for one other reason; he believes that he will never see his wife and newborn son again and the mere thought of this makes his rage all the more terrible. The line between what is just and doing whatever it takes to sate the dark vengeance that burns inside him is blurring into nothingness.

DM AID: NEW RULES

NEW FEATS

Extended Reach (Savage Species)

Prerequisite: Small or larger size, nonrigid body or nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Crush (Savage Species)

Prerequisite: Huge size

Size Category		Crush damage
Huge		2d8
Gargantuan	4d6	
Colossal		4d8

Like a dragon, you can hurl your body onto opponents to deal tremendous damage.

Benefit: As a standard action, you can jump or fall onto opponents, using your whole body to crush them. This attack is useful only against creatures at least three size categories smaller than yourself. The base damage for a crush attack depends on your size category above. Add 1.5 times your Strength bonus to this base damage to determine total damage for the attack.

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your body (see Large and Smaller Creatures in Combat in Chapter 8 of the Player's Handbook). Each creature in the affected area must succeed on a Reflex save (DC 10 + Str modifier + your size modifier for grapple checks). On a failure, the opponent is pinned and automatically takes crush damage each round the pin is maintained.

Irresistible Gaze (Savage Species)

Prerequisite: Gaze attack

Benefit: Add +2 to the DC of all saving throws against a gaze attack. This stacks with the Ability Focus feat if the creature has this feat as well.

Uncanny Scent (Savage Species)

Prerequisite: Scent ability, improved scent

Benefit: You can pinpoint the location of a scent within 20 ft.

Normal: You can pinpoint the location of a scent within 5 ft.

NEW ITEMS

Wild Berry of Swift Travels (n/a)

This appears as a normal wild berry except that they imbue the creature that consumes it with the magical ability of flight. Treat as if the consumer was under the effects of an overland flight spell for 1 hour. (Cost not applicable as they do not last beyond the end of this adventure)

Moderate transmutation; CL 5th; Craft Wondrous Item, goodberry, fly; Weight: negligible

Badge of Valor (Complete Adventurer)

This golden brooch provides its wearer with a +2 morale bonus on saves against fear effects. This bonus improves to +4 on level checks to avoid being intimidated. The morale bonus of this badge stacks with the morale bonus granted by a paladin's aura of courage ability and the bard's inspire courage ability.

Faint enchantment; CL 4th; Craft Wondrous Item, *heroism*; Price 1,000 gp.

Blast Disk (Heroes of Battle)

This item, resembling a jet-black plate with an 8 inch diameter, can be set to explode via proximity or a timer. In either function, when the disk explodes, it deals 5d6 points of fire damage to all creatures and objects within 10 feet of the disk (Reflex save DC 14 half). If set to explode via proximity, a blast disk must be set down in a square on the battlefield. The next creature of Small size or larger to enter that square (either on the ground or airborne within 5 ft.) sets off the blast disk. That creature receives a -2 penalty to their save against the blast. A blast disk can also be set to explode up to 10 rounds after placement.

Faint evocation; CL 5th; Craft Wondrous Item, *fireball*; Price 900 gp.

Bracers of Quick Strike (Miniatures Handbook)

These bracers provide the benefits of incredible speed. Once per day, as a swift action the wearer may make one additional attack with any weapon he is holding. This attack is made at the wearer's full attack bonus, plus any modifiers appropriate to the situation (This effect is not cumulative with similar effects, such as those provided by a speed weapon or by a haste spell, not does it actually grant an extra action). The bracers can only be used 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.

Cloak of Elemental Protection (Miniatures Handbook)

This cloak, woven with the threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against an energy type of the wearer's choosing (acid, cold, fire, electricity, or sonic). The wearer can activate the cloak when it is not his turn. The wearer can therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after it has been worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, resist energy; Price 1,000 gp.

Choker of Eloquence- lesser (Complete Adventure)

This cloak, woven with the threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against an energy type of the wearer's choosing (acid, cold, fire, electricity, or sonic). The wearer can activate the cloak when it is not his turn. The wearer can therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after it has been worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for 24 hours.

Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of at least 6th level; Price 6,000 gp.

Collar of Obedience (Complete Adventurer)

Any animal or magical beast wearing this collar becomes easier to handle. The DC of any Handle Animal check to handle, push, teach, train, or rear the wearer is decreased by 5. A collar occupies the same space on the body as an amulet, brooch, or other item meant to be worn around the neck.

Faint enchantment; CL 3rd; Craft Wondrous Item, charm animal; Price 1,500 gp.

Cloak of Elemental Protection (Miniatures Handbook)

This cloak, woven with the threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against an energy type of the wearer's choosing (acid, cold, fire, electricity, or sonic). The wearer can activate the cloak when it is not his turn. The wearer can therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after it has been worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, resist energy; Price 1,000 gp.

Everlasting Rations (Heroes of Battle)

This small leather pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise the pouch magically creates another day's worth of rations.

Faint conjuration; CL 9th; Craft Wondrous Item, Leomond's secret chest; Price 350 gp.

Flask of Bladefire (Arms & Equipment Guide)

Flask of Bladefire: Alchemical item: 20 gp per flask. Weight: 1 lb. Similar to alchemist's fire but less volatile, this thick, adhesive liquid ignites when exposed to air. Bladefire is typically poured along the length of a bladed weapon, causing the weapon to burn for a short period of time. A weapon treated with bladefire burns for 1d6 rounds. While burning, the weapon sheds light as a torch. A weapon treated with bladefire deals 1 additional point of fire damage with each successful hit. Applying bladefire to a weapon is a full-round action that provokes an attack of opportunity. Bladefire is thick enough that once applied, it does not flow down the weapon, preventing it from harming the user. Each round that bladefire burns, it also deals 1 point of fire damage to the weapon it coats but most weapons have sufficient hit points and hardness to ignore this damage. Wooden weapons coated with bladefire ignite, taking 2d6 points of damage per round until extinguished. Setting flammable items alight requires more contact than just an attack. To light a flammable item requires a full-round action if the item is unattended or a successful grapple check against the opponent wearing or using the item. If your opponent breaks the grapple before your next action, no items catch fire. If you don't release the grapple on your next action, any flammable item you wear or carry catches fire.

Flask of Vicious Bleeder (Arms & Equipment Guide)

Alchemical item: 50 gp per flask. Weight: 1 lb. This thick blue gel is a powerful anticoagulant. A wound caused by a weapon coated with vicious bleeder continues to bleed for two rounds, dealing 1 additional point of damage on each of those rounds. Applying vicious bleeder to a weapon (of any size) is a full round action that provokes an attack of opportunity. Once applied to the weapon, vicious bleeder lasts for 1 minute before it evaporates. One flask of vicious bleeder contains enough to coat one weapon of size Large or smaller. Vicious bleeder does not affect constructs, elementals, oozes, outsiders, or undead

Flask of Fleetfoot (Arms & Equipment Guide)

Flask of Fleetfoot:: Alchemical item: 50 gp per vial: Weight: -: This thin blue liquid temporarily loosen the imbiber's muscles and joints, allowing her to run faster and jump farther. When running, a character under the effect of fleetfoot moves at five times her land speed. The effect lasts for 10 rounds + 1 round per point of Constitution modifier. The effects of fleetfoot stack the Run feat, allowing a character to run at six times her speed and jump half again as far as normal with a running jump. Fleetfoot does not grant a character the ability to exceed her maximum jump distance.

Gloves of Fortunate Striking (Miniatures 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 roll again. He must use the second result, even it is lower. The wearer can't use this ability he possesses, nor can he use another ability if he has already made the attack roll again because of another ability he possesses to make the attack roll again when uses the gloves. The gloves can be used only after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 2,000 gp.

Necklace of the Wild Beast (Arms & Equipment Guide)

This necklace appears to be a piece of nonvaluable jewelry until it is placed about the neck of a character capable of casting animal friendship. This necklace contains the bead of servitude which allows the wearer to cast dominate animal once and then it becomes inert. The power of the special bead is lost if removed from the necklace.

Faint abjuration; CL 10th; Prerequisites: Craft Wondrous Item, *animal friendship*, and *dominate animal*. Price 1,500 gp

Porcupine Elixir (Arms & Equipment Guide)

This elixir toughens the drinker's, granting a +1 natural armor bonus. In addition, hundreds of needle-sharp quills sprout from the drinker's body. These quills deal 1d6 points of piercing damage with a successful grapple attack. The quills sprout through light armor or hide armor, but heavier armors prevent the quills from growing. The effect lasts for 1 hour.

Faint abjuration; CL 3rd; Prerequisites: Brew Potion, *alter self*, Alchemy skill: Price 2,300 gp.

Sparkstones (Arms & Equipment Guide)

Sparkstones: Alchemical item: 50 gp: Weight: 1 lb: These alchemical devices actually resemble fist-sized lumps of hard, gray, clay. You can throw a sparkstone as a grenade-like weapon. When a sparkstone hits a target, it releases a short, violent arc of electricity. A direct hit by a sparkstone deals 1d6 points of electricity damage. If there is another creature within 5 ft. of the target, the electricity arcs to that creature, dealing half of the initial damage. The sparkstone only creates one secondary arc, so if more than one creature is within 5 ft. of the target, roll randomly you see which creature is affected. If no creatures are within 5 ft. of the target, the sparkstone causes no secondary effect.

Flask of Instant Rope (Arms & Equipment Guide)

Flask of Instant Rope: Alchemical item: 25 gp: Weight: 1 lb.: When poured from a flask, this viscous gray liquid forms into a long cord usable as temporary rope. Upon being exposed to air, the liquid rapidly increase both in volume and viscosity, swelling to the diameter of a typical hemp rope, then quickly drying. A flask of instant rope forms a 30 ft. long cord; it takes two rounds for it to solidify and be dry enough to use. The instant rope can be moved during this period without damaging it, but it cannot support more than 10 lbs. of weight without breaking. Once completely dry, instant rope can support as much weight as a hemp rope. After an hour, instant rope becomes too brittle to support any weight and quickly crumbles to dust.

NEW SPELLS

Baleful Transposition (Spell Compendium)

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: Two creatures up to Large size
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two creatures, of which you may be one, instantly swap positions. The creatures must be connected by a solid object, such as the ground. Objects carried by the subject creatures (up to the creatures maximum loads) go with them, but other creatures do not. The spell is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Benign Transposition (Spell Compendium)

Transmutation

Level: Sor/Wiz 1
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: Two willing creatures up to Large size
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, out side the reach of foes.

Two target creatures, of which you may be one, instantly swap positions. Both targets must be within range. Objects carried by the subject creatures (up to the creatures maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Blade of Pain and Fear (Spell Compendium)

Evocation

Level: Assassin 2, blackguard 2, cleric 3, Deathbound 2, Sorcerer/Wizard 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: Swordlike column of gnashing teeth
Duration: 1 round/level
Saving Throw: Will partial
Spell Resistance: Yes (harmless)

A three-foot long column of disembodied gnashing teeth springs from your hand.

For the duration of the spell, you can make melee touch attacks that deal 1d6 points of damage +1 point per two caster levels (maximum +10). Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must make a Will saving throw or become frightened for 1d4 rounds.

Darkfire (Spell Compendium, pg 114)

Evocation [Fire]

Level: Cleric 3
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: Flame in your palm
Duration: 1 round/ level (D)
Saving Throw: None
Spell Resistance: Yes

Dark flames appear in your hand. You can hurl them or use them to touch enemies. The flames appear in your open hand and harm neither you nor your equipment. They emit no light but produce the same amount of heat as an actual fire.

Beginning the following round, you can strike opponents with a melee touch attack, dealing 1d6 points of fire damage per two caster levels (maximum 5d6). Alternatively, you can hurl the flames up to 120 ft. as a thrown weapon.

When doing so, you make a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand.

The darkfire is invisible to normal vision but can be seen with darkvision as easily as a normal flame can be seen in the darkness (this means darkfire can be used as a signal or beacon for creatures with darkvision).

The spell does not function underwater.

Desiccate (Sandstorm, pg 114)

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude- partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of desiccation damage per two caster levels (maximum 5d6) and making it dehydrated (as per pg. 15 of Sandstorm). A successful Fortitude save results in half-damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage per caster level (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4). Material component is a pinch of dust.

This spell grants the subject the blindsight ability (*Monster Manual*, page 306) effective out to 30 feet.

Flaywind Burst (Sandstorm, pg 115)

Evocation [Air, Earth]

Level: Cleric 5, druid 5, Sand 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 round

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell produces a brief windstorm (approximately 70 mph), filled with scouring, supernatural grit that literally strips flesh. In addition to the possible effects of the wind, creatures within the area of the flaywind burst take 1d6 points of damage per caster level (maximum 10d6) from the scouring sands. A successful Reflex save halves the damage.

A creature within the area of the flaywind burst must make a successful Fortitude save or experience the effects of the wind's force. A Small or smaller creature is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 ft. If flying, Small or smaller creatures are blown back 2d6x10 feet and take 2d6 points of nonlethal damage. Medium creatures are knocked prone, or flying are blown back 1d6x10 feet. Large or Huge creatures are unable to move forward against the force of the blast, or if flying are blown back 1d6x5 feet. Gargantuan creatures or larger can move normally in the flaywind burst. Flaywind burst can't move a creature beyond its range.

In addition to the effects described, flaywind burst can do anything else that a windstorm-force sandstorm would be expected to do, such as briefly obscure vision, heel over a boat, or blow gases and vapors to the limit of its area

Ghoul Glyph (Spell Compendium, pg. 105)

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance:

The faint green glow of the glyph flares to life. A sickly green light fills the room, illuminating the paralyzed forms of its victims and bringing with it the stench of death.

You inscribe a glyph, approximately 1 foot across, that paralyzes any living creature of Large or smaller size that comes within 5 feet of the glyph. You can inscribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *ghoul glyph* on to a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except yourself that moves within 5 ft. It affect invisible creatures normally but is not triggered by those who travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5 ft. square.

Ghoul glyphs cannot be affected or bypassed by such means as physical, magical probing, though they can be dispelled. Mislead and nondetection can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it. The DC in each case is 27.

When the glyph is activated, the target is paralyzed for 1d6+2 rounds. Additionally, if the target fails its Fortitude save, the paralyzed subject exudes a carrion stench that causes distress in all creatures within a 10-foot radius. Those in the radius, including the target, must make a Fortitude save or take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until the paralysis effect wears off.

Ice Darts (Frostburn, pgs. 98-88)

Conjuration (Creation) [Cold]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A sharp, translucent icicle shots from your fingertip. You may fire one dart, plus one additional dart for every two levels beyond 3rd (to a maximum of five darts at 11th level). Each dart requires a ranged touch attack to hit and deals 2d4 points of damage, half of which is cold damage.

Incorporeal Nova (Spell Compendium, pg. 121)

Necromancy [Death]

Level: Cleric 5, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 50 ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A nova of dissolution dissipates the immaterial bodies of incorporeal and gaseous creatures, destroying them instantly.

This spell destroys 1d4 HD worth of creatures per caster level (maximum 20d4) in the area. Usually, creatures such as shadows, wraiths, specters, ghosts, and similar creatures are destroyed, though vampires and living creatures in gaseous form are also affected, as are other incorporeal creatures. Creatures with the fewest HD are affected first; among creatures with equal HD, those that are closest to the point of origin of the burst are affected first. No creature with 9 or more HD are affected, and HD that are not sufficient to affect a creature are wasted.

Parboil (Sandstorm, pg 118)

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 20 ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial, see text

Spell Resistance: Yes

You flash-heat the air in the area, boiling the blood and baking the brains of creatures caught inside. The hot air deals 6d6 points of fire damage and 2d4 points of Intelligence damage. Creatures that make a successful Fortitude save take half fire damage and no Intelligence damage.

Slashing Darkness (Spell Compendium, pg. 191)

Evocation

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You complete this spell and a hissing, hurtling ribbon of pure darkness flies from your hand.

You must succeed on a ranged touch attack with the ray to strike the target. A creature struck by this ray of negative energy takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature instead heals 1d8 points of damage per two caster levels (maximum 5d8).

Sunstroke (Sandstorm, pg. 123)

Necromancy

Level: Druid 1, sorcerer/wizard 2, Summer 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial, see text

Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue can only be healed after the condition is treated properly (see page 13 of Sandstorm Handbook).

Winter's Embrace (Spell Compendium)

Evocation [Cold]

Level: Druid 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You clutch the air as though grabbing a nearby creature and then you blow on your fist. As you do, ice and snow appear around your foe

A target that fails its save takes 1d8 points of cold damage per round at the beginning of your turn. Each round, the subject can make a new Fortitude saving throw to avoid damage that round. The second time a subject takes damage from a single casting of *winter's embrace*, it becomes fatigued. The fourth time it takes damage from the same spell, it becomes exhausted.

PLAYER HANDOUT #1 – A LETTER FROM MALIGNUS RIGGERMORT

Denzar my diminutive friend,

It has been a very hectic time for me. Recent test subjects have brought me closer to creating the perfect weapon of war for our benefactor Turrosh Mak, but there is still something missing. The manipulation of flesh is a far less intricate task than the bending of another mind to one's will. Perhaps I should leave the latter of these two tasks to you since you are more adept at it than I. Nonetheless, I have a good feeling about my newest experiments. I feel that testing up on animals, aberrations, and insects is no longer adequately challenging to my superior intellect. These new batches of test subjects may be just what I need. The Royal Army of the Principality makes them strong these days but soon I will break their spirit. In the end, as one, they will serve our purpose and perhaps my dream will come to fruition. Who says those stuffy Scarlet Brotherhood folk are the only ones that can recreate and improve upon life as we know it. Well, I have babbled on long enough and I must return to my work. I miss their tortured screams terribly, and by now the sedatives I administered to them must surely be wearing off.

Signed, Malignus Riggermort