

ULP6-04

Mixed Messages

A One-Round D&D® LIVING GREYHAWK™

Principality of Ulek Regional Adventure

Version 2.1

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Unable to make sense of a mithral-bound tome, the scholars of the land ask you to seek another for answers. But in Ulek, who can you turn to when even the eldest of dwarves are at a loss? A Principality of Ulek regional adventure for APLs 2-12, and Part 2 of the *Soul of a Nation* series.

Note: PCs with the *Enmity of Keoghtom* from ULP6-01 *Written in Stone* are ineligible to play 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.

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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 one-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

In ULP6-01 *Written in Stone* a long forgotten shrine of Dugmaren Brightmantle was rediscovered thanks to some well timed and placed earthquakes.

In this shrine, adventurers came across several wall carvings that despite depicting events from the previous two or three years were clearly placed over 100 years before.

This shrine was actually a series of rooms set up by the Templars of Enlightenment, an organization of soldiers and knights that held Dugmaren Brightmantle – as well as his focus on knowledge – above all other Gods.

In these rooms, adventurers were subjected to a series of lessons – riddles, tests and trials – to determine if they were the ones foreseen by divinations to be given the mithral tome in which the Templars' prophecies were penned in their entirety.

In the end, the tests were passed, albeit with some difficulty. The Marshal of Moradin, guarding the famed Soulforge itself, bequeathed upon the adventurers with the key to the vault where the sacred book lay. Once retrieved, the book seemed to carry a sentience about it, and seemed to purposely direct the adventurers who had retrieved it to the Church of Moradin in the city of Gyrax.

The priests there took possession of the tome and since then have been trying to unlock whatever secrets it holds, to no avail.

The tome seems to be purposely preventing anyone's attempts to translate the words therein, scrambling the text into unreadable gibberish every time someone tries to read its pages.

The scholars are at their wits' end and do not know where to go from here. They stop short of admitting that perhaps these words are not for dwarven eyes, but even those denials are starting to wane.

The Talons of Retribution have offered their assistance and advice as well, and suggest that perhaps someone OTHER than a dwarf should take a good look at this tome...

...but who?

PREPARATION FOR PLAY

When collecting information from players at the outset of the Adventure, please make sure the following information is included:

- Race

- Alignment
- Languages
- PC's Home Region
- PoU Metaorganization affiliations (if any)
- PC's religion
- Whether the PC has played ULP6-01 *Written in Stone*
- If the PC has played ULP6-01, did they get the *Enmity of the Dwarven Pantheon* and/or the *Enmity of Keoghtom*.
- If the PC has played GEO4-04 *Forest of Stone*

INTRODUCTION: THE HOOK BRINGS YOU BACK...

The height of summer holds many truths along the coast of the Azure Sea: blistering heat, overbearing humidity, traveling merchants looking to make quick coin and the ever-present aroma of ports in full swing.

In Gryrax, the capital of the Principality of Ulek, the residents and passers-through find themselves bathed in these truths, for better or worse.

That is where you find yourself today, dodging the scents and scams in search of adventure, but as adventure is often fated to do...it finds you instead.

You are approached by a young dwarven boy in the obvious trappings of a royal page. He smiles at you and once confirming your identity, slips a neatly folded note into your hand.

He pauses for a moment, looking up at you hopefully with his little hand partially extended.

A few seconds later – with coin in hand or not – he disappears into the crowd to see to his next delivery.

There are several different ways that the PCs may find themselves involved in this adventure, and each PC at the table might receive a different handout:

NOTE: PCs who participated in *Written in Stone* and received the *Enmity of Keoghtom* will not be able to participate in this adventure. You may inform any affected player and they may swap out PCs.

- PCs that participated in *Written in Stone* and received the *Enmity of the Dwarven Pantheon* (but not the *Enmity of Keoghtom*) are being given a chance to redeem themselves in the eyes of the Church and will be given **Player Handout 1**.

- PCs in the *Talons of Retribution* are being asked to assist the Principality by the Desert Rose herself. These PCs get **Player Handout 2**.
- PCs in *The Liegemen of the Prince* or the *Guardians of the Soulforged* receive **Player Handout 3**
- PCs from the PoU, but not in any of the above metaorgs, and PCs from other nations in the Sheldomar Valley get **Player Handout 4**.
- All other out-of-region PCs get **Player Handout 5**.

Let each player read over their respective player handouts.

If the PCs ask, they are being paid APL x 50g for performing this task. For those that do not accept the job, the adventure is over. You may fill out blank ARs for these players. For everyone else, continue to **Encounter 1**.

ENCOUNTER 1: ON THE ROAD...AGAIN?!

The PCs have accepted the job of transporting a sacred book of Dugmaren Brightmantle to the Copper Dragon, Kaihonriedwur.

You accepted the job, whether out of loyalty, duty or the need of coin. On the surface, it seemed simple enough and for once the initial impression appears to be the reality. The Guardians of the Soul Forged entrusted the sacred tome to you and your companions with little ceremony, but with many reminders of just how important this mission is to the Principality of Ulek.

So here you are, walking along the road with those chosen to walk with you. Your travel from Gryrax has been very uneventful, and you've had plenty of opportunity to invent subjects to talk about with your traveling mates, for better or worse...

Allow PCs to do character introductions at this point. They are nearing the cave of Kaihonriedwur, and have been traveling together for almost 2 days.

It is possible that a PC may attempt to read the mithral tome that is causing so much commotion. Should any PC try, read the following:

The mithral tome opens quite easily. The pages are crisp and unyellowed around the edges, appearing much newer to the eye than their true age is believed to be. The runic text is written in bold, simple strokes, yet when you attempt to focus your eyes on the writing the letters begin to swirl and ripple as if written upon the surface of a lake disturbed by a sweeping hand. Every time you shift

your eyes to a different part of the page, the rippling effect follows, rendering the words illegible.

The tome is an artifact and therefore does not detect as magical. As noted in some of the player handouts, however, there is a sentient presence living within the book, and it is preventing anyone it deems 'unworthy' from reading the text. This presence is undead as well as good, so the relevant divination spells will reveal this information.

If the PC attempting to read the book is a follower of Dugmaren Brightmantle, they also hear a voice – the voice of the presence within the book. This voice says one thing (in common): *"Your heart follows the Scholar, yet you are not the one I seek. Only the eyes of enlightenment shall read true my words."*

The PCs will receive no further information at this time.

NOTE: One of the many magical effects on the book is attached to a *miracle* spell, which creates an effect similar to a powerful *consecrate* spell on the book itself. Instead of boosting turning CHECKS, however, it boosts the turn resistance of the spirit within the book, giving it 24HD effective against turning attempts, and protects the spirit from magical effects while it is in the book. In effect, the books act as an unbreachable sanctuary.

In addition, any PCs attempting to damage the book via physical or magical means must succeed on a DC30 Will save or be affected by a *sequester* spell (CL 20).

Any PC so affected by this spell is unable to complete the adventure and receives the *Sequestered* by Dugmaren Brightmantle cert on the Adventure record.

Once this has been played out, continue with the text below.

Two days have come and gone and nothing untoward has interrupted your journey. You even navigated the fabled 'meat grinder' without incident. It's been a long, slow couple of days, but at least the journey is at its end. Before you is the hillside that contains the secret door that leads to Kaihonriedwur's lair.

You had been told to expect a riddle to bar your entry into the hidden cave, but surprisingly, the doorway stands open, allowing you free access into the dragon's lair. Apparently, Kaihon is expecting you!

DM NOTE: The 'meat-grinder' is the unofficial nickname of an infamous intersecting canyon pass featured in ULP3-07 *The Key*, where PCs and a party of orcs came upon each other with no warning.

If anyone wishes to make Track checks to determine who might have come this way, they need to make the initial search check to find the tracks (DC12). Once the tracks are located, a DC15 Survival (Track) check will identify two sets of humanoid prints leading into the cave, one

slightly smaller than the other. The tracks are the same age (hours old), but it appears that the being who left the smaller set of tracks arrived a bit later.

A DC 20 track check identifies the older tracks as belonging to a human and the newer set as being Elven in origin.

If the PCs decide to take any precautions here, let them. Once they are ready to move into the cave opening, proceed to Encounter 2.

ENCOUNTER 2: THE KNIGHT AND THE SERPENT!

The journey through Kaihon's cave is slow going, and the PCs are soon dumped into the dragon's "welcome mat," – his maze. The PCs will have to navigate their way through it before seeing Kaihon himself. Read or paraphrase the following text:

You should have been there by now! If this had been any other cave, you would have been. But not here. Not in the home of a copper dragon. That would be too easy. Instead, after making your way down a long, dark, dusty passageway, you were unceremoniously dumped into Kaihonriedwur's maze, and as you navigate your way through it, your ears are abuzz with the sound of muffled whispers echoing off the dark stone walls. It is clear that you are making progress, as the whispers grow louder and louder still, until you reach the final archway that leads out of the maze and into the main audience chamber.

The immense form of Kaihonriedwur fills your vision. The copper dragon rests lazily atop his hoard, his tail swaying back and forth almost as an afterthought. His long, sinewy body has retained much of its sheen despite the dragon's advanced age. His wings are folded neatly across his back, and his face wears his customary grin.

Standing before Kaihonriedwur is an elf with long, dark blonde hair. He carries himself with an unnatural grace, even by Elven standards. Over his ornate mithral armor, he wears a purple tabard emblazoned with a silvery crescent moon. A sword is at his side, sheathed in a jeweled scabbard, and an exquisitely carved longbow rests across his back.

Their quiet discussion ends suddenly as Kaihonriedwur turns his head to face you. "Aaaaah, my company arrives. Come in, come in. I was told to expect you."

With that, the elf turns to face you and smiles a bit. "Greetings, friends of Ulek. A grand twist of fate that you come to Kaihonriedwur's cave on the same day as I."

"Oh!" the dragon says, his turquoise eyes widening. "Where are my manners? Friends, may I present Melf, Prince Brightflame of Celene, esteemed leader of the Knights of Luna. Prince Melf, may I present...um..." the dragon pauses in thought. "...friends and loyal subjects of Prince Olinstaad Corond... please, please, introduce yourselves!"

Allow the PCs to introduce themselves, then give everyone a passive spot check. Anyone who succeeds at DC25 sees a shadowy form moving in the far reaches of the cave, away from Melf and Kaihonriedwur. In reality, this shadowy form is none other than the man known as Spyder, the leader of the Web, a very secretive organization within the Principality of Ulek. Upon hearing that Melf was near, Spyder came to meet with him. The meeting now over, Spyder is leaving as quietly as possible.

This can be run as a pure role-play encounter by consulting **Appendix 1 – NPC Profiles** for background profiles on both Kaihonriedwur and Melf, which contain basic information about their personalities, views and opinions on general matters.

Below are answers to the most likely questions the PCs may ask...modify the text as necessary:

Q: Someone else is here! [Or any reference to the shadowy form]

The dragon nods slightly. "Aye, I know. He is here with my blessing. That one keeps to himself unless he finds a need to do otherwise. Trust me when I say that he is not a foe, and allow him his secrecy."

Q: (To Melf) "Why have you come?"

A: "Ah, that. Well, my arrival is completely coincidental with yours. I have been looking for a rogue enchantress that has been wreaking havoc on the Principality for far too long. I was hoping Kaihonriedwur had some information on her whereabouts."

Q: (To Melf) "Who is this enchantress?"

A: "Her name is Allihandrea...a former consort of mine, I am afraid. She has escaped capture by the Adamantine Guard and the Royal Army on multiple occasions. She needs to be bound in chains, as far as I am concerned, but we haven't been able to pin her down."

If any PC at the table has played ULP5-05 *Under the Influence*, or ULP61-02 *Operation: Rampart* there is a chance they have briefly encountered Allihandrea, and a greater chance that they know of her exploits. If anyone tries to elaborate on what Allihandrea has done, Melf gently

interrupts them and reminds them that "not all facts and truths need to be spread to the world."

If asked for a description of Allihandrea, Melf provides one for the PCs: She is a 'typical' female High Elf, about 5'2" tall, with blonde hair and green eyes. She has been known to dress in overly expensive clothing in an attempt to easier blend in with the upper class.

Melf asks the PCs to let him or Kaihonriedwur know if they are able to find out anything about her whereabouts.

Q: What of Celene's refusal to help its neighbors? [Or any similar question regarding Celene's non-involvement].

The dragon smiles mischievously as he looks down at Melf, but does not give the Prince a chance to answer.

"Ah, yes, yes these old stories get even older. Stories of Elves hiding in their thatched huts deep in the woods. I've heard these comments countless times. But, honestly, what can one expect from a race that by their very nature cannot see the forest for the trees?"

Melf lifts a single brow and looks up at the dragon with a rather serious look on his face before offering a retort. "Much like dragons buried in caves long-forgotten who neglect to notice the dull scale on their very own tails?"

With a snort, Kaihon snakes his neck around and lifts his tail to confront the offending scale, but Melf interrupts him with a light laugh. "Made you look, my friend. That's twice!"

With a sheepish grin, the dragon lowers his tail and glares playfully at the Elven prince. "Silver tongued tree lover. Remind me again why I talk to you?"

Still smiling, Melf speaks to the point at hand. "My feelings about my sister's decision to withdraw into Celene are well known. There is a reason the Knights of Luna exist, and they serve their purpose well. My sister is her own person. I am not her master, nor a master of Celene, but that does not mean I cannot make my own stand against the spread of evil."

When any of the PCs reveal that they've brought the book, both Kaihon and Melf cease speaking of anything else and the focus is on the task at hand. Kaihon asks to see the book and Melf will bring it to him, if the PCs allow it. While the Prince holds it open, Kaihon attempts to read the writing and like everyone before him, fails to do so. Melf tries as well, and again, is unable to read the writings within the book. Neither seems surprised, however. Once this has been related to the PCs, read or paraphrase the following:

"These words were not meant for my eyes, it appears," Kaihonriedwur says before pausing in

thought. *"There might be one, however...yes, I think I may be able to direct you to one who can."*

"Before the Hateful Wars, there existed an organization known as the Templars of Enlightenment. These were the scholars and champions of Dugmaren Brightmantle. As the wars began to change Ulek, Brightmantle saw the number of his followers shrink and the Templars eventually faded away."

"They were a secretive organization. Their stronghold was rumored to contain more written knowledge than the rest of the Principality, not counting the basement of that crotchety Pengellen. Very few ever believed this claim, but there is no doubt they guarded a great deal of sensitive knowledge – a lot of which could be damaging to the Principality if it fell into the wrong hands."

"When they dissolved, there was very little mention of it. Those who were members rarely talked about it, so very few knew the order had even ceased to exist. Most records of the Templars have passed from history, so even if you knew who they were, you'd have trouble locating them."

"There was one, however, that I considered a friend. His name was Phinlaen Starshield. I have not seen him since the order vanished, and though I have heard from him in quite some time, my sources on the other planes have confirmed that he has not passed into the realm of the dead. He is alive, somewhere."

"I cannot tell you where he is, but I can give you a good place to start. The headquarters of the Templars of Enlightenment was an underground temple city within the Suss Forest, quite near Thunderstrike. It was built by the Stonereaver Dwarf clan and even when inhabited it was very difficult to find. Considering how long it has been abandoned, it might be near impossible to locate now."

He pauses for a moment, and then stands up atop his hoard. "If you will pardon me for a few minutes, however," he says, "I may have a map of the area which may help you."

Assuming the PCs agree, he will take to the air and fly toward the ceiling, where he will disappear into a hole high in the wall.

Once he has gone, Melf hands the book back to the PCs and speaks again.

"The Gods have blessed each of us with grand timing this day, it seems," Melf says, pulling a scroll of parchment from a pouch on his belt. "For the last two weeks, The Knights of Luna have been monitoring a group of followers of Iuz who have taken up residence in the Suss Forest. They appear to be in league with Turrosh Mak's forces in the

Pomarj. Three days ago, we were able to intercept a communication from these Iuzians before it reached its destination."

He holds the scroll out to you. "It seems the tome you carry is not as 'secret' as one might have hoped."

Hand the players **Player Handout #6**. Once they have had a chance to look it over, continue.

"As you can see," Melf continues. "Your very movements are being marked. Take careful steps, but be swift. I do not know what information this book contains, but if the Pomarj wants it, then it must be more important than even the Guardians realize."

As the Prince finishes, Kaihonriedwur reappears from the hole he had flown into. He circles slowly before landing, and then drops a scroll case before you.

"This is the best map I have of the area where the Temple was located. I do not know how much help it is going to be, but I will do what I can to make sure you can find it in a timely fashion. If you are able to find it, there might be some clues as to where Phinlaen - and perhaps other Templars - went after they left the site."

Once the PCs accept the map, Melf will reiterate the need for expediency above all else.

Kaihonriedwur echoes this sentiment, and repeats his promise to provide help locating the temple should the PCs run into trouble, then bid them good luck and farewell. Melf repeats Kaihon's good wishes in Sylvan.

NOTE: There is a good chance the PCs will ask Kaihonriedwur to keep watch over the tome while they go to find a lost city. Should this happen, the dragon refuses reluctantly, noting that he has business elsewhere in the valley and that the book would not be safe.

Proceed to **Encounter 3**.

ENCOUNTER 3: STOP ME IF YOU'VE HEARD THIS...IT'S AN OLD ONE.

According to the map provided by Kaihonriedwur, it will take a full day's travel to reach the area where the Temple City of Brightmantle was known to be. At this time, check to see if there are any members of *The Web* at the table. If there are, pull them aside (if there is more than one *Web* member, pull them all aside) and give them **Player Handout 7**. Tell the player (or players) that they find the note in their pack when they camped the first night after leaving Kaihonriedwur's cave. This is a missive from the leader of *the Web*, Spyder, who

overheard parts of the PCs' conversation with Melf and Kaihonriedwur, and knows that they are headed to the hidden Temple City. He is requesting that the PCs keep an eye out for an item of particular interest.

This is all the information you should give the PC. What they do with the information in the note is their own decision.

Once that has been taken care of, have the players establish a marching order, then continue with the text below:

It's been almost a full day since you left Kaihonriedwur's cave and according to the map he provided, it seems you are nearing the place where you must leave the comfort of the open road and brave the wilds of the Suss forest. The trees do not seem very dense in this area, so travel should not be exceptionally difficult.

Once the checks have been made, read the text below, tailored for APL:

For APL 2 – APL 8:

It's been such a smooth journey so far, but as adventurers, you know and understand that this kind of luxury rarely lasts, and so it is this day.

As you round a bend, a group of humanoids comes into view standing to the side of the road. The one standing nearest the road, a human woman, tilts her head and takes a step toward you. She boasts dark grey armor, wears a holy symbol bearing a grinning skull around her neck and carries a greatsword in her hand.

"Lambs to the slaughter," she says rather matter-of-factly before tilting her head and cracking a wry smile. "Read any good books lately?"

Before you can answer, she lifts her sword toward you and speaks in a tone laced with boredom. "Kill them."

The cleric is wearing a Holy Symbol of Iuz. This can be easily determined with a DC 10 Intelligence check due to the advance information the PCs have received.

At this point, drop into initiative. See **DM AID #1 – Forest's Edge (APL 2-8)** for a map of the encounter area.

For APL 10 and APL 12:

It's been such a smooth journey so far, but as adventurers, you know and understand that this kind of luxury rarely lasts, and so it is this day.

As you round a bend, a group of humanoids comes into view standing to the side of the road. One, a

human male, steps onto the edge of the road and lifts a hand to you. "Halt, or be halted, friends of Ulek," he says, the last word laced with venom. "The Old One is ever vigilant, and said you would come."

The man has dark hair – not quite black, but almost – with flecks of grey throughout. He carries a greatsword in his hand and wears a set of dirty full plate armor that bears an image of a fist gripping a lightning bolt, but the symbol is dented and burnt black with soot. Around his neck he wears a holy symbol branded with a grinning skull.

"Our only goal is the tome. Relinquish it to me, and by the Old One's command, we shall let you go about your way unhindered."

As he finishes, the others with him seem to take a defensive stance, as if anticipating your answer.

The blackguard is wearing a Holy Symbol of Iuz. This can be easily determined with a DC 10 Intelligence check due to the advance information the PCs have received. The desecrated holy symbol on his armor is of Heironeous, which is identifiable with a DC12 Knowledge (Religion) check, though followers of Heironeous make the check automatically.

He does not expect the PCs to actually relinquish the book, but he gives them a chance to answer before moving to attack.

Once the PCs answer (assuming they refuse to hand over the book), drop into initiative. Use **DM AID #2 – Forest's Edge (APL 10-12)** for the starting position of the NPCs.

If the PCs do hand over the book, the NPCs will take it and allow the PCs to go about their way. Should that occur, the adventure is over and you may hand out ARs.

Once the fight is over, if the bodies are searched, the PCs will find **Player's Handout** and the PCs appear ready to proceed, go to **Encounter 4** immediately and read the text there.

APL 2 (EL 4)

🐾 **Bugbear (1):** hp 16; see *Appendix 2* or *Monster Manual*, page 29

🐾 **Tennan, Human War1:** hp 10; see *Appendix 2*

🐾 **Roud, Human War1:** hp 10; see *Appendix 2*

🐾 **Yaemara, Human Clr1 of Iuz:** hp 13; see *Appendix 2*

APL 4 (EL 7)

🐾 **Bugbear (1):** hp 16; see *Appendix 3* or *Monster Manual*, page 29

🐾 **Rauzzle, Bugbear Wiz3:** hp 45; see *Appendix 3*

🐾 **Roud, Human Ftr4:** hp 40; see *Appendix 3*

✦ Yaemara, Human Clr3 of Iuz: hp 27; see Appendix 3

APL 6 (EL 9)

✦ Parne, Bugbear Ftr2: hp 50; see Appendix 4

✦ Rauzzle, Bugbear Wiz5: hp 57; see Appendix 4

✦ Roud, Human Ftr6: hp 64; see Appendix 4

✦ Yaemara, Human Clr5 of Iuz: hp 46, see Appendix 4

APL 8 (EL 11)

✦ Parne, Bugbear Ftr4: hp 70; see Appendix 5

✦ Rauzzle, Bugbear Wiz7: hp 69; see Appendix 5

✦ Roud, Human Ftr8 hp 84; see Appendix 5

✦ Yaemara, Human Clr7 of Iuz: hp 62, see Appendix 5

APL 10 (EL 13)

✦ Parne, Bugbear Ftr4/Ravager2: hp 99; see Appendix 6

✦ Rauzzle, Bugbear Wiz9: hp 81; see Appendix 6

✦ Yaemara, Human Clr9 of Iuz: hp 78, see Appendix 6

✦ Nartok, Human Ftr8/Blkgd2 hp 114; see Appendix 6

APL 12 (EL 15)

✦ Parne, Bugbear Ftr4/Ravager4: hp 121; see Appendix 7

✦ Rauzzle, Bugbear Wiz11: hp 107; see Appendix 7

✦ Yaemara, Human Clr11 of Iuz: hp 94, see Appendix 7

✦ Nartok, Human Ftr 8/Blkgd4: hp 136; see Appendix 7

ENCOUNTER 4: THE CALM BEFORE THE STORM

Read or paraphrase the following text:

With the fight over, and the tome safe – at least for now – your way is clear.

As you gather your thoughts and regain your bearings before resuming your journey, the sound of shattering tree branches catches your ears a good bit away. As you turn toward the sound, a pair of giants burst from the tree line about 200 feet down the road, where they look around in confusion.

Arrows have pierced their skin in several places and they appear to have lost a good deal of blood. The giants stagger around woozily for a moment before spotting you.

They appear ready to move in your direction when another explosion of branches distracts them.

Emerging from the trees is a group of men, armed with bows, swords and axes. They quickly move toward the giants and surround them, bringing the beasts to their final rest with a few well placed blows.

When the giants fall, the majority of the troops move in to inspect their kill. One of the men, however, – elven by the look of him – spots you and begins walking toward you, waving for you to join him.

PCs have plenty of opportunity to get a good look at the man as he approaches. He is – as noted earlier – an elf. He is of about average height, has blonde hair and deep blue eyes.

He is wearing the tabard of the Knights of Luna (much like Melf's – a crescent moon over a purple field) over a set of chain mail, and carries a longsword in his right hand.

When he is close enough to speak to the PCs without raising his voice, he addresses them.

"I am Calael Gyssem'tore of the Knights of Luna. I received word from Prince Brightflame to keep a look out for you. When we spotted the giants crashing through the trees, I feared the worst. I am glad we have found you."

He looks at the bodies of your fallen foes and winces slightly. "You have had troubles of your own, I see."

By this time, the other men that were with Gyssem'tore have finished their once over of the giants' corpses and have started their way toward you. As they get closer, you note that one of the men is an elf and, like Calael, wears the tabard of the Knights of Luna. One is a middle-aged dwarf with dark brown hair and a beard to match. He bears the crest of the Principality of Ulek on his shield. The last two are young human males wearing simple chain mail and bearing longbows slung across their back. Their armor is decorated with a crest showing a simple black castle on a neutral background. As they get closer, they too, notice the bodies in the grass and furrow their brows slightly.

Calael will introduce the others as follows:

- The elf (and other Knight of Luna) is Eilanis Dwin'dare. He has darker hair than typically

seen on an elf and deep blue eyes. He, unlike Calael and Melf, is a Wood Elf. He wields a two-handed sword as large as a greatsword but designed with more grace and elegance. A DC15 Appraise, Craft (Weaponsmith) or Profession (Soldier) check identifies the blade as an Elven Court Blade. Elves need only make a DC10 Intelligence check to identify it.

- The dwarf is **Fardain Forgemaster**, a captain in the Principality of Ulek Royal Army. He is wearing his field uniform over what appears to be a set of banded mail, and wields a battleaxe.
- The two humans are **Berkus Gellian** and **Faron Fellseed**, both members of the City of Greyhawk's Mercenaries Guild. They are quite young, and besides their bows, they each have a long sword sheathed at their side.

NOTE: Calael will very pointedly ask the PCs if they have the book, and is relieved to hear that they do. He is very open with the PCs if they want an update on what is going on. Below is a summary of what has occurred. Use this to answer any questions the PC may have:

SUMMARY OF EVENTS

When it became clear that followers of Iuz, the greatest enemy of Zagyg, the Lord Mayor of Greyhawk, were apparently assisting and abetting the Pomarj invasion of the Principality of Ulek, Melf sent a request to the free city, asking for Militia as reinforcements in their efforts. Although there were no militiamen to spare, the constabulary of Greyhawk recognized the happenings as a real threat and sent a detachment of soldiers from the city's contracted Mercenary guild to assist the Knights of Luna in their patrols.

While patrolling the Suss forest with a group of these mercenaries (including Berkus and Faron), Calael and his Knights of Luna received word via a *sending* spell from Melf to keep a sharp eye out for the PCs, as well as followers of Iuz and the Pomarj that may try to block them from finding the Temple City of Brightmantle.

While Calael was scouting, he came across Fardain and a small detachment of Royal Army soldiers who had tracked a squad of orcish raiders into the Suss forest. When Calael informed Fardain that they had evidence that the Pomarj invaders were in league with a band of Iuzian cultists that were hiding out in the Suss, Fardain agreed to split their forces in order to cover more ground. When they struck out from their rendezvous point, each group had about ten men.

It has been several hours since the two groups parted, and none of the men know the fate of the members of the other group. They have lost five men themselves while battling Giants in and around the immediate area.

This can be run as a pure roleplay encounter by consulting **Appendix 1 - NPCs** for profiles of each NPC, including additional information that may be used to answer questions.

Once the PCs have asked their questions and the role-playing has tapered off, continue below:

The sound of hoof beats interrupts your banter and from around a bend in the road comes a young human female on horseback. She wears a Royal Army uniform and her face is covered with droplets of drying blood. Her eyes are wide as she jerks on the reins to bring her mount to a halt.

"Corporal Kallister!" Captain Forgemaster says as he moves forward. "Where is the rest of your detachment, soldier? Report!"

"Sir!" the woman says shakily. "They are engaged sir. The enemy came at us from all sides. They were waiting in ambush among the trees. The others sent me to find you," she pauses, trying to catch her breath. "To let you know that there are more coming this way as well. A good many, at that. More than we could readily count."

The captain sighs, glances over at your group, then and then looks up at Calael. "Do they have the book with them?"

Calael nods. "Aye, they do."

The captain draws his axe and turns to you. "All right then. You all have a mission, aye?"

The dwarf waits for an answer before continuing.

"Then get to it. Get that tome to where it needs getting to. There are more than orcs and men on your trail, lads. Get to moving, we can keep these beasts entertained for a bit."

Should the PCs protest and offer to stay and help with the fight, Captain Forgemaster balks at the offer, and Calael backs him up.

"Do not think your offer is not appreciated," Calael says, drawing his sword. "But your matters are more pressing than mere swordplay. You must get to that temple and find what you need, and you must do it now before anyone is able to follow. We cannot afford to have the enemy gain any kind of advantage, not now."

If there are members of the Principality of Ulek Royal Army, or members of an allied military force among the PCs, Captain Forgemaster reminds them that his words were not a mere suggestion, but a standing order. They are to move out NOW.

Any PC making a DC10 Sense Motive check notes that the soldiers are nervous and are suddenly more subdued than when they first met the PCs.

Allow the PCs a little time to decide what to do, if they need it. If they follow the advice (or orders) of Calael and Captain Forgemaster, proceed to **Encounter 6**.

If, however, the PCs elect to stay and assist with the upcoming battle, go to **Encounter 5**.

DM NOTE: If the PCs do stay for the combat, they are making things difficult for themselves later on. By delaying their trek to the Lost City, they are allowing one of the small scouting groups working with the Iuzians more time to find the city and will run into them while in the city, rather than leaving before they arrive. Parties staying for this combat, or who otherwise delay their travel to Lost City beyond the normal one night's rest, trigger the optional combat encounter (**Encounter 11**). Those that do not delay are able to leave the city before the Iuzians arrive and do not trigger the encounter.

ENCOUNTER 5: SWARMED

The PCs have decided to stay and join the coming fight, despite being advised against it (or in some cases, being ordered to go).

If there are members of the Principality of Ulek Royal Army, or members of an allied military force at the table, Captain Forgemaster makes a clear point that the insubordination is going on their permanent record.

Should this occur, these military PCs will receive the *Cited for Insubordination* effect on the AR.

Once the PCs have been apprised of the consequences of their actions, give them a final chance to follow the orders and go. If the PCs do leave at this point, they do not get *Cited for Insubordination* and you can proceed to **Encounter 6** at this time.

Against all advice and recommendation, you have decided to add your steel and manpower to the approaching battle.

Calael stands near Berkus and Faron, pointing out spots on the nearby terrain and discussing tactics in a quiet tone.

Captain Forgemaster is assisting the newly arrived Corporal Kallister prepare for combat – tightening armor, making sure her quiver and sheath are belted on tight. He looks over at you and lifts an eyebrow, then speaks.

"There's gonna be more gnats than hornets in this here fight. At least that's my presumption. They're gonna throw numbers at us but I doubt they're going to be elite troops. If they were, they wouldn't need as many. We'll keep the brunt of the force occupied."

He finishes tightening the Corporal's chain mail and then brushes some dirt off his hands as he takes a step toward you.

"Since you insist on staying, let me tell you what I need you to do. You're our specialists. I want you to keep an eye peeled for any special forces they may try to sneak around to our flank. That's your job. You cut off any advances that might compromise our retreat – should we need one. Is that clear?"

The Captain waits for the PCs to answer before nodding and moving away. He begins to bark orders in a somewhat subdued tone to Corporal Kallister and then takes a position in the middle of the road.

Once the PCs have worked out their strategies and pre-buffing routine, continue with the text below.

The troops stand ready, at least it so appears. The moments pass wordlessly as the gathered force does all it can do – wait.

Then, it starts. The ground begins to rumble. It's a subtle quiver at first, and nobody would fault you were you to miss it. After a moment, it begins to increase in intensity as the echoes of orcish battle cries surround you as they seep from the darkened woods. Louder and louder the chanting becomes until finally, a group of four men on horseback burst from the treeline. There are four in all, and all wear the livery of the Royal Army of the Principality of Ulek. Swords down, they spur their mounts toward your group with an almost fanatical zeal. As they approach, the lead rider, a human man with a blood stained rag wrapped around his shoulder, calls out. "They come! Steel yourselves!"

A moment later, his words prove prophetic as a swarm of orcish troops barrel from the forest and begin charging toward the waiting allies with falchions drawn. By quick count, there are at least two dozen troops and they are single minded to a fault, barreling carelessly into the reach of the swords and axes of your fellows. A few fall immediately and then the battle is engaged.

Continue by reading the relevant text for each APL below:

APL 2

As the clash of metal on metal begins to ring out and the screams of death and triumph begin to rain down, you spy a small contingent of gnolls slipping out of the trees about 60 feet from the main force. They appear to be trying to remain as inconspicuous as possible. There are five in all, and their goal appears to be to sneak around the main combat area unnoticed. You have found your target.

APL 4-8

As the clash of metal on metal begins to ring out and the screams of death and triumph begin to rain down, a pair of giants burst forth from the trees, trailed by three gnolls. They appear ready to pounce on the main defending force, striding forward with purpose and precision. You have located your target.

APL 10

As the clash of metal on metal begins to ring out and the screams of death and triumph begin to rain down, three giants with smooth grayish skin, each twice as tall as a man, burst forth from the trees, trailed by a trio of gnolls. They appear ready to pounce on the main defending force, striding forward with purpose and precision. You have located your target.

APL 12

As the clash of metal on metal begins to ring out and the screams of death and triumph begin to rain down, four giants with smooth grayish skin, each twice as tall as a man, burst forth from the trees, trailed by a trio of gnolls. They appear ready to pounce on the main defending force, striding forward with purpose and precision. You have located your target.

Drop into initiative and assume a starting encounter distance of 80 feet.

NOTE: Should the PCs fail and lose this combat, the mod is not over. Any character that is still ALIVE at the end of the fight is considered to be saved by the surviving members of the main fighting force, who are able to defeat their enemies despite some losses. The PCs who survive are healed to 75% of their maximum hit points using wands and potions.

Whether the PCs win, or are roused later after being healed, continue below.

Bodies of enemy as well as ally litter the field. The Knights of Luna and the Principality of Ulek Royal Army were able to defeat the bloodthirsty Pomarj invaders, though not without losses. When the battle began, there were ten, but now only four remain.

Calael Gyssemtore approaches the captain with a pronounced limp and pats him on the shoulder. "I sent Faron ahead to our camp to prepare the men there for our arrival. We will need litters. These men and women deserve their burial."

Captain Forgemaster kneels over the body of Eilanus Dwin'dare and with a swipe of his hand, closes the elf's eyes forever. "He fought like a rabid dwarf," he

says, standing. With a frown, he looks up at you. "You'd best be on your way, lads. You've doddled here long enough. Be swift. Let Moradin guide you."

He says nothing more but moves past Eilanus' body to place a blanket over the fallen form of Corporal Kallister.

Calael winces as he turns toward you. "Do what the Captain says. Go. Your job here is done."

It is time for the PCs to move on with their mission.

PCs who stayed to participate in this combat do NOT receive the Recommendation for the Knights of Luna on the AR, as Calael gives a negative report – despite their combat prowess, the PCs failed to act for the greater good despite being pushed in that direction. The Knights believe the greater good needs to be served before anything else.

Continue to **Encounter 6**.

APL 2 (EL 6)

➤ **Gnolls (3):** hp 11; see Appendix 2 or Monster Manual, page 130.

➤ **Yuliak, Male Flind Gnoll Rng2:** hp 39; see Appendix 2.

➤ **Fane, Male Gnoll Clr2 of the Earth Dragon:** hp 39; see Appendix 2

APL 4 (EL 8)

➤ **Ogres (2):** hp 29; see Appendix 3 or Monster Manual, page 198-199.

➤ **Yuliak, Male Flind Gnoll Rng3:** hp 48; see Appendix 3.

➤ **Fane, Male Gnoll Clr4 of the Earth Dragon:** hp 57; see Appendix 3

➤ **Naenix, Female Gnoll Ftr3:** hp 43; see Appendix 3

APL 6 (EL 10)

➤ **Dironk and Vant, Male Ogre Ftr2:** hp 59; see Appendix 4

➤ **Yuliak, Male Flind Gnoll Rng5:** hp 66; see Appendix 4.

➤ **Graan, Wolf Animal Companion:** hp 13; see Appendix 4

➤ **Fane, Male Gnoll Clr6 of the Earth Dragon:** hp 75; see Appendix 4

➤ **Naenix, Female Gnoll Ftr3/Brb2:** hp 73; see Appendix 4

APL 8 (EL 12)

👉 **Hill Giants (2):** hp 102; see Appendix 5 or Monster Manual, page 123.

👉 **Yuliak, Male Flind Gnoll Rng7:** hp 93; see Appendix 5.

👉 **Graan, Wolf Animal Companion:** hp 35; see Appendix 5

👉 **Fane, Male Gnoll Clr8 of the Earth Dragon:** hp 93; see Appendix 5

👉 **Naenix, Female Gnoll Ftr5/Brb2:** hp 93; see Appendix 5

APL 10 (EL 14)

👉 **Stone Giants (3):** hp 119; see Appendix 6 or Monster Manual, page 124.

👉 **Yuliak, Male Flind Gnoll Rng9:** hp 113; see Appendix 6.

👉 **Graan, Wolf Animal Companion:** hp 35; see Appendix 6

👉 **Fane, Male Gnoll Clr10 of the Earth Dragon:** hp 123; see Appendix 6

👉 **Naenix, Female Gnoll Ftr7/Brb2:** hp 124; see Appendix 6

APL 12 (EL 16)

👉 **Stone Giants (4):** hp 119; see Appendix 7 or Monster Manual, page 124.

👉 **Yuliak, Male Flind Gnoll Rng11:** hp 172; see Appendix 7.

👉 **Graan, Wolf Animal Companion:** hp 35; see Appendix 6

👉 **Fane, Male Gnoll Clr12 of the Earth Dragon:** hp 143; see Appendix 7

👉 **Naenix, Female Gnoll Ftr9/Brb2:** hp 172; see Appendix 7

ENCOUNTER 6: INTO THE WOODS, MY FRIENDS.

The PCs have made their way into the Suss Forest, either immediately after being told to by Captain Fardain Forgemaster of the Royal Army and Calael Gyssem'Tore of the Knights of Luna, or after going against prevailing wisdom and assisting with an epic battle.

According to Kaihonriedwur's map, it should take about six hours to reach the immediate area of the temple city as long as normal traveling conditions are assumed. When the PCs enter the forest, it is late afternoon, so

they will have an opportunity to rest before continuing into the temple.

Once the PCs have rested, continue.

The Suss Forest - long renowned to be filled to the brim with horrible beasts and lost cities saturated with evil – has offered little in the way of difficulty during your time amongst its arbors.

Though there is no clear trail for you to follow, the vegetation has presented no obstacle and your pace has been steady. It's nearing noon when the overhead canopy begins to thicken and dim the light of Pelor. Shadows grow long and the air grows cool and what was a typical walk through the woods has gained an unearthly quality.

Allow the PCs to make listen checks. A success on a DC 10 allows them to realize that the forest has been getting progressively quieter as they moved deeper into the woods, and now, except for the crunch of leaves under their feet, it has become totally silent.

If any PCs ask for a Spot check, grant one. A DC 13 allows them to see the ape like creatures spying on them from the canopy.

Suddenly, an animalistic snort shatters the quiet – and it seems to have come from directly above you. A moment later, another snort follows and descending to the forest floor is a number of ape-like creatures, and they do not seem to be impressed by your visit.

Allow PCs to make knowledge checks to identify their opponents.

At APL 2 and 4, the PCs are fighting an Ape, which can be identified with a DC14 Knowledge (Nature) check, and monkeys which require a DC11 Knowledge (Nature) check to identify.

The Dire Apes at APL 6 can be identified with a DC 15 Knowledge (Nature check).

The girallons at APL 8-12 can be identified with a DC 17 Knowledge (Arcana) check. (At APL 12, they are HUGE, and anyone making the check knows this is not normal. Girallons are usually large).

Drop immediately into initiative. For purposes of the battle grid, the trees each take up an entire 5' square and are about 20' feet apart

If, during the fight, a PC approaches the opening in the ground, inform them that it contains a stone staircase that appears to lead deep into the Oerth. Unwittingly, the apes have revealed the entrance to the Temple City of Dugmaren Brightmantle.

APL 2 (EL 2)

👉 **Ape (1):** hp 29; see Appendix 2 or *Monster Manual*, page 268.

👉 **Monkeys (3):** hp 4 each; see Appendix 2 or *Monster Manual*, page 276

APL 4 (EL 5)

👉 **Apes (3):** hp 29 each; see Appendix 3 or *Monster Manual*, page 268.

APL 6 (EL 7)

👉 **Dire Apes (4):** hp 35 each; see Appendix 4 or *Monster Manual*, page 62.

APL 8 (EL 9)

👉 **Girallons (3):** hp 58 each; see Appendix 5 or *Monster Manual*, page 126-127.

APL 10 (EL 11)

👉 **Advanced Girallons (4):** hp 81 each; see Appendix 6.

APL 12 (EL 13)

👉 **Advanced (2x) Girallons (4):** hp 134 each; see Appendix 7.

Tactics: For the first two rounds of combat, the apes take a “threat” stance and try to intimidate the PCs. Perform opposed checks to determine if the apes succeed in intimidating any of the PCs.

This first round also allows any druids or rangers in the party to attempt a wild empathy to calm the apes down (at higher APLs, wild empathy checks vs. the Girallons will be at -4 since they are magical beasts). Normally, doing so takes one minute, but the Girallons simply are acting out of fear, not hostility, so the check can be trimmed to two rounds. If the empathy check succeeds, the apes will stand down and move away without attacking, and the PCs still get XP for successfully ‘defeating’ the encounter.

If the PCs immediately move to attack the apes, however, they will cease their attempts to threaten the PCs and defend themselves normally.

Once the apes are defeated, give the PCs passive spot checks. On a DC10, then notice that something on the ground is a bit off.

There is a broken slab of granite that was previously obscured by vines, but was partially uncovered in the fighting. Etched into the slab is an open book – the holy symbol of Dugmaren Brightmantle.

In addition, there is a 10' x 10' square opening in the ground about 5 feet from the slab, and it is totally grown over with vines.

Anyone closely examining the slab must also make a DC12 reflex save or fall through the vines and into the opening. This causes no damage, as the PC is dropped onto the top of a very long staircase leading into the Oerth.

ENCOUNTER 7: A FOREST OF STONE

The PCs have located the entrance to the Temple City of Dugmaren Brightmantle.

Once the PCs have prepared themselves and have decided to move into the temple's entrance, read the following:

Despite the staircase being covered with moss, the air in the stairwell is relatively dry and descent is easy. The steps continue into the Oerth until the outside light is no longer visible.

The PCs without darkvision will require a light source for now. The rest of the descent passes without incident.

Once the PCs reach the bottom of the stairs, allow Knowledge (Dungeoneering) or Profession (Miner) checks. A DC 15 reveals that the PCs are about 500' below the surface of the Oerth. Continue reading below:

As you step off the last stair, you can see the faintest outline of a closed door at the far end of this 20' square room, accompanied by a lever sticking out of the floor nearby.

The door is not trapped, nor is it locked. Moving the lever causes the door to slide into the floor silently. Continue below:

Opening the door reveals a vast, natural cavern, with massive stone columns supporting the ceiling. Each of these columns starts as a thick column of rock. Nearer the ceiling, however, smaller columns jut from the main columns and from those smaller stone projections, even smaller columns branch out. These smaller columns twist and turn from their larger brethren. There are strange brown mosses covering the columns and a similar, green plantlike growth on the cavern floor and walls. The entire cavern is silent.

The columns in this room have been carved to look like very tall trees. A DC20 Knowledge (Local: Sheldomar Valley), DC 17 Knowledge (History) or DC15 Knowledge (Architecture and Engineering) check allows the PCs to recognize these stone “trees” as hallmarks of the Stonereaver Dwarf clan. PCs that have played GEO4-04 *Forest of Stone* have seen trees like this before in an underground city built by the Stonereaver clan and make this check automatically.

The PCs can move freely amongst the trees and if they douse their light sources, they also discover that the mosses give off enough ambient light and that lights are no longer needed. A DC11 Knowledge (Nature) or Knowledge (Dungeoneering) check reveals that the mosses are one of several underground phosphorescent mosses used by subterranean races to light their more public places.

In its entirety, the cavern is about 100' wide and 150' long. The trees fill it from one corner to the other, and a small path winds its way across the cavern floor toward an opening in the far wall.

Anyone directly damaging any of the tree-like columns activates a retaliatory magical trap (simply touching one of the trees does NOT activate the trap) and a *detect magic* spell reveals the school of the trap (relevant to APL – see below).

APL 2 (EL 2)

⚡ **Shocking Grasp Trap**; CR 2; magical; touch trigger; automatic reset; spell effect (*shocking grasp*, 1st level wizard, 1d6 electricity damage); Search DC 26, Disable Device DC 26 (faint evocation)

APL 4 (EL 3)

⚡ **Shocking Grasp trap**; CR 3; magical; touch trigger; automatic reset; spell effect (*shocking grasp*, 3rd level wizard, 3d6 electrical damage); Search DC 26, Disable Device DC 26 (faint evocation)

APL 6 (EL 5)

⚡ **Orb of Electricity trap**; CR 5; magical; touch trigger; automatic reset; Atk +7 ranged touch; spell effect (*orb of electricity*, 7th level wizard, 7d6 electrical damage, DC 16 reflex save or be entangled for 1 round); Search DC 29, Disable Device DC 29 (moderate conjuration)

APL 8 (EL 7)

⚡ **Flame Strike trap**; CR 5; magical; touch trigger; automatic reset; spell effect (*flame strike*, 9th level cleric, 9d6 holy/fire damage in a 10' radius, DC 17 reflex save for half); Search DC 30, Disable Device DC 30 (moderate evocation)

APL 10 (EL 9)

⚡ **Empowered Flame Strike trap**; CR 5; magical; touch trigger; automatic reset; spell effect (*empowered flame strike*, 9th level cleric, 9d6 (x1.5) holy/fire damage in a 10' radius, DC 18 reflex save for half); Search DC 30, Disable Device DC 30 (moderate evocation)

APL 12 (EL 11)

⚡ **Twinned Flame Strike trap**, CR 11; magical; touch trigger; automatic reset; spell effect (*twinned flame strike*, 10th level cleric, 2 x 10d6 holy/fire damage in a 10' radius, DC 19 reflex save for half – must be rolled separately per casting [twice]); Search DC 30, Disable Device DC 30 (moderate evocation)

ENCOUNTER 8: IN THE PRESENCE OF THE SCHOLAR

After traversing the cavern, the PCs will be able to enter the walkway beyond. Read below:

After a short walk you pass through a wide arch and the tunnel opens up into a huge underground city. Statues depicting dwarven heroes in battle line the main walkway as it continues farther into the cavern. The ceiling is obscured by layer of mist and the entire place is bathed in a soft, soothing light. All along the walls of the cavern, buildings are carved directly from the surrounding stone, each doorway bearing unique hand-etched runes.

In the center of the cavern is a statue of a Dwarven Male holding an open book in his right hand. He looks out on the temple city, his other hand extended in greeting. The sound of rushing water alerts you to a waterfall issuing forth from the eastern wall of the city and pouring into a small lake at its base. Several narrow streams carry water away from the lake and snake across the city floor, disappearing into holes in the walls of the city.

The musty, mist-filled air clings to your clothes like an extra cloak, and the specter of grandeur haunts the city. Like a corpse in repose, the majesty written on its surface has been replaced by a sadness of loss.

A DC 5 Intelligence check is required to identify the statue in the central square as Dugmaren Brightmantle, though Dwarves know this automatically. The main area of the Temple City is a half mile squared and about 300 feet high. In addition to the buildings lining the walls of the city, several have been carved out of the rock nearer the center of town, creating the look of a normal Dwarven village.

Any PC wondering about the light filling the cavern may make a Spot check. A DC 15 allows the PC to get a peek at the ceiling of the tavern for a few moments when the mists part, revealing illuminated globes imbedded in the stone. These globes are enchanted with a variation of the *continual flame* spell that allows the amount of illumination to be scaled based on time of day.

As the day goes by, these globes will dim to simulate the solar and lunar cycles of the outside world. After a couple of hours, the PCs will need light sources again as the lights go out completely to simulate the night time hours.

The dwarven statues lining the walkway are actually dwarves that have been petrified by the clan of medusa that invaded the Temple City many years ago. These medusa are still around, but stay in the more remote parts of the city.

PCs will find clues to the true nature of the statues in certain parts of the city.

The PCs may explore the Temple City as they wish. Refer to **DM AID #3 – The Lost Temple City of Dugmaren Brightmantle** for a basic overview of the underground city,

PCs may elect to search and explore the city.

Some locations of obvious note (you may share this list with the PCs, as all are seen quite easily from the central square):

- 1) The Waterfall and Lake
- 2) The Arena
- 3) The 4 subdivisions surrounding the central square
- 4) The Temple of Dugmaren Brightmantle

The vegetation surrounding **the Lake** is dead, but the water is clear and clean. The waterfall still flows freely and because of that the lake has not stagnated.

The Gladiatorial Arena (which can be seen on the map) is an oval about 350 feet long. It appears to be in good repair, despite years of exposure and neglect. PCs can enter the Arena and look around.

If they do so a DC15 Search check allows them to locate a sack inside one of the gates. In this sack is a silk veil, a pair of bracelets and an unstrung longbow. One of the medusa accidentally left these behind after a training session in the arena.

The PCs can, of course, search the **smaller subdivisions** surrounding the central square. They find similar things in all of them - abandoned houses, rotting wooden doors and furniture, but also something very odd:

The possessions of the inhabitants have been left behind in about half the homes – dishes, clothes, weapons and armor, all either neatly in their rightful places or strewn

messily about. It looks like when the Templars left, they left in a hurry.

In truth, most never left at all. As noted before, they were victims of the medusa that invaded the City mere days before it was to be abandoned.

The only other location of note in the cavern is the **Temple of Dugmaren Brightmantle**. Once the PCs have searched the city as much as they want and decide to head to the Temple, proceed to **Encounter Nine**.

ENCOUNTER 9: AN OPEN AND SHUT CASE

The PCs have decided to check out the Temple of Dugmaren Brightmantle. Read or paraphrase the following description:

The Temple of Brightmantle is not much more than a huge one room building, measuring a good 300' by 200' and about 65' tall. Thick stone columns, not unlike the tree-like creations in the previous area, support the roof top.

Instead of pews, desks and tables fill the majority of the temple proper. Everything is covered in a thick layer of dust, but you can see inkwells on some of the desks and on some of the tables. Most of the chairs are also intact. In the center of the floor is a large seal fashioned of a highly reflective metal and fashioned in the shape of the Holy Symbol of Dugmaren Brightmantle – an open book. There is an altar at the far end of the temple, flanked by two old unlit candelabra.

Any PC able to make a DC 15 Knowledge (Metallurgy), Profession (Miner) or Profession (Weaponsmith or Armorsmith) check identifies the metal used in the seal as mithral, though anyone who has mithral items recognizes it immediately.

Any Dwarf or Elf passing within 5' of the seal should be allowed to make a search check (DC 20) to notice that the seal is actually a secret door.

If the PCs approach the altar, they find a closed book lying on top. It appears fused to the altar and cannot be removed. The book can, however, be opened. If it is, the seal in the center of the floor starts to slide open, revealing a 15' wide circular doorway in the floor. The door opens slow enough that anyone standing on the seal when it begins to open is able to easily step away before falling into the opening.

Once the seal is open and the PCs look into the hole, read below:

The seal in the floor slides open to reveal a very large and very deep room beneath the temple. The walls in the secret room extend downward at least 50' and

terminate in a floor area covered with several desks. From floor to ceiling, every inch of wall is covered with books.

Anyone entering the room is under the effects of the fly spell that has been permanently attached to the library. The room is shaped like an inverted pyramid with its point removed. The walls extend 70', angled toward each other until they end in a 30' x 30' floor space.

The entire library radiates *moderate* (no school) and *faint transmutation* magic due to the fly effect in place.

The effect allows the PCs to travel freely in the library, from shelf to shelf and book to book with very little effort. They can control their movements as easily as if they were walking.

The books on the shelves are a collection of a huge amount of general knowledge. There is no immediate benefit but the PCs may report the library's existence and location to the entity or metaorganization of their choice.

NOTE: If there are members of *The Web* at the table and they have Spyder's Note from **Encounter Three**, pull them aside at this time.

Let them know that this is most likely the library that Spyder was speaking about in the note and have them make spot checks at DC 15.

Success allows them to spot a latched black box on a small table in one of the corners. There is an artistic rendering of a silver spider painted on the box's lid...this is what Spyder probably was referring to when he said "you will know it when you see it." This box is indeed the item Spyder is looking for.

The box is locked, but the lock can be opened with a DC 25 Open Lock check.

If the PCs are able to get the box open, they find papers and parchments inside referencing underground creatures known as Aboleths and their relationship with the Illithid clans in the area.

What the PCs do with this box (and the information inside it) is up to them. If they return it to Spyder, they receive the *Thanks of the Web* Cert on the Adventure Record.

Once the situation with Spyder's box has been rectified (if it even came up), return to the table and continue.

When PCs make their way to the floor, they find an open log book on a table against the north wall, accompanied by a dried out inkwell. The book is at least 500 pages.

Written on the first page of the book is a note describing the tome as the Communal Journal of the Templars of Enlightenment. It states that all brothers and sisters of the Order were encouraged to make entries in the journal imparting their final words of wisdom before the Order dissolved.

Should the PCs peruse the book, they find more than words of wisdom. Give them **Player Handout 9**.

Phinlaen Starshield, like most of his brethren, was turned to stone by one of the invading medusas and placed along the main walkway in a mock 'tribute.'

As noted in the entry, Phinlaen was "named for his shield," that is, he carried a star-shaped shield. The PCs can use this information to identify which of the statues at the entrance is Phinlaen.

Once the PCs are done in the library, continue to **Encounter Ten**.

ENCOUNTER 10: SNAKES IN THE GRASS

As the PCs leave the library, they are accosted by a medusa and her grimlock bodyguards.

Read the following:

As you exit the library, you discern movement out of the corner of your eye.

Looking up, you see four figures standing in the temple. Two of them are quite muscular, and appear almost human. They have grey skin, long black hair and empty sockets where their eyes should be.

The last two are female and at first glance, appear human. After a moment, however, it is clear that their "hair" is actually a mass of writhing snakes. They stares at you in silence for a long moment.

Finally, one speaks, her red eye flashing with hatred. "This city is ours, for we are the conquerors. For trespassing, your punishment is death."

APL 2 (EL 5)

➤ **Grimlock (2):** hp 15; see Appendix 2 or Monster Manual, page 140-141.

➤ **Theina, Female Medusa3:** hp 15; see Appendix 2.

➤ **Maru, Female Medusa3:** hp 15; see Appendix 2.

➤ **Garreun, Male Grimlock Brb1:** hp 29; see Appendix 2.

APL 4 (EL 7)

➤ **Theina, Female Medusa5:** hp 30; see Appendix 3.

➤ **Maru, Female Medusa5:** hp 30; see Appendix 3.

➤ **Garreun, Male Grimlock Brb2/Ftr1:** hp 48; see Appendix 3.

➤ **Uirianian, Male Grimlock Rog1:** hp 26; see Appendix 3.

✦ Nibbin, Male Grimlock Ftr1: hp 28, see Appendix 3.

APL 6 (EL 9)

✦ Theina, Female Medusa8: hp 33; see Appendix 4.

✦ Maru, Female Medusa8: hp 33; see Appendix 4.

✦ Garreun, Male Grimlock Brb2/Ftr2: hp 57; see Appendix 4.

✦ Uirianian, Male Grimlock Rog3: hp 40; see Appendix 4

✦ Nibbin, Male Grimlock Ftr3: hp 46, see Appendix 4.

APL 8 (EL 11)

✦ Theina, Female Medusa: hp 33; see Appendix 5 or Monster Manual, page 180-181.

✦ Maru, Female Medusa: hp 33; see Appendix 5 or Monster Manual, page 180-181

✦ Garreun, Male Grimlock Brb2/Ftr4: hp 83; see Appendix 5.

✦ Uirianian, Male Grimlock Rog5: hp 54; see Appendix 5

✦ Nibbin, Male Grimlock Ftr5: hp 64, see Appendix 5.

APL 10 (EL 14)

✦ Theina, Female Medusa Ftr2: hp 77; see Appendix 6.

✦ Maru, Female Medusa Ftr2: hp 77; see Appendix 6.

✦ Garreun, Male Grimlock Brb2/Ftr4/Tmpst2: hp 103; see Appendix 6.

✦ Uirianian, Male Grimlock Rog8: hp 85; see Appendix 6

✦ Nibbin, Male Grimlock Ftr8: hp 121, see Appendix 6.

APL 12 (EL 16)

✦ Theina, Female Medusa Ftr4: hp 107; see Appendix 7.

✦ Maru, Female Medusa Ftr4: hp 107; see Appendix 7

✦ Garreun, Male Grimlock Brb2/Ftr4/Tmpst5: hp 159; see Appendix 7.

✦ Uirianian, Male Grimlock Rog10: hp 125; see Appendix 7.

✦ Nibbin, Male Grimlock Ftr10: hp 157, see Appendix 7.

ENCOUNTER 11 (OPT'L): BUT WAIT...THERE'S MORE!

This encounter only takes place if the PCs stayed for the combat in **Encounter 5** or otherwise delayed their trip to the city.

If the PCs did not delay their trip, this encounter does not take place and you may continue to **Encounter 12** immediately, otherwise, continue below.

The PCs have 5 rounds to heal up and do whatever else it is they wish to do (such as loot the bodies) before the Iuzians reach the temple.

If the PCs choose to forgo these activities and move to leave immediately, they are going to see the three Iuzians approaching the temple. If that occurs, the combat starting distance is 150' (each round the party spends healing/looting lowers the starting distance by 30', so if the PCs heal for 3 rounds, the Iuzians will be 60' away at the beginning of the combat).

If the PCs take the full 5 rounds to heal and/or loot, the Iuzians appear in the doorway of the temple and the encounter begins immediately. If this occurs, the starting encounter distance is 15'. Read the text below (modifying based on how far away the Iuzians are when the combat starts):

As you prepare to leave the temple, darkly dressed figures come into view approximately [150/120/90/60/30/15] feet away. Weapons already drawn, they stiffen a bit when they see you. One, a female human in full plate, points to your party and says something quietly to her companions, then all turn to face you.

Once the enemies are within 60', PCs are able to make out the grinning skull stitched into their black cloaks. They have once again run afoul of followers of Iuz.

Drop into initiative immediately.

APL 2 (EL 5)

✦ Yietro, Male Human Ftr2: hp 22; see Appendix 2.

✦ Tirina, Female Human Sor2: hp 11; see Appendix 2.

✦ Siadra, Female Human Clr2: hp 17; see Appendix 2.

APL 4 (EL 7)

✦ Yietro, Male Human Ftr4: hp 40; see Appendix 3

✦ Tirina, Female Human Sor4: hp 25; see Appendix 3.

✦ Siadra, Female Human Clr4: hp 31; see Appendix 3.

APL 6 (EL 9)

- ✦ **Yietro, Male Human Ftr6:** hp 58; see Appendix 4
- ✦ **Tirina, Female Human Sor6:** hp 37; see Appendix 4.
- ✦ **Siadra, Female Human Clr7:** hp 52; see Appendix 4.

APL 8 (EL 11)

- ✦ **Yietro, Male Human Ftr8:** hp 84; see Appendix 5.
- ✦ **Tirina, Female Human Sor8:** hp 57; see Appendix 5.
- ✦ **Siadra, Female Human Clr9:** hp 66; see Appendix 5.

APL 10 (EL 13)

- ✦ **Yietro, Male Human Ftr10:** hp 114; see Appendix 6.
- ✦ **Tirina, Female Human Sor10:** hp 71; see Appendix 6.
- ✦ **Siadra, Female Human Clr11:** hp 80; see Appendix 6.

APL 12 (EL 15)

- ✦ **Yietro, Male Human Ftr12:** hp 148; see Appendix 7.
- ✦ **Tirina, Female Human Sor12:** hp 97; see Appendix 7.
- ✦ **Siadra, Female Human Clr13:** hp 94; see Appendix 7.

As soon as the fight has completed and the PCs have healed their wounded/fallen, proceed to **Encounter 12**.

ENCOUNTER 12: MIXED MESSAGES

The PCs have successfully defeated their attackers and will most likely head to the main walkway where the dwarven statues are located. They can easily locate the statue of Phinlaen Starshield based on his star-shaped shield.

They can elect to take his petrified form (as well as the forms of as many of the Templars that they can carry) back to Gryrax for a *break enchantment* spell, or, at higher APLs, may elect to cast the spell themselves.

In all, 44 dwarves (some of whom were Templars, some simply members of their families) succumbed to the petrifying gaze of a medusa. It is very unlikely that the PCs will be able to recover them all.

Once Phinlaen is restored to flesh form (by a PC or by the *Guardians of the Soulforged*), he can read the sacred tome of prophecies, as can any other member of the Templars who has been recovered and saved. They request to be taken to Gryrax first, however, so that they may rest and be updated on what has occurred (and deliver a report as to the demise of the Templars).

If the PCs elect to break Phinlaen's enchantment on their own, continue reading below. Otherwise, go directly to the **Conclusion**.

After a few slow blink, the dwarven man begins to move again. Instinctively and perhaps by reflex, he lifts his shield to cover his face and extends his sword in a defensive posture.

After a few moments, he lowers his shield a bit and peeks over it at you. He is, understandably, surprised.

"What... wait... who are you?" he asks quickly. "What has happened? Where are the others?"

The PCs can relate the situation to Phinlaen, including the current year and the mission at hand. He is, as one might expect, a tad overwhelmed. He greets every piece of new information with an eager ear, but it is a lot for one dwarf to absorb, especially after being petrified for over 100 years.

Phinlaen will answer what he can about the Templars of Enlightenment:

- They were an order of dwarves dedicated to the God of Scholarship, Dugmaren Brightmantle.
- Their most sacred oath was to uphold and protect all knowledge that could be used to harm the Principality if it were discovered.
- After the Pomarj invasion began in 498, the Templars were called to defend their homeland. Eventually, the order was dissolved.
- They were attacked by a clan of medusa while executing their exit strategy and were never able to escape.
- The Templars were a rather secretive organization, so he is not surprised that their disappearance was not noted.
- When he fell to the Medusa, his wife and daughter were still in the city [their stone forms can be found amongst the 44 petrified dwarves].

After the PCs finished their roleplaying, finish by reading the text below:

Still a bit unstable in footing after his awakening, Phinlaen takes a woozy step backwards and drops his sword. He puts a hand to his head and he drops to a knee, sweat forming on his brow. He chuckles a bit. "I guess it's all a bit much for one day, even for a

dwarf,” he says, shaking his head. “I suppose we should return to Gryrax then” he says. “I may have been away for a long time, but I am still a subject of the Prince. Let us go.”

Proceed to the Conclusion.

CONCLUSION

Back in Gryrax, Phinlaen is taken into immediate care by the Priests of the Guardians of the Soulforged. Ulian Farhunter leads the newly refleshed Templar into the medical wing of Hammer Hill temple, talking to him quietly the whole way.

You are met by Patriarch Cedric Rocksoul in the Temple’s main chamber, and he offers a deep bow.

“The Principality owes you all a great debt, friends. The tome has responded to the Templar’s presence. I believe we have made a major breakthrough.

“For now, take your payment,” he says, motioning to a page, who comes over, handing each of you a bag of coins.

“But know this,” he continues. “Whatever words the Templar reads from this tome, the battle is not yet at an end....not yet. I feel the time is close, however. Be vigilant. You may be called again. Moradin is guiding our hands in this matter.”

With those final words, he bows and smiles, then politely excuses himself.

Members of the Web can deliver their item to Spyder at this time. Otherwise, its...

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 3

Defeat the Ambush

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 6

Get by the Apes

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 10

Defeat the new residents of the Lost City

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

Story Award

Story Objective.

APL 2: 40 xp.
APL 4: 60 xp.
APL 6: 80 xp.
APL 8: 100 xp.
APL 10: 120 xp.
APL 12: 140 xp.

Discretionary Roleplaying Award

APL 2: 50 xp.
APL 4: 75 xp.
APL 6: 100 xp.
APL 8: 125 xp.
APL 10: 150 xp.
APL 12: 175 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 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 3:

APL 2: L: 145 gp, C: 145 gp, M: scroll of cure light wounds (2) (4 gp)

APL 4: L: 105 gp, C: 95 gp, M: +1 ring of protection (166 gp), scrolls of scorching ray x2 (25 gp), scroll of ray of enfeeblement (2 gp), +1 greatsword (194 gp), +1 full plate (220 gp), potion of cure light wounds x 2 (8 gp), +1 breastplate (112 gp), scroll of cure moderate wounds (12 gp), scroll of bull's strength (12 gp)

APL 6: L: 195 gp, C: 95 gp, M: +1 greataxe (191 gp), potion of cure moderate wounds (25 gp), +1 ring of protection (166 gp), scroll of scorching ray x 2 (25 gp), scroll of ray of enfeeblement (2 gp), +1 cloak of resistance (83 gp), +1 greatsword (194 gp), +2 full plate (470 gp), potion of cure moderate wounds x 2 (50 gp), potion of bull's strength (25 gp), +1 ring of protection (166 gp), +1 breastplate (112 gp), +1 heavy steel shield (96 gp), scroll of cure moderate wounds x 3 (36 gp), scroll of bull's strength x 2 (25 gp), periapt of wisdom +2 (333 gp), cloak of resistance +1 (83 gp)

APL 8: L: 195 gp, C: 0 gp, M: +1 mithral breastplate (433 gp), +1 greataxe (191 gp), potion of cure moderate wounds x 2 (50 gp), potion of bear's endurance (25 gp), gauntlets of ogre power (333 gp), ring of protection +2 (667 gp), scrolls of scorching ray (CL 7) x 2 (58 gp), scroll of ray of enfeeblement (CL 10) (20 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), metamagic rod, empower, lesser (750 gp), +1 greatsword (194 gp), +2 full plate (470 gp), potion of cure moderate wounds (25 gp), potion of bear's endurance (25 gp), +1 ring of protection (166 gp), gauntlets of ogre power (333 gp), +2 breastplate (362 gp), +1 heavy steel shield (96 gp), scroll of cure serious wounds (31 gp), scroll of bull's strength (12 gp), periapt of wisdom +2 (333 gp), cloak of resistance +2 (333 gp), ring of protection +1 (166 gp)

APL 10: L: 150 gp, C: 0 gp, M: +2 mithral breastplate (683 gp), +1 greataxe (191 gp), potion of cure moderate wounds (25 gp), potion of blur (25 gp), gauntlets of ogre power (333 gp), amulet of health +2 (333 gp), ring of protection +2 (667 gp), scroll of scorching ray (CL 11) (45 gp), scroll of ray of enfeeblement (CL 12) (25 gp), cloak of resistance +3 (750 gp), headband of intellect +2 (333 gp), metamagic rod, empower (lesser) (750 gp), bracers of armor +2 (333 gp), +1 unholy greatsword (1,531 gp), +3 full plate (887 gp), +1 composite longbow [+3] (225 gp), potion of cure moderate wounds (25 gp), +1 ring of protection (166 gp), gauntlets of ogre power (333 gp), amulet of health +2 (333 gp), vest of resistance +2 (333 gp), +1 morningstar (191 gp), +3 breastplate (779 gp), +2 heavy steel shield (348 gp), scroll of cure serious wounds (31 gp), scroll of bull's strength (12 gp), periapt of wisdom +2 (333 gp), cloak of resistance +3 (750 gp), ring of protection +2 (667 gp)

APL 12: L: 75 gp, C: 0 gp, M: +3 mithral breastplate (1,100 gp), +2 greataxe (692 gp), potion of cure serious wounds (62 gp), potion of blur (25 gp), belt of giant strength +4 (1,333 gp), amulet of health +2 (333 gp), ring of protection +3 (1,500 gp), scrolls of scorching ray (CL 11) (45 gp), scroll of ray of enfeeblement (CL 14) (29 gp), scroll of enlarged split scorching ray (CL 11) (114 gp), cloak of resistance +3 (750 gp), headband of intellect +4 (1,113 gp), metamagic rod, empower (2,708 gp), bracers of armor +3 (750 gp), +1 unholy greatsword (1,531 gp), +3 full plate (887 gp), +1 composite longbow [+3] (225 gp), potion of cure moderate wounds (25 gp), ring of protection +2 (667 gp), belt of giant strength +6 (3,000 gp), amulet of health +2 (333 gp), vest of resistance +3 (750 gp), +1 morningstar (192 gp), +3 breastplate (779 gp), +2 heavy steel shield (348 gp), scroll of cure serious wounds (31 gp), scroll of flame strike (CL 10) (104 gp), periapt of wisdom +4 (1,333 gp), cloak of resistance +3 (750 gp), ring of protection +3 (1,500 gp)

Encounter 10:

APL 2: L: 127 gp, C: 125 gp, M: potion of cure light wounds (4 gp).

APL 4: L: 87 gp, C: 100 gp, M: potion of cure light wounds (4) (16 gp), potion of bear's endurance (12 gp)

APL 6: L: 125 gp, C: 25 gp, M: +1 bastard sword (193 gp), potion of cure moderate wounds (25 gp), potion of bear's endurance (25 gp), +1 vest of resistance (166 gp), +1 ring of

protection (333 gp), +1 battleaxe (192 gp), potion of cure light wounds (4 gp), potion of cat's grace (12 gp), +1 greatsword (194 gp), +1 chain shirt (104 gp), potion of cure moderate wounds (25 gp), potion of blur (25 gp), bracers of quick strike (375 gp)

APL 8: L: 150 gp, C: 0 gp, M: +1 bastard sword (193 gp), +1 short sword (192 gp), +1 chain shirt (104 gp), potion of cure moderate wounds (25 gp), +1 vest of resistance (166 gp), +1 ring of protection (333 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), +1 battleaxe (192 gp), +1 chain shirt (104 gp), potion of cure moderate wounds (25 gp), potion of cat's grace (25 gp), gloves of dexterity +2 (333 gp), ring of force shield (375 gp), +1 greatsword (194 gp), +1 breastplate (112 gp), potion of cure moderate wounds (25 gp), potion of blur (25 gp), potion of haste (62 gp), bracers of quick strike (375 gp), boots of striding and springing (458 gp), ring of protection +1 (166 gp), cloak of resistance +2 (333 gp)

APL 10: L: 150 gp, C: 0 gp, M: +1 human bane composite longbow [+2] (717 gp), +3 mithral chain shirt (841 gp), +1 mithral buckler (167 gp), amulet of health +2 (333 gp), +1 human bane composite longbow [+2] (717 gp), +3 mithral chain shirt (841 gp), +1 mithral buckler (167 gp), amulet of health +2 (333 gp), +1 keen bastard sword (693 gp), +1 bastard sword (193 gp), +2 chain shirt (354 gp), potion of cure serious wounds (62 gp), potion of barkskin (12 gp), vest of resistance +2 (333 gp), ring of protection +2 (667 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), bag of holding, type II (416 gp), cape of the mountebank (840 gp), +1 deadly precision short sword (1,525 gp), +1 battleaxe (192 gp), +2 chain shirt (354 gp), potion of cure serious wounds (62 gp), gloves of dexterity +2 (333 gp), ring of force shield (375 gp), belt of giant strength +4 (1,333 gp), amulet of health +2 (333 gp), ring of protection +2 (666 gp), +2 greatsword (697 gp), +1 full plate (220 gp), potion of cure serious wounds (62 gp), potion of blur (25 gp), potion of haste (62 gp), bracers of quick strike (375 gp), boots of striding and springing (458 gp), ring of protection +2 (667 gp), cloak of resistance +3 (750 gp), amulet of health +4 (1,333 gp), gauntlets of ogre power (333 gp)

APL 12: L: 150 gp, C: 0 gp, M: item (X gp):+2 human bane composite longbow [+2] (1,550 gp), +3 mithral chain shirt (841 gp), +2 mithral buckler (417 gp), amulet of health +4 (1,333 gp), gloves of dexterity +2 (333 gp), +2 human bane composite longbow [+2] (1,550 gp), +3 mithral chain shirt (841 gp), +2 mithral buckler (417 gp), amulet of health +4 (1,333 gp), gloves of dexterity +2 (333 gp), boots of speed (1,000 gp), ring of protection +1 (666 gp), cloak of resistance +2 (667 gp), +2 maiming keen bastard sword (2,693 gp), +2 bastard sword (693 gp), +3 mithral chain shirt (841 gp), +1 composite longbow [+2] (209 gp), potion of cure serious wounds (62 gp), potion of barkskin (12 gp), vest of resistance +4 (1,333 gp), ring of protection +3 (1,500 gp), gloves of dexterity +2 (333 gp), amulet of health +6 (3,000 gp), belt of giant strength +6 (3,000 gp), bag of holding, type III (616 gp), cape of the mountebank (840 gp), +2 deadly precision short sword (2,692 gp), +1 battleaxe (192 gp), +3 mithral chain shirt (841 gp), +1 hand crossbow (192 gp) potion of cure serious wounds (62 gp), +6 gloves of dexterity (3,000 gp), ring of force shield (375 gp), belt of giant strength +6 (3,000 gp), amulet of health +6 (3,000 gp), ring of protection +3 (1,500 gp), boots of speed (1,000 gp), +2 unholy

greatsword (2,697 gp), mithral full plate of speed (2,208 gp), potion of cure serious wounds (62 gp), potion of blur (25 gp), bracers of quick strike (375 gp), boots of striding and springing (458 gp), ring of protection +3 (1,500 gp), cloak of resistance +5 (2,093 gp), amulet of health +4 (1,333 gp), gloves of dexterity +4 (1,333 gp), belt of giant strength +6 (3,000 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 272 gp, C: 270 gp, M: 8 gp - Total: 550 gp (450 gp).

APL 4: L: 192 gp, C: 195 gp, M: 751 gp - Total: 1,138 gp (650 gp).

APL 6: L: 250 gp, C: 120 gp, M: 7,245 gp - Total: 7,615 gp (900 gp).

APL 8: L: 345 gp, C: 0 gp, M: 10,222 gp - Total: 10,567 gp (1,300 gp).

APL 10: L: 300 gp, C: 0 gp, M: 29,994 gp - Total: 30,244 gp (2,300 gp).

APL 12: L: 225 gp, C: 0 gp, M: 80,360 gp - Total: 80,585 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

➤ **Sequestered by Dugmaren Brightmantle:** For striking the artifact tome, you have been punished. You are temporarily incapacitated by a *sequester* spell (CL 21st); this adventure costs you an additional 3 TUs.

➤ **Shunned of the Dwarven Pantheon:** Anyone **Sequestered by Dugmaren Brightmantle** who already has the **Enmity of the Dwarven Pantheon** is shut out of the Dwarven deities' good graces:

- Non-dwarves are hereby expelled from any Principality of Ulek metaorganizations they currently belong to and are unable to join or rejoin any of these groups for 2 calendar years from the date on this AR. In addition, all NPC spellcasting costs in the Principality are doubled for 1 calendar year from the date on this AR.
- Dwarven PCs are punished even more harshly. In addition to the above, dwarven PCs are disowned by their patron deity. They lose their +4 stability bonus against bull rushes as well as their stonecunning ability. Any facial hair on this PC is lost and will not regrow. Divine spellcasting dwarves lose their abilities.

Restoration of these abilities & removal of these penalties can occur with the casting of both an *atonement* and a *remove curse* of at least CL 18th each.

☛ **Friendship of the Wurm:** Kaihonriedwur has offered to make his magical knowledge available. When selecting a new spell upon leveling, you may select one and only one of the following spells from the *Spell Compendium* (circle the one selected): *forceward*, *illusory pit*, *slapping hand*.

☛ **Favor of the Knights of Luna:** The Knights grant you access (Frequency: Regional) to purchase the following items: RotW: *masterwork elven thinblade or lightblade or courtblade*, *hideaway weapon special ability*; DMG weapon enhancement bonuses/special abilities: *spell-storing*, +2 or +3 bonus, *bane (orc)*; CA: *ring of lore*; CW: *sacred scabbard*; HoB: *rod of arming*; A&EG: *bow of force*, *cloak of shelter*.

☛ **Appreciation of the Elven Prince:** Melf Brightflame uses his influence to grant you access (Frequency: Regional) to purchase one weapon or armor upgrade from the DMG of +1 to +3 equivalency (either enhancement bonus or special ability). In addition, arcane spellcasters gain access to learn one of Melf's personal spells, *Melf's unicorn arrow* (PHB2). Mark this favor as USED when it is consumed.

✈ **Insubordination:** For disobeying a direct order, this military PC has been brought before a tribunal. This costs the PC 2 additional TUs and, for the next calendar year from the date on this AR, they are prohibited from gaining any benefits from metaorganizations they belong to. They may reduce the length of this prohibition by expending recommendations (each 1 reduces the length by 2 calendar months).

☛ **Commendation of the Knights of Luna:** This elven or half-elven PC has been formally commended by Knight Calael Gyssem'tore. He recommends to his peers that you be contacted when they have an opening for squires.

☛ **Spyder's Gratitude:** You gain access (Frequency: Regional) to purchase the following: *boots of striding and springing*, *wand of magic missile* (CL 3rd), *pearl of power* (2nd level spell), *metamagic rod* (empower, lesser), *amulet of health* +6, *mithral full plate of speed*.

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

APL 4 - Spellbook I: 1st – *burning hands*, *color spray*, *expeditious retreat*, *mage armor*, *magic missile*, *lesser orb of cold*^{SC}, *ray of enfeeblement*, *shield*; 2nd – *glitterdust*, *invisibility*, *Melf's acid arrow*, *mirror image*, *resist energy*, *scorching ray*, *Tasha's hideous laughter*. Price: 1,100 gp; Weight: 3 lbs.

APL 6 - Spellbook II: 1st – *backbiter*^{SC}, *enlarge person*, *protection from good*; 2nd – *baleful transposition*^{SC}, *blur*; 3rd – *fireball*, *fly*, *haste*, *lightning bolt*, *ray of exhaustion*, *resonating bolt*^{SC}, *slow*. Price: 1,400 gp; Weight: 3 lbs.

APL 8 - Spellbook III: 3rd – *hold person*; 4th – *bestow curse*, *defenestrating sphere*^{SC}, *orb of fire*^{SC}, *orb of force*^{SC}, *stoneskin*. Price: 1,150 gp; Weight: 3 lbs.

APL 10 - Spellbook IV: 4th – *burning blood*^{SC}; 5th – *arc of lightning*^{SC}, *baleful polymorph*, *greater blink*^{SC}, *mass fire shield*^{SC}, *mass fly*^{SC}, *prismatic ray*^{SC}. Price: 1,700 gp; Weight: 3 lbs.

APL 12 - Spellbook V: 5th – *cloudkill*, *reciprocal gyre*^{SC}; 6th – *chain lightning*, *disintegrate*, *greater dispel magic*, *eyebite*, *greater heroism*. Price: 2,000 gp; Weight: 3 lbs.

Item Access

APL 2:

- *Arcane Scroll of Lesser Orb of Acid* (CL 1st; Adventure; *Spell Compendium*)
- *Masterwork Flindbar*, +1 *Flindbar* (Adventure; *Monster Manual III*)
- *Wand of Ray of Enfeeblement* (CL 1st; Adventure; *Dungeon Master's Guide*)

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

- *Large Items: Hide Armor*, *Greatclub*, *Javelins* (Adventure; *Dungeon Master's Guide*)
- *Pearl of Power*, 1st Level Spell (Adventure; *Dungeon Master's Guide*)
- *Rauzzle's Spellbooks* (Adventure; See Above)
- *Wand of Cure Light Wounds* (CL 1st; Adventure; *Dungeon Master's Guide*)
- *Wand of Magic Missile* (CL 3rd; Adventure; *Dungeon Master's Guide*)

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

- +2 *Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- *Large Items: +1 Breastplate*, +1 *Falchion* (Adventure; *Dungeon Master's Guide*)
- *Vest of Resistance* +1 or +2 (Adventure; *Complete Arcane*)
- *Wand of Magic Missile* (CL 5th; Adventure; *Dungeon Master's Guide*)

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

- +2 *Full Plate* (Adventure; *Dungeon Master's Guide*)
- *Arcane Scroll of Ray of Enfeeblement* (CL 10th; Adventure; *Dungeon Master's Guide*)

- Arcane Scroll of Scorching Ray (CL 7th; Adventure; Dungeon Master's Guide)
- Bracers of Armor +2 (Adventure; Dungeon Master's Guide)
- Bracers of Quick Strike (Adventure; Miniatures Handbook)
- Cloak of Resistance +2, Ring of Protection +2 (Adventure; Dungeon Master's Guide)
- Divine Scroll of Shield of Faith (CL 9th; Adventure; Dungeon Master's Guide)
- Headband of Conscious Effort (Adventure; Complete Adventurer)
- Pearl of Power, 2nd Level Spell (Adventure; Dungeon Master's Guide)
- Wand of Cure Moderate Wounds (CL 3rd; Adventure; Dungeon Master's Guide)
- Wand of Magic Missile (CL 7th; Adventure; Dungeon Master's Guide)
- +2 Greatsword, +2 Longsword (Adventure; Dungeon Master's Guide)
- +3 Full Plate, +3 Heavy Steel Shield (Adventure; Dungeon Master's Guide)
- Bracers of Armor +3 (Adventure; Dungeon Master's Guide)
- Cape of the Mountebank (Adventure; Dungeon Master's Guide)
- Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)
- Divine Scroll of Flame Strike (CL 10th; Adventure; Dungeon Master's Guide)
- Gloves of Fortunate Striking (Adventure; Miniatures Handbook)
- Headband of Intellect/Belt of Giant Strength/Periapt of Wisdom +4 (Adv.; DMG)
- Vest of Resistance +3 (Adventure; Complete Arcane)
- Wand of Cure Serious Wounds (CL 5th; Adventure; Dungeon Master's Guide)
- Wand of Fireball (CL 8th; Adventure; Dungeon Master's Guide)

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

- +1 Mithral Buckler, +2 Heavy Steel Shield (Adventure; Dungeon Master's Guide)
- +2 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- Arcane Scroll of Ray of Enfeeblement (CL 12th; Adventure; Dungeon Master's Guide)
- Arcane Scroll of Scorching Ray (CL 11th; Adventure; Dungeon Master's Guide)
- Boots of Striding and Springing (Adventure; Dungeon Master's Guide)
- Divine Scroll of Recitation (CL 7th; Adventure; Spell Compendium)
- Elixir of Fire Breath (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Empower, Lesser (Adventure; Dungeon Master's Guide)
- Wand of Scorching Ray (CL 7th; Adventure; Dungeon Master's Guide)

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

- +1 Keen Bastard Sword (Adventure; Dungeon Master's Guide)
- +2 Breastplate, +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)

APPENDIX 1 - NPC PROFILES

Kaihonriedwur (CG Male Wyrm Copper Dragon):

Kaihonriedwur considers himself the guardian and “big brother” to the dwarves of the Principality of Ulek and does whatever he can to protect their interests. A jokester and prankster, Kaihon always has time for a joke or a pun, especially if he thinks of it himself. He believes that although the dwarves are of pure heart and have the greatest good in mind, they need to loosen up a bit and will often save his most uproarious pranks for them.

Kaihon, until recently, had done most of his work from within his cavernous lair, having made an oath of non-interference with the Earth Dragon. Once the draconic deity broke this pact by sending his pyroclastic dragon into Ulek, Kaihon, finally free of the contract that had bound his heart, began making more public showings of his power and now more readily accepts visitors.

Despite his obvious mischievous nature, Kaihonriedwur is the epitome of good within the Principality and the mere rumor of his presence can send Ulek's enemies into a panic.

Description: An aged, wise dragon, Kaihonriedwur's physical form seems younger than his age might imply. His scales maintain a fair amount of sheen, but as with most elder coppers, his skin has taken on a greenish tint and his eyes have become globes of an almost incandescent turquoise. He measures twenty-five feet from nose to the end of his tail and his wings are strong and supple.

Melf Brightflame, Prince of Celene (CG Male Grey Elf Wiz10/Ftr4/EldKn4):

Melf is the brother of Yolande, Queen of Celene and leader of the Knights of Luna. He disagrees with his sister's decision to leave Celene in isolation and has taken it upon himself to lead the Elves' fight against evil in and around the Sheldomar Valley. He has a deep hatred of Iuz and of the Pomarj, and believes in taking the fight to the enemy rather than waiting for them to come to him. He is the antithesis of the stereotype of elven inaction perpetuated within the Principality of Ulek – a stereotype which, although he understands, saddens him. He believes in the greater good before anything else, and holds out hope that some day, Celene will be one with the rest of the Sheldomar Valley again.

Prince Olinstaad Corond of the Principality of Ulek counts Melf as one of his closest personal friends, and the two have fought back-to-back several times in recent history (most notably in the Hateful Wars, before Celene withdrew into isolation).

Melf is quick witted and gifted with a deft but sometimes subtle sense of humor and he recognizes the value of keeping the mood light in the face of danger. His reputation is unblemished, and it is rumored that he once turned down a spot in the Circle of Six because he felt they were too passive in their dealings with the evil spreading throughout the Flaeness.

Description: Melf is a young to middle-aged male Grey elf of approximately 5 ½ feet in height with long, dark blonde hair and stark green eyes. When traveling, he wears a tabard of the Knights of Luna (a silver crescent moon over a purple field) over mithral breastplate decorated with engraved runes. He is always armed with his longbow and longsword, symbols of his devotion to Corellon Larethian.

Lieutenant Calael Gyssem'tore, Knight of Luna (NG Male High Elf Ftr6/Wmge4):

Born into a noble family in Celene, Calael never had reason to want anything other than the life of finery he was born into, but after hearing many tales and retellings of the horrors and wrongs perpetrated on the citizens of the Sheldomar Valley, he left his easy life and fled to the Duchy of Ulek when Melf Brightflame went into self-imposed exile and was one of the first to join the Knights of Luna. When on active duty, Calael is fierce, passionate and single minded about his goal – the elimination of evil and threats to the Suss and the surrounding lands. He is gifted with a natural strength rare for elves of his kind, but lacks some of their natural grace and agility. Despite this (or perhaps because of it), he believes in pushing the advantage on the battlefield and abhors fancy tricks of foot when simple sound tactics will do.

He is a loyal follower of Melf Brightflame's ideals, and his belief in the Knights and their aims approaches near zealotry. He is embarrassed by Celene's isolationist philosophy, but does his best to hide it when confronted about it. He detests the anti-elf stance in the Principality and will go out of his way to point out that each person should be taken to task as an individual, rather than blaming an entire race – or nation.

Description: Although obviously battle-tested, Calael is quite young looking. He stands 5'4" tall and has bright (almost platinum) blonde hair and blue eyes. He walks with purpose, and is sturdily built for an elf.

Sergeant Eilanis Dwin'Dare, Knight of Luna (CG Male Wood Elf Ftr4/Brb2/Chmp of Cor2)

Eilanis is quiet and even when he does speak, he is soft spoken and terse in his responses. He is a soldier's soldier, existing, it seems, to follow the orders of his commanding officer and see them done. He has an almost rabid hatred of orcs and an equally hostile attitude towards Suloise humans (whom he equates with the Scarlet Brotherhood), but is seasoned enough to know that he must sometimes hold his blade when confronted with those he detests.

He is proud of his Elven heritage and will gladly spit insults at anyone who makes derogatory comments against his kind, though he is not as quick to react to comments about Celene, for although he is a native of the Elven land, he detests the decision to isolate, considering it a cowardly act.

Description: Very young, Eilanis is a little over 5'1" tall and has deep auburn hair and hazel eyes. He is incredibly stocky for an elf, sporting thick arms and legs. He wears chain armor under his Knights tabard.

Captain Fardain Forgemaster, Royal Army of the PoU (LG Male Hill Dwarf Ftr6/DwDef4)

Steadfast and steady, Captain Forgemaster is a rock on the battlefield who believes in fighting for Prince and country before anything else. A seasoned veteran who fought at the battle of Corond's Hills during the Hateful Wars, he knows the value of elven allies in the field, and looks down with frustration on what he calls the "new military" and their anti-elven slant.

He is incredibly respectful of Calael's opinion in things and seems deferential when it comes to tactical decisions, though he is rather distrustful of Eilanis' barely controlled rage. He will talk openly to any member of the PoU military, but will be guarded with outsiders, especially those associated with nations not allied with the PoU.

Description: Captain Forgemaster is a middle-aged dwarf who wears his decorations proudly. He is a picture of the typical dwarf, sporting thick brown hair, a matching beard, and stark grey eyes. He wears the field uniform of the PoU infantry over his banded mail armor and wields a battleaxe and a shield decorated with the crest of the Principality of Ulek.

Berkus Gellian (LG Male Flan Human Ftr3/Rng3/Ius2):

Berkus, like his fellow mercenary Faron, joined the Greyhawk Mercenary guild to make some money while cleaning the streets of the bad elements that the Greyhawk Guard force either missed or ignored.

What started out as a quick way to make money ended up turning into much more. as Berkus' mother was killed by thieves on the streets of Greyhawk, a crime which was never resolved.

His mother's murder spurred Berkus into a righteous frenzy, and he dedicated his life to stamping out 'the worst of the bad.' When a call came in from the Knights of Luna looking for assistance in the Suss forest, Berkus jumped at the chance. He looks at this 'campaign' as a chance to go above and beyond the petty crimes he has ferreted out inside Greyhawk city.

Description: Berkus is in his late twenties, standing 6'3" tall. He has black hair and blue eyes and his face rarely cracks a smile. There are wrinkles of experience beneath his eyes and his complexion is smooth, if a bit weathered.

Faron Fellseed (NG Male Oer. Human Ftr8)

Faron is a follower, and when his friend Berkus decided to leave Greyhawk to find a greater enemy to fight, he signed on to accompany him. Faron is more idealistic than Berkus, and truly believes that he can make a difference by simply caring enough to try to make things right.

His naïveté is matched only by his enthusiasm, however, and he sees every enemy as a chance to prove his righteousness to Ehlonna, the goddess he venerates.

He has led a somewhat sheltered life, and therefore has no established hatreds of any particular race, though he already has a distaste for orcs, having battled them off and on over the past couple of days.

Description: Faron is in his mid twenties and stands 5'10" tall. He has strawberry blonde hair and blue eyes, and sports freckles across his nose and cheeks. His face is youthful and open and he often seems in awe of his surroundings, as if he is experiencing everything for the first time.

Phinlaen Starshield of the Templars of Enlightenment (NG Male Dwarf Wiz3/Ftr3/Splswd5)

Understandably, Phinlaen is out of sorts and confused when first released from his stone form. He has, before his release, been frozen in time for nearly a century. He knows where he is, but is stunned at the amount of time that has passed.

He is loyal to the Prince and remembers Celene as an ally, not an isolationist neutral party. He is not surprised by the fact that the Pomarj press again, and desires to serve his nation yet again.

He notes that the Templars of Enlightenment, while venerating Dugmaren Brightmantle, welcomed many non-dwarves who shared the Templar's main goal: The pursuit, recovery, preservation and use of knowledge. As one would expect, he wants to know as much about what has occurred in the past one hundred years as quickly as possible.

After seeing the condition of the Temple City (or hearing about it later), he wants to restore it to its former glory and pleads passionately to anyone who will listen that it is in the best interest of the Principality that the Templars be reformed.

Description: Phinlaen is a young dwarf, but typically stocky. He has black hair and blue eyes and a short, well maintained beard. He wears mithral full plate armor and wields a dwarven waraxe and a light mithral shield in the shape of an eight pointed star. He wears a blue tabard over his armor, decorated with the Holy Symbol of Dugmaren Brightmantle embroidered in silver thread.

APPENDIX 2 – APL 2

ENCOUNTER 3

Bugbear: Medium Humanoid (Goblinoid); CR 2; HD 3d8+3 hp 16; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield); Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/x2, morningstar) or +3 ranged (1d6+2/x2, javelin); Full Atk +5 melee (1d8+2/x2, morningstar) or +3 ranged (1d6+2/x2, javelin); SA -; SQ darkvision 60', scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills & Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (Morningstar)

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Languages: Common, Goblinoid.

Possessions: leather armor, light wooden shield, Morningstar, 3 javelins

Tennan & Roud, Male Human Warri: Medium Humanoid; CR 1/2; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 leather armor, +2 heavy wooden shield); Base Atk/Grp: +1/+3; Atk +5 melee (1d8+2/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); SA -; SQ -; AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +4, Jump +4, Swim +2; Dodge, Weapon Focus (longsword)

Languages: Common

Possessions: masterwork leather armor, heavy wooden shield, masterwork longsword, masterwork light crossbow, 20 bolts

Yaemara, Female Human Clr of Iuz: Medium Humanoid; CR 1; HD 1d8+2; hp 13; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +4 chain shirt, +2 heavy steel shield); Base Atk/Grp: +0/+0; Atk +1 melee (1d8/x2, morningstar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8/x2, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead (2/day); SQ spontaneous inflict; AL CE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 14, Con 15, Int 10, Wis 16, Cha 8.

Skills & Feats: Concentration +9, Heal +7, Knowledge (Religion) +2, Spellcraft +2; Skill Focus (Concentration), Toughness.

Languages: Common

Cleric Spells Prepared (3/2, save DC = 13 + spell level): 0 – resistance (2), guidance; 1st – bless, bane, protection from good*

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

Possessions: masterwork Morningstar, masterwork chain shirt, heavy steel shield, masterwork light crossbow, 20 bolts, silver holy symbol of Iuz, 2 x scroll of cure light wounds

ENCOUNTER 5

Gnoll: Medium Humanoid; CR 1; HD 2d8+12; hp 11; Init +0; Speed 30 ft.; AC 15, touch 10, flat-footed 15 (+1 natural, +2 leather armor, +2 heavy steel shield); BA/Grp: +1/+3; Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA -; SQ darkvision 60'; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills and Feats: Listen +2, Spot +3; Power Attack

Languages: Gnoll

Possessions: leather armor, heavy steel shield, battleaxe

Yuliak, Male Flind Gnoll Rng2: Medium Humanoid (Gnoll); CR 4; HD 4d8+16; hp 39; Init +3; Speed 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +2 natural, +2 leather armor, +1 shield); BA/Grp: +3/+5; Atk +6 melee (2d4+3/19-20, flindbar) or +6 ranged (1d6+1/x3, composite shortbow[+1]); Full Atk +4 melee (2d4+3/19-20, flindbar) and +4 melee (1d4+1/x4, light pick) or +6 ranged (1d6+1/x3, composite shortbow[+1]); Space/Reach 5 ft./5 ft.; SA favored enemy (elf) +2; SQ darkvision 60', wild empathy; AL CE; SV Fort +9, Ref +6, Will +1; Str 14, Dex 17, Con 18, Int 12, Wis 12, Cha 10

Skills and Feats: Hide +9, Listen +8, Spot +8, Tumble +6; Track, Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30gp, deals 2d4 points of bludgeoning damage, has a threat range of 19-20, deals double damage on a critical hit and weighs 2 pounds. Flinds treat flindbars as martial weapons instead of exotic weapons. The wielder of a flindbar gains a +2 bonus on

opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails. If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Languages: Gnoll, Common, Draconic

Possessions: +1 flindbar, masterwork light pick, composite shortbow [+1], *potion of cure moderate wounds*, 30 arrows, masterwork leather armor

Fane, Male Gnoll Clr2 of the Earth Dragon: Medium Humanoid; CR 3; HD 4d8+12; hp 39; Init +1; Speed 20 ft.; AC 22, touch 11, flat-footed 21 (+1 natural, +1 Dex, +8 armor, +2 shield); BA/Grp: +2/+3; Atk +4 melee (1d8+1, masterwork morningstar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+1, masterwork morningstar) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead 1/day, spontaneous inflict; SQ darkvision 60'; AL NE; SV Fort +9, Ref +1, Will +7; Str 12, Dex 12, Con 16, Int 11, Wis 18, Cha 6

Skills and Feats: Concentration +8, Knowledge (Religion) +2, Listen +8, Spot +8; Skill Focus (Concentration), Improved Toughness

Languages: Gnoll

Cleric Spells Prepared (4/3+1; DC 14+spell level); 0 – *guidance*, *resistance* (2), *virtue*; 1st – *bane*, *bless*, *cause fear*, *protection from good**

*Domain Spells: Earth (Turn or destroy air creatures, rebuke earth creatures 1/day), Evil (all Evil spells are cast at +1 caster level)

Possessions: masterwork full plate, masterwork morningstar, light crossbow, masterwork heavy steel shield, 20 bolts, *scroll of cure light wounds* (2)

ENCOUNTER 6

Ape: Large Animal; CR 2; HD 4d8+11; hp 29; Init +2; Speed 30 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); BA/Grp: +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7/+7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA -; SQ low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Monkey: Tiny Animal; CR 1/6; HD 1d8; hp 4; Init +2; Speed 30 ft., climb 30 ft.; AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BA/Grp: +0/-12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2 ½ ft./0 ft.; SA -; SQ low-light vision; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Skills and Feats: Balance +12, Climb +10, Escape Artist +4, Hide +10, Listen +3, Spot +3; Agile, Weapon Finesse

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

ENCOUNTER 10

Theina & Maru, Female Medusa3: Medium Monstrous Humanoid; CR 1; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural); Base Atk/Grp: +2/+2; Atk +3 ranged (1d6/x3, shortbow) or +2 melee (1d8/x3, longspear) or +2 melee (1d4 plus poison, snakes); Full Atk +3 ranged (1d6/x3, shortbow) or +2 melee (1d8+3/x3, longspear) and -3 melee (1d4 plus poison, snakes); SA poison; SQ -; AL NE; SV Fort +1, Ref +4, Will +3; Str 10, Dex 13, Con 13, Int 12, Wis 10, Cha 13. *Savage Species*, page 184-185.

Skills & Feats: Move Silently +6, Spot +5, Bluff +6; Point Blank Shot, Precise Shot.

Poison (Ex): Injury, Fortitude DC 12, initial damage 1 Str, secondary damage 2 Str. The save DC is Constitution-based.

Languages: Common, Undercommon.

Possessions: shortbow, 30 arrows, longspear, scholar's outfit

Garreun, Male Grimlock Brbr1: Medium Monstrous Humanoid; CR 2; HD 2d8+1d12+9; hp 29; Init +3; Spd 40 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +4 natural, +3 armor); Base Atk/Grp: +3/+6; Atk +7 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +5 melee (1d10+3/19-20, bastard sword) and +5 melee (1d6+1/19-20, short sword) or +7 ranged (1d8+2/x3, composite longbow[+2]); SA rage 1/day; SQ blindsight 40', immunities, scent; AL NE; SV Fort +5, Ref +6, Will +3; Str 16, Dex 17, Con 16, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +7, Hide +7, Listen +5, Survival +2; Track, Two Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword)

Rage: When raging, Garreun's statistics change as follows: hp 35; AC 15, touch 11, flatfooted 14; Grapple: +8; Atk +8 melee (1d10+5/19-20, bastard sword) or +6 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +6 melee (1d10+5/19-20, bastard sword) and +6 melee (1d6+2/19-20, short sword) or +6 ranged (1d8+2/x3, composite longbow[+2]); SV Fort +7, Ref +6, Will +5, Str 20, Dex 17, Con 20, Int 12, Wis 10, Cha 6

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Common, Undercommon

Possessions: masterwork bastard sword, masterwork short sword, masterwork composite longbow [+2], 30 arrows, masterwork studded leather armor, *potion of bear's endurance*, 2 *potions of cure moderate wounds*

Grimlock: Medium Monstrous Humanoid; CR 1; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); Base Atk/Grp: +2/+4; Atk +4 melee (1d8+3/x3, battleaxe); Full Atk +4 melee (1d8+3/x3, battleaxe); SA -; SQ blindsight 40', immunities, scent, fast movement; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +4, Hide +3, Listen +5, Spot +3; Alertness, Track.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell

or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon.

Possessions: battleaxe (2)

Tactics: The Medusa will hang back and wait for the grimlocks to engage one or more PCs in melee combat, then use their ranged attacks.

ENCOUNTER 11

Yietro, Male Human Ftr2: Medium Humanoid; CR 2; HD 2d10+6; hp 22; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 breastplate, +2 heavy steel shield); Base Atk/Grp: +2/+5; Atk +7 melee (1d8+3/19-20, mw longsword) or +4 ranged (1d8/x3, longbow); Full Atk +7 melee (1d8+3/19-20, mw longsword) or +4 ranged (1d8/x3, longbow); SA -; SQ -; AL CE; SV Fort +6, Ref +1, Will +2; Str 16, Dex 13, Con 16, Int 9, Wis 10, Cha 8.

Skills & Feats: Climb +2, Jump +3; Dodge, Iron Will, Quick Draw, Weapon Focus (Longsword)

Languages: Common.

Possessions: masterwork longsword, +1 breastplate, masterwork heavy steel shield, masterwork longbow, 30 arrows, *potion of bull's strength*

Tirina, Female Human Sor2: Medium Humanoid; CR 2; HD 2d4+4; hp 11; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11 (+2 Dex, +1 armor); Base Atk/Grp: +1/+0; Atk +0 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); SA spells; SQ -; AL CE; SV Fort +2 Ref +2, Will +3; Str 8, Dex 14, Con 15, Int 10, Wis 10, Cha 16

Skills & Feats: Concentration +7, Knowledge (Arcana) +5, Spellcraft +7; Draconic Heritage (Black)^{CA}, Spell Focus (Evocation)

Languages: Common.

Sorcerer Spells Known (6/5; DC = 13 (14 for evoc) + lvl): 0 - acid splash, flare, message, ray of frost, touch of fatigue; 1st - ice dagger^{SC}, magic missile

Possessions: quarterstaff, scroll of lesser acid orb (2), potion of shield of faith +4, wand of ray of enfeeblement (CL 1), bracers of armor +1

Siadra, Female Human Cleric of Iuz: Medium Humanoid; CR 2; HD 2d8+4; hp 17; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+8 armor, +2 heavy steel shield); Base Atk/Grp: +1/+1; Atk +1 melee (1d8, heavy mace) or +1 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +1 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead 9/day; SQ -; AL CE; SV Fort +5, Ref +0, Will +6; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +6, Heal +8, Knowledge (Religion) +3, Spellcraft +3; Extra Turning, Maximize Spell

Languages: Common.

Cleric Spells Prepared (4/3+1; DC=13+spell level):
0 – guidance (2), resistance (2); 1st – bane, faith healing^{SC}, obscuring mist, command*

*Domain spells: Trickery (Bluff, Hide and Disguise are added to cleric class skill list), Tyranny (add +2 to the DC of any compulsion spell you cast)

Possessions: masterwork full plate, heavy steel shield, heavy mace, light crossbow, holy symbol of Iuz, divine scroll of bless (CL 1), 2 divine scrolls of cure moderate wounds (CL 3)

Tactics: The humans let the PCs and the Medusas/Grimlocks focus on each other and will pick their spots. Tirina will use her wand of ray of enfeeblement on both the Grimlocks and PCs in order to make the fight drag out so they can take quick advantage of the survivors. Yietro will look to take attacks against creatures in bad positions (flanked, prone, etc).

APPENDIX 3 – APL 4

ENCOUNTER 3

Bugbear: Medium Humanoid (Goblinoid); CR 2; HD 3d8+3 hp 16; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield); Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/x2, morningstar) or +3 ranged (1d6+2/x2, javelin); Full Atk +5 melee (1d8+2/x2, morningstar) or +3 ranged (1d6+2/x2, javelin); SA -; SQ darkvision 60', scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills & Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (Morningstar)

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Languages: Common, Goblinoid.

Possessions: leather armor, light wooden shield, Morningstar, 3 javelins

Rauzzle, Male Bugbear Wiz3: Medium Humanoid (Goblinoid); CR 5; HD 3d8+9+3d4+9 hp 45; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 ring of protection); Base Atk/Grp: +3/+4; Atk +5 melee (1d6+1/x2, mw quarterstaff) or +7 ranged (1d8/19-20, mw light crossbow); Full Atk +5 melee (1d6+1/x2, mw quarterstaff) or +7 ranged (1d8/19-20, mw light crossbow); SA spells, Y, Z; SQ darkvision 60'; AL NE; SV Fort +6, Ref +8, Will +5; Str 13, Dex 16, Con 16, Int 18, Wis 10, Cha 6.

Skills & Feats: Climb +7, Concentration +9, Hide +9, Knowledge (Arcana) +9, Knowledge (Planes) +5, Listen +6, Move Silently +7, Search +10, Spellcraft +12, Spot +6; Point Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (Ray)

Skills: Bugbears receive a +4 bonus on Move Silently checks

Languages: Common, Draconic, Elven, Giant, Goblin

Wizard Spells Prepared (4/4/2, save DC = 14 + spell level): 0 – daze, ray of frost, touch of fatigue; 1st – magic missile x 2, lesser orb of cold^{CA}, shield; 2nd – Melf's acid arrow, Tasha's hideous laughter.

Spellbook:; 0 – all; 1st – burning hands, color spray, expeditious retreat, mage armor, magic missile, lesser orb of cold^{CA}, ray of enfeeblement, shield; 2nd – glitterdust, invisibility, melf's acid arrow, mirror image, resist energy, scorching ray, Tasha's hideous laughter

Possessions: masterwork quarterstaff, masterwork light crossbow, +1 ring of protection, 2 scrolls of scorching ray, wand of ray of enfeeblement (CL 1), cloak of resistance +1

Roud, Male Human Ftr4: Medium Humanoid; CR 4; HD 4d10+12; hp 40; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 +1 full plate); Base Atk/Grp: +4/+7; Atk +9 melee (2d6+6/19-20, masterwork greatsword) or +6 ranged (1d8+3/x3, masterwork composite longbow[+3]); Full Atk +9 melee (2d6+6/19-20, masterwork greatsword) or +6 ranged (1d8+3/x3, masterwork composite longbow[+3]); SA -; SQ -; AL CE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 9.

Skills & Feats: Climb +5, Jump +5, Swim +0; Weapon Focus (Greatsword), Power Attack, Cleave, Dodge, Mobility, Weapon Specialization (Greatsword).

Languages: Common

Possessions: masterwork greatsword, +1 full plate, masterwork composite longbow [+3], 30 arrows, 2 x potion of cure light wounds

Yaemara, Female Human Clr3 of Iuz: Medium Humanoid; CR 3; HD 3d8+6; hp 27; Init +2; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 +1 breastplate, +2 mw heavy steel shield); Base Atk/Grp: +2/+2; Atk +3 melee (1d8/x2, mw morningstar) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8/x2, mw morningstar) or +5 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead (2/day); SQ spontaneous inflict; AL CE; SV Fort +5, Ref +3, Will +6; Str 10, Dex 14, Con 15, Int 10, Wis 16, Cha 8.

Skills & Feats: Concentration +11, Heal +9, Knowledge (Religion) +2, Spellcraft +4; Skill Focus (Concentration), Toughness, Profane Boost^{CD}

Languages: Common

Cleric Spells Prepared (4/3/2, save DC = 13 + spell level): 0 – resistance x 2, guidance x 2; 1st – bless, bane, inhibit^{MH}, protection from good*; 2nd – sound burst, wave of grief, invisibility*

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

Possessions: masterwork morningstar, +1 breastplate, masterwork heavy steel shield, masterwork light crossbow, 20 bolts, silver holy symbol of Iuz, 2 x scroll of cure moderate wounds, scroll of bull's strength

ENCOUNTER 5

Ogre: Large Giant; CR 3; HD 4d8+11; hp 29; Init -1; Speed 30 ft.; AC 16, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); BA/Grp: +3/+12; Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Full Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SA -; SQ darkvision 60', low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

Languages: Giant

Possessions: large hide armor, large greatclub, 5 large javelins

Yuliak, Male Flind Gnoll Rng3: Medium Humanoid (Gnoll); CR 5; HD 5d8+20; hp 48; Init +3; Speed 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +2 natural, +2 leather armor, +1 shield); BA/Grp: +4/+6; Atk +7 melee (2d4+3/19-20, +1 flindbar) or +7 ranged (1d6+1/x3, composite shortbow[+1]); Full Atk +5 melee (2d4+3/19-20, +1 flindbar) and +5 melee (1d4+1/x4, light pick) or +7 ranged (1d6+1/x3, composite shortbow[+1]); Space/Reach 5 ft./5 ft.; SA favored enemy (elf) +2; SQ darkvision 60', wild empathy; AL CE; SV Fort +11, Ref +7, Will +3; Str 14, Dex 17, Con 18, Int 12, Wis 12, Cha 10

Skills and Feats: Hide +11, Listen +9, Move Silently +6, Spot +9, Tumble +6; Track, Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense, Endurance

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30gp, deals 2d4 points of bludgeoning damage, has a threat range of 19-20, deals double damage on a critical hit and weighs 2 pounds. Flinds treat flindbars as martial weapons instead of exotic weapons. The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails. If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Languages: Gnoll, Common, Draconic

Possessions: +1 flindbar, masterwork light pick, composite shortbow [+1], *potion of cure moderate wounds* (2), 30 arrows, masterwork leather armor, *cloak of resistance* +1

Fane, Male Gnoll Clr4 of the Earth Dragon: Medium Humanoid; CR 5; HD 6d8+18; hp 57; Init +1; Speed 20 ft.; AC 22, touch 12, flat-footed 21 (+1 natural, +1 Dex, +9 armor, +1 ring of protection); BA/Grp: +4/+5; Atk +6 melee (1d8+1, masterwork morningstar) or +6 ranged (1d8/19-

20, light crossbow); Full Atk +6 melee (1d8+1, masterwork morningstar) or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead 5/day, spontaneous inflict; SQ darkvision 60'; AL NE; SV Fort +10, Ref +2, Will +8; Str 12, Dex 12, Con 16, Int 11, Wis 18, Cha 6

Skills and Feats: Concentration +10, Knowledge (Religion) +4, Listen +9, Spot +9; Skill Focus (Concentration), Improved Toughness, Extra Turning

Languages: Gnoll

Cleric Spells Prepared (5/4+1/3+1; DC 14+spell level); 0 – guidance, read magic, resistance (2), virtue; 1st – bane, bless, cause fear, entropic shield, protection from good*; 2nd – cure moderate wounds, curse of ill fortune^{SC}, spiritual weapon, soften earth and stone*

*Domain Spells: Earth (Turn or destroy air creatures, rebuke earth creatures 1/day), Evil (all Evil spells are cast at +1 caster level)

Possessions: +1 full plate, masterwork heavy steel shield, masterwork morningstar, masterwork light crossbow, 20 bolts, *scroll of cure light wounds* (2), *scroll of bear's endurance*, *pearl of power* (1st)

Naenix, Female Gnoll Ftr3: Medium Humanoid; CR 4; HD 2d8+3d10+18; hp 46; Init +1; Speed 20 ft.; AC 20, touch 11, flat-footed 19 (+1 natural, +1 Dex, +8 full plate); BA/Grp: +4/+7; Atk +9 melee (1d12+5/x3, +1 greataxe) or +6 ranged (1d8+3/x3, mw composite longbow [+3]); Full Atk +9 melee (1d12+5/x3, +1 greataxe) or +6 ranged (1d8+3/x3, mw composite longbow [+3]); Space/Reach 5 ft./5 ft.; SA -; SQ darkvision 60'; AL NE; SV Fort +9, Ref +2, Will +1; Str 16, Dex 13, Con 17, Int 13, Wis 10, Cha 7

Skills and Feats: Climb +1, Intimidate +3, Listen +5, Spot +5; Dodge, Power Attack, Cleave, Weapon Focus (greataxe)

Languages: Gnoll

Possessions: masterwork full plate, +1 greataxe, masterwork composite longbow [+3], 30 arrows, *potion of cure light wounds*

ENCOUNTER 6

Ape: Large Animal; CR 2; HD 4d8+11; hp 29; Init +2; Speed 30 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); BA/Grp: +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7/+7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA -; SQ low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ENCOUNTER 10

Theina & Maru, Female Medusas: Medium Monstrous Humanoid; CR 2; HD 3d8+12; hp 30; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk/Grp: +3/+3; Atk +6 ranged (1d6/x3, shortbow) or +3 melee (1d8/x3, longsword) or +3 melee (1d4 plus poison, snakes); Full Atk +6 ranged (1d6/x3, shortbow) or +3 melee (1d8/x3, longsword) and -2 melee (1d4 plus poison, snakes); SA poison; SQ -; AL NE; SV Fort +2, Ref +5, Will +3; Str 10, Dex 15, Con 13, Int 12, Wis 10, Cha 13. *Savage Species*, page 184-185.

Skills & Feats: Move Silently +7, Spot +6, Bluff +7; Point Blank Shot, Precise Shot, Weapon Focus (shortbow)

Poison (Ex): Injury, Fortitude DC 12, initial damage 1d4 Str, secondary damage 2d4 Str. The save DC is Constitution-based.

Languages: Common, Undercommon.

Possessions: shortbow, 30 arrows, longsword, scholar's outfit

Garreun, Male Grimlock Brb2/Ftr1: Medium Monstrous Humanoid; CR 4; HD 2d8+2d12+1d10+15; hp 48; Init +3; Spd 40 ft.; AC 21, touch 14, flat-footed 21 (+3 Dex, +4 natural, +3 armor, +1 deflection); Base Atk/Grp: +5/+8; Atk +9 melee (1d10+3/19-20, mw bastard sword) or +9 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +7 melee (1d10+3/19-20, mw bastard sword) and +7 melee (1d6+1/19-20, mw short sword) or +9 ranged (1d8+2/x3, composite longbow[+2]); SA rage 1/day; SQ blindsight 40', immunities, scent, uncanny dodge, fast movement; AL NE; SV Fort +8, Ref +6, Will +3; Str 17, Dex 17, Con 16, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +7, Hide +8, Listen +7, Survival +4, Swim +7; Track, Two Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Dodge

Rage: When raging, Garreun's statistics change as follows: hp 58; AC 17, touch 11, flatfooted 17; Grapple: +10; Atk +11 melee (1d10+5/19-20, bastard sword) or +8 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +9 melee (1d10+5/19-20, bastard sword) and +9 melee (1d6+2/19-20, short sword) or +8 ranged (1d8+2/x3, composite longbow[+2]); SV Fort +10, Ref +6, Will +5, Str 21, Dex 17, Con 20, Int 12, Wis 10, Cha 6

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Common, Undercommon

Possessions: masterwork bastard sword, masterwork short sword, masterwork studded leather armor, masterwork composite longbow [+2], 30 arrows, *potion of cure moderate wounds* (2), *potion of bear's endurance*, *ring of protection* +1

Uiranan, Male Grimlock Rog1: Medium Monstrous Humanoid; CR 2; HD 2d8+1d6+9; hp 26; Init +7; Spd 30 ft.; AC 22, touch 13, flat-footed 19 (+4 Dex, +4 natural, +5 armor); Base Atk/Grp: +2/+4; Atk +6 melee (1d8+2/x3, masterwork battleaxe) or +5 ranged (1d4/19-20, hand crossbow); Full Atk +6 melee (1d8+2/x3, masterwork battleaxe) or +5 ranged (1d4/19-20, hand crossbow); SA sneak attack +1d6; SQ blindsight 40', immunities, scent, fast movement, trapfinding; AL NE; SV Fort +3, Ref +8, Will +3; Str 14, Dex 17, Con 16, Int 14, Wis 10, Cha 6.

Skills & Feats: Balance +10, Climb +17, Jump +9, Listen +7, Tumble +9; Track, Improved Initiative, Weapon Focus (battleaxe)

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: masterwork battleaxe (2), +1 chain shirt, hand crossbow, 20 bolts, *potion of cure light wounds* (2), *potion of cat's grace*

Nibbin, Grimlock Ftr1: Medium Monstrous Humanoid; CR 2; HD 2d8+1d10+9; hp 28; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +4 natural, +3 studded leather armor); Base Atk/Grp: +3/+6; Atk +8 melee (2d6+5/19-20, greatsword) or +4 ranged (1d10/19-20, heavy crossbow); Full Atk +8 melee (2d6+5/19-20, greatsword) or +4 ranged (1d10/19-20, heavy crossbow); SA -; SQ blindsight 40', immunities, scent, fast movement; AL CE; SV Fort +5, Ref +4, Will +3; Str 17, Dex 13, Con 16, Int 14, Wis 10, Cha 8.

Skills & Feats: Climb +8, Hide +6, Jump +5, Listen +5, Spot +4; Track, Combat Expertise, Blind-Fight, Weapon Focus (Greatsword).

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 greatsword, studded leather armor, heavy crossbow, 25 bolts, *potions of cure light wounds* (2)

Tactics: The Medusa will hang back and wait for the grimlocks to engage one or more PCs in melee combat, then use their ranged attacks, switching to melee if they are approached.

ENCOUNTER 11

Yietro, Male Human Ftr4: Medium Humanoid; CR 4; HD 4d10+12; hp 40; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +6 +1 breastplate, +3 shield); Base Atk/Grp: +4/+7; Atk +9 melee (1d8+5/19-20, masterwork

longsword) or +6 ranged (1d8/x3, masterwork longbow); Full Atk +9 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8/x3, masterwork longbow); SA -; SQ -; AL CE; SV Fort +7, Ref +2, Will +3; Str 17, Dex 13, Con 16, Int 9, Wis 10, Cha 8.

Skills & Feats: Climb +2, Jump +5; Dodge, Iron Will, Quick Draw, Weapon Focus (Longsword), Power Attack, Weapon Specialization (Longsword)

Languages: Common.

Possessions: masterwork longsword, +1 breastplate, +1 heavy steel shield, masterwork longbow, 30 arrows, *potion of bull's strength*, *potion of cure moderate wounds*

Tirina, Female Human Sor4: Medium Humanoid; CR 4; HD 4d4+12; hp 25; Init +2; Spd 30 ft.; AC 17, touch 16, flat-footed 15 (+2 Dex, +1 bracer of armor, shield); Base Atk/Grp: +2/+1; Atk +1 melee (1d6-1, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6-1, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SA spells; SQ -; AL CE; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 10, Wis 10, Cha 16

Skills & Feats: Concentration +10, Knowledge (Arcana) +5, Spellcraft +9; Draconic Heritage (Black)^{CA}, Spell Focus (Evocation), Draconic Power^{CA}

Languages: Common, Draconic

Sorcerer Spells Known (6/6/4; DC = 13 (14 for evoc) + lvl): 0 - acid splash, electric jolt^{SC}, flare, message, ray of frost, touch of fatigue; 1st - ice dagger^{SC}, magic missile, shield; 2nd - Tasha's hideous laughter

Possessions: quarterstaff, *potion of shield of faith* +4, wand of magic missile (CL 3, 25 charges), arcane scroll of scorching ray (CL 3), +1 bracers of armor, arcane scroll of orb of acid, lesser (CL 1, Spell Compendium)

Siadra, Female Human Clr4 of Iuz: Medium Humanoid; CR 4; HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+8 mw full plate, +2 heavy steel shield); Base Atk/Grp: +3/+3; Atk +4 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead 9/day; SQ -; AL CE; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 10, Wis 17, Cha 14.

Skills & Feats: Concentration +8, Heal +10, Knowledge (Religion) +3, Spellcraft +5; Extra Turning, Maximize Spell, Divine Metamagic (Maximize)

Languages: Common.

Cleric Spells Prepared (5/4+1/3+1; DC=13+spell level): 0 - guidance (2), resistance (3); 1st - bane, cure light wounds, faith healing^{SC}, obscuring mist, *command; 2nd - curse of ill fortune^{SC}, spiritual weapon, living undeath^{SE}, *invisibility

*Domain spells: Trickery (Bluff, Hide and Disguise are added to cleric class skill list), Tyranny (add +2 to the DC of any compulsion spell you cast)

Possessions: masterwork full plate, masterwork heavy steel shield, masterwork heavy mace, masterwork light crossbow, holy symbol of Iuz, *scroll of bless*, 2 *scrolls of cure moderate wounds*, *scroll of shield of faith*, *wand of cure light wounds*

Tactics: Tirina has precast *shield* on herself, and will start by casting a couple of *magic missiles* to soften up the PCs, but will not hesitate to weaken the medusas and grimlocks to make sure they are easily bested once the PCs fall.

Siadra has cast *living undeath* on Yietro (see new rules items) to allow him to stay in the fight longer and avoids combat unless forced into it.

APPENDIX 4 – APL 6

ENCOUNTER 3

Parne, Male Bugbear Ftr2: Medium Humanoid (Goblinoid); CR 4; HD 3d8+12+2d10+8; hp 50; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +3 natural, +6 +1 breastplate); Base Atk/Grp: +4/+9; Atk +11 melee (1d12+8/x3, +1 greataxe) or +7 ranged (1d8+3/x3, mw composite longbow[+3]); Full Atk +11 melee (1d12+8/x3, +1 greataxe) or +7 ranged (1d8+3/x3, mw composite longbow[+3]); SA -; SQ darkvision 60', scent; AL CE; SV Fort +8, Ref +5, Will +1; Str 20, Dex 14, Con 18, Int 10, Wis 10, Cha 6.

Skills & Feats: Intimidate +1, Knowledge (Religion) +3, Move Silently +5; Power Attack, Cleave, Improved Sunder, Weapon Focus (Greataxe)

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Languages: Common, Goblinoid.

Possessions: +1 breastplate, +1 greataxe, masterwork composite longbow [+3], *potion of cure moderate wounds*

Rauzzle, Male Bugbear Wiz5: Medium Humanoid (Goblinoid); CR 7; HD 3d8+9+5d4+15; hp 57; Init +3; Spd 30 ft.; AC 21, touch 18, flat-footed 18 (+3 Dex, +3 natural, +1 ring of protection, +4 shield); Base Atk/Grp: +4/+5; Atk +6 melee (1d6+1/x2, mw quarterstaff) or +8 ranged (1d8/19-20, mw light crossbow); Full Atk +6 melee (1d6+1/x2, mw quarterstaff) or +8 ranged (1d8/19-20, mw light crossbow); SA spells, Y, Z; SQ darkvision 60'; AL NE; SV Fort +6, Ref +8, Will +6; Str 13, Dex 16, Con 16, Int 21, Wis 10, Cha 6.

Skills & Feats: Climb +7, Concentration +13, Hide +9, Knowledge (Arcana) +14, Knowledge (Planes) +5, Listen +6, Move Silently +7, Search +10, Spellcraft +17, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (Ray), Enlarge Spell

Skills: Bugbears receive a +4 bonus on Move Silently checks

Languages: Common, Draconic, Elven, Giant, Goblin

Wizard Spells Prepared (4/5/3/2, save DC = 15 + spell level): 0 – daze, flare, ray of frost, touch of fatigue; 1st – enlarge person, magic missile x 2, lesser orb of cold^{CA}, shield; 2nd – Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd – haste, lightning bolt

Spellbook:; 0 – all; 1st – backbiter, burning hands, color spray, expeditious retreat, mage armor, magic missile, lesser orb of cold^{CA}, protection from good, ray of enfeeblement, shield; 2nd – baleful transposition, blur, glitterdust, invisibility, melf's acid arrow, mirror image, resist energy, scorching ray, Tasha's

hideous laughter; 3rd – fireball, fly, haste, lightning bolt, ray of exhaustion, resonating bolt, slow

Possessions: masterwork quarterstaff, masterwork light crossbow, +1 ring of protection, 2 scrolls of scorching ray (CL 3), wand of ray of enfeeblement (CL 1), headband of intellect +2, +1 cloak of resistance

Roud, Male Human Ftr6: Medium Humanoid; CR 6; HD 6d10+18; hp 64; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 +1 full plate); Base Atk/Grp: +6/+9; Atk +11 melee (2d6+7/19-20, +1 greatsword) or +8 ranged (1d8+3/x3, masterwork composite longbow[+3]); Full Atk +11/+6 melee (2d6+7/19-20, +1 greatsword) or +8/+3 ranged (1d8+3/x3, masterwork composite longbow[+3]); SA -; SQ -; AL CE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 9. *under the effects of a blur spell

Skills & Feats: Climb +7, Jump +7, Swim +2; Weapon Focus (Greatsword), Power Attack, Cleave, Dodge, Mobility, Weapon Specialization (Greatsword), Elusive Target, Improved Toughness

Languages: Common

Possessions: +1 greatsword, +1 full plate, masterwork composite longbow [+3], 30 arrows, 2x *potion of cure light wounds*, *potion of bull's strength*

Yaemara, Female Human Clr5 of Iuz: Medium Humanoid; CR 5; HD 5d8+15; hp 46; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +6 +1 breastplate, +3 +1 heavy steel shield); Base Atk/Grp: +3/+3; Atk +4 melee (1d8/x2, mw morningstar) or +6 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8/x2, mw morningstar) or +6 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead (2/day); SQ spontaneous inflict; AL CE; SV Fort +8, Ref +4, Will +9; Str 10, Dex 14, Con 16, Int 10, Wis 18, Cha 8.

Skills & Feats: Concentration +14, Heal +12, Knowledge (Religion) +2, Spellcraft +6; Skill Focus (Concentration), Toughness, Profane Boost^{CD}

Languages: Common

Cleric Spells Prepared (5/4/3/2, save DC = 14 + spell level): 0 – resistance x 2, guidance x 2, cure minor wounds; 1st – bless, bane, inhibit^{MH}, shield of faith, protection from good*; 2nd – aid, sound burst, wave of grief, invisibility*; 3rd – prayer, wrack^{CD}, magic circle against good*

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

Possessions: masterwork morningstar, +1 *breastplate*, +1 *heavy steel shield*, masterwork light crossbow, 20 bolts, silver holy symbol of Iuz, 3 x *scroll of cure moderate wounds*, 2 x *scroll of bull's strength*, ~~divine scroll of owl's wisdom~~, cloak of resistance +1

Tactics: Rauzzle has precast *shield* on himself and *blur* on Roud in preparation of the ambush. Once the combat starts, Rauzzle will hang back near the tree line and use his ranged offensive spells to keep the PCs off balance, while Roud and Parne close to melee. Yaemara will buff and heal, but will enter melee combat if the opportunity presents itself.

ENCOUNTER 5

Dironk and Vant, Male Ogre Ftr2: Large Giant; CR 5; HD 2d8+3d10+18; hp 59; Init +1; Speed 30 ft.; AC 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +6 *breastplate*, +5 natural); BA/Grp: +5/+15; Atk +12 melee (2d6+10/18-20, large falchion) or +5 ranged (1d8+6, large javelin); Full Atk +12 melee (2d6+10/18-20, large falchion) or +5 ranged (1d8+6, large javelin); Space/Reach 10 ft./10 ft.; SA -; SQ darkvision 60', low-light vision; AL NE; SV Fort +11 Ref +2, Will +1; Str 22, Dex 13, Con 18, Int 8, Wis 10, Cha 5

Skills and Feats: Climb +11, Intimidate +3, Listen +7; Dodge, Mobility, Power Attack, Cleave, Spring Attack

Languages: Common, Giant

Possessions: +1 *large breastplate*, *large +1 falchion*, 5 large javelins, 2 *potions of cure moderate wounds*

Yuliak, Male Flind Gnoll Rng5: Medium Humanoid (Gnoll); CR 7; HD 7d8+28; hp 66; Init +3; Speed 30 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +2 natural, +6 +2 *chain shirt*, +1 *shield*); BA/Grp: +6/+10; Atk +11 melee (2d4+5/19-20, +1 *flindbar*) or +9 ranged (1d6+1/x3, composite shortbow[+1]); Full Atk +9/+4 melee (2d4+5/19-20, +1 *flindbar*) and +9 melee (2d4+2, masterwork flindbar) or +9/+4 ranged (1d6+1/x3, composite shortbow[+1]); Space/Reach 5 ft./5 ft.; SA favored enemy (elf) +2, favored enemy (dwarf) +4, spells; SQ darkvision 60', wild empathy, animal companion; AL CE; SV Fort +12, Ref +8, Will +4; Str 18, Dex 17, Con 18, Int 12, Wis 14, Cha 8

Skills and Feats: Hide +12, Listen +12, Move Silently +12, Spot +12, Tumble +6; Track, Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense, Endurance, Oversized Two-Weapon Fighting

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30gp, deals 2d4 points of bludgeoning damage, has a threat range of 19-20, deals double damage on a critical hit and weighs 2 pounds. Flinds treat flindbars as martial weapons instead of exotic weapons. The wielder of a flindbar gains a +2 bonus on

opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails. If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Languages: Gnoll, Common, Draconic

Ranger Spells Prepared (1; DC=13+1vl); 1st – *resist energy*)

Possessions: +1 *flindbar*, masterwork flindbar, composite shortbow [+1], *potion of cure moderate wounds* (2), 30 arrows, +2 *chain shirt*, cloak of resistance +1

Graan, Wolf Animal Companion: Medium Animal; HD 2d8+4; hp 13; Init +2; Speed 50'; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BA/Grp: +1/+2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ low-light vision, scent; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (Bite)

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 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 trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fane, Male Gnoll Clr6 of the Earth Dragon: Medium Humanoid; CR 7; HD 8d8+24; hp 75; Init +1; Speed 20 ft.; AC 21, touch 11, flat-footed 20 (+1 natural, +1 Dex, +9 +1 *full plate*); BA/Grp: +5/+6; Atk +7 melee (1d8+1, masterwork morningstar) or +7 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+1, masterwork morningstar) or +7 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead 5/day, spontaneous inflict; SQ darkvision 60'; AL NE; SV Fort +13, Ref +5, Will +11; Str 12, Dex 12, Con 17, Int 11, Wis 18, Cha 6

Skills and Feats: Concentration +12, Knowledge (Religion) +6, Listen +9, Spot +9; Skill Focus (Concentration), Improved Toughness, Extra Turning

Languages: Gnoll

Cleric Spells Prepared (5/4+1/4+1/3+1; DC 14+spell level); 0 – *guidance*, *read magic*, *resistance* (2), *virtue*; 1st – *bane*, *bless*, *cause fear*, *entropic shield*, *resurgence*^{SC}, *protection from good*^{*}; 2nd – *cure moderate wounds*, *curse of ill fortune*^{SC}, *darkbolt*^{LM}, *spiritual weapon*, *soften earth and stone*^{*}; 3rd – *insignia of healing*^{SC}, *prayer*, *wrack*^{SC}, *magic circle against good*^{*}

*Domain Spells: Earth (Turn or destroy air creatures, rebuke earth creatures 1/day), Evil (all Evil spells are cast at +1 caster level)

Possessions: +1 full plate, masterwork morningstar, masterwork light crossbow, heavy steel shield, 20 bolts, scroll of cure moderate wounds (2), scroll of bear's endurance, pearl of power (1st), vest of resistance +2

Naenix, Female Gnoll Ftr3/Brb2: Medium Humanoid; CR 6; HD 2d8+3d10+2d12+28; hp 73; Init +1; Speed 20 ft.; AC 22, touch 12, flat-footed 22 (+1 natural, +1 Dex, +9 +1 full plate, +1 ring of protection); BA/Grp: +6/+9; Atk +11 melee (1d12+5/x3, +1 greataxe) or +8 ranged (1d8+3/x3, mw composite longbow [+3]); Full Atk +11/+6 melee (1d12+5/x3, +1 greataxe) or +8 ranged (1d8+3/x3, mw composite longbow [+3]); Space/Reach 5 ft./5 ft.; SA rage 1/day; SQ darkvision 60', uncanny dodge; AL NE; SV Fort +14, Ref +3, Will +2; Str 16, Dex 13, Con 18, Int 13, Wis 10, Cha 7

Skills and Feats: Climb +5, Intimidate +3, Listen +9, Spot +5; Dodge, Power Attack, Cleave, Weapon Focus (greataxe), Mobility

Languages: Gnoll, Common

Possessions: +1 full plate, +1 greataxe, masterwork composite longbow [+3], 30 arrows, potion of cure moderate wounds, potion of bull's strength, vest of resistance +1

ENCOUNTER 6

Dire Ape: Large Animal; CR 3; HD 5d8+13; hp 35; Init +2; Speed 30 ft., climb 15 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 Dex, +4 natural); BA/Grp: +3/+13; Atk +8 melee (1d6+6, claw); Full Atk +8/+8 melee (1d6+6, 2 claws) and +3 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA rend; SQ low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

Skills: Dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ENCOUNTER 10

Theina & Maru, Female Medusa8: Medium Monstrous Humanoid; CR 5; HD 5d8+5; hp 33; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); Base Atk/Grp: +5/+5; Atk +9 ranged (1d6/x3, shortbow) or +5

melee (1d8/x3, long spear) or +5 melee (1d4 plus poison, snakes); Full Atk +9 ranged (1d6/x3, shortbow) or +5 melee (1d8+3/x3, long spear) and +0 melee (1d4 plus poison, snakes); SA poison, petrifying gaze 3/day; SQ -; AL NE; SV Fort +2, Ref +7, Will +5; Str 10, Dex 16, Con 13, Int 12, Wis 12, Cha 13. *Savage Species*, page 184-185.

Skills & Feats: Move Silently +10, Spot +9, Bluff +3; Point Blank Shot, Precise Shot, Weapon Focus (shortbow)

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Str, secondary damage 2d4 Str. The save DC is Constitution-based.

Petrifying Gaze (Su): As an active gaze attack, the medusa can turn a victim to stone permanently. The range is 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based. This ability can be used 3 times per day.

Languages: Common, Undercommon.

Possessions: shortbow, 30 arrows, long spear, scholar's outfit

Garreun, Male Grimlock Brb2/Ftr2: Medium Monstrous Humanoid; CR 5; HD 2d8+2d12+2d10+18; hp 57; Init +3; Spd 40 ft.; AC 21, touch 14, flat-footed 21 (+3 Dex, +4 natural, +3 studded leather, +1 ring of protection); Base Atk/Grp: +6/+9; Atk +10 melee (1d10+3/19-20, masterwork bastard sword) or +10 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +8/+3 melee (1d10+3/19-20, masterwork bastard sword) and +8 melee (1d6+1/19-20, mw short sword) or +10/+5 ranged (1d8+2/x3, composite longbow[+2]); SA rage 1/day; SQ blindsight 40', immunities, scent, uncanny dodge, fast movement; AL NE; SV Fort +10, Ref +7, Will +4; Str 17, Dex 17, Con 16, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +6, Hide +7, Jump +10, Listen +7, Survival +4, Swim +7; Track, Two Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Dodge, Mobility, Spring Attack

Rage: When raging, Garreun's statistics change as follows: hp 69; AC 19, touch 12, flatfooted 19; Grapple: +10; Atk +12 melee (1d10+6/19-20, +1 bastard sword) or +11 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +10/+5 melee (1d10+6/19-20, +1 bastard sword) and +10 melee (1d6+2/19-20, mw short sword) or +11/+6 ranged (1d8+2/x3, composite longbow[+2]); SV Fort +12, Ref +7, Will +6, Str 21, Dex 17, Con 20, Int 12, Wis 10, Cha 6

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as

the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Common, Undercommon

Possessions: masterwork bastard sword, masterwork short sword, masterwork studded leather armor, masterwork composite longbow [+2], 30 arrows, *potion of cure moderate wounds* (2), *potion of bear's endurance*, +1 *vest of resistance*, +1 *ring of protection*

Uiranan, Male Grimlock Rog3: Medium Monstrous Humanoid; CR 4; HD 2d8+3d6+15; hp 40; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +4 natural, +5 armor); Base Atk/Grp: +4/+6; Atk +8 melee (1d8+3/x3, +1 *battleaxe*) or +8 ranged (1d4/19-20, hand crossbow); Full Atk +8 melee (1d8+3/x3, +1 *battleaxe*) or +8 ranged (1d4/19-20, hand crossbow); SA sneak attack +2d6; SQ blindsight 40', immunities, scent, fast movement, trapfinding, evasion, trap sense +1; AL NE; SV Fort +4, Ref +10, Will +4; Str 14, Dex 18, Con 16, Int 14, Wis 10, Cha 6.

Skills & Feats: Balance +14, Climb +10, Jump +12, Listen +8, Tumble +14; Track, Improved Initiative, Weapon Focus (battleaxe)

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 *battleaxe*, masterwork battleaxe+1 *chain shirt*, hand crossbow, 20 bolts, *potion of cure light wounds* (2), *potion of cat's grace*

Nibbin, Grimlock Ftr3: Medium Monstrous Humanoid; CR 4; HD 2d8+3d10+15; hp 46; Init +1; Spd 30 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +4 natural, +5 +1 *chain shirt*); Base Atk/Grp: +5/+9; Atk +11 melee (2d6+7/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +11 melee (2d6+7/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, masterwork heavy crossbow); SA -; SQ blindsight 40', immunities, scent, fast movement; AL CE; SV Fort +6, Ref +5, Will +4; Str 18, Dex 13, Con 16, Int 14, Wis 10, Cha 8.

Skills & Feats: Climb +8, Hide +6, Jump +5, Listen +5, Spot +4; Track, Combat Expertise, Blind-Fight, Weapon Focus (Greatsword), Power Attack

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 *greatsword*, +1 *chain shirt*, masterwork heavy crossbow, 25 bolts, masterwork greatsword, *potions of cure moderate wounds* (2), *potion of blur*

Tactics: The Grimlocks will close on the PCs without delay, allowing the Medusa to stay back and use their ranged attacks at their leisure. If the Medusa are approached, they use their petrifying gaze attack as their first action, then switch to melee with their spears.

ENCOUNTER 11

Yietro, Male Human Ftr6: Medium Humanoid; CR 6; HD 6d10+18; hp 58; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +6 armor, +3 shield); Base Atk/Grp: +6/+10; Atk +12 melee (1d8+7/19-20, +1 *longsword*) or +8 ranged (1d8/x3, masterwork longbow); Full Atk +12/+7 melee (1d8+7/19-20, +1 *longsword*) or +8/+3 ranged (1d8/x3, masterwork longbow); SA -; SQ -; AL CE; SV Fort +8, Ref +3, Will +4; Str 19, Dex 13, Con 16, Int 9, Wis 10, Cha 8.

Skills & Feats: Climb +2, Jump +5; Dodge, Iron Will, Quick Draw, Weapon Focus (Longsword), Power Attack, Weapon Specialization (Longsword)

Languages: Common.

Possessions: +1 longsword, +1 breastplate, +1 heavy steel shield, masterwork longbow, 30 arrows, potion of bull's strength, potion of cure moderate wounds

Tirina, Female Human Sor6: Medium Humanoid; CR 6; HD 6d4+18; hp 37; Init +2; Spd 30 ft.; AC 17, touch 17, flat-footed 15 (+2 Dex, +1 armor, +4 shield); Base Atk/Grp: +3/+2; Atk +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SA spells; SQ -; AL CE; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 10, Wis 10, Cha 18

Skills & Feats: Concentration +12, Knowledge (Arcana) +7, Spellcraft +11; Draconic Heritage (Black)^{CA}, Spell Focus (Evocation), Draconic Power^{CA}, Widen Spell

Languages: Common, Draconic

Sorcerer Spells Known (6/6/6/4; DC = 14 (15 for evoc) + lvl - CL 7): 0 - acid splash, daze, electric jolt^{SC}, flare, message, ray of frost, touch of fatigue; 1st - ice dagger^{SC}, lesser orb of sound^{SC}, magic missile, shield; 2nd - scorching ray, Tasha's hideous laughter; 3rd - fireball

Possessions: quarterstaff, wand of magic missile (CL 5, 25 charges), arcane scroll of scorching ray (CL 3), bracers of armor +1, potion of shield of faith +4, ~~potion of eagle's splendor~~, potion of bear's endurance, arcane scroll of orb of acid, lesser (CL 1, Spell Compendium)

Siadra, Female Human Clr7 of Iuz: Medium Humanoid; CR 7; HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23 (+9 armor, +3 shield, +1 ring of protection); Base Atk/Grp: +3/+3; Atk +6 melee (1d8, mw heavy mace) or +6 ranged (1d8/19-20, mw light crossbow); Full Atk +6 melee (1d8, mw heavy mace) or +6 ranged (1d8/19-20, mw light crossbow); SA spells, rebuke undead 9/day; SQ -; AL CE; SV Fort +7, Ref +2, Will +9; Str 10, Dex 10, Con 14, Int 10, Wis 19, Cha 14.

Skills & Feats: Concentration +12, Heal +14, Knowledge (Religion) +5, Spellcraft +5; Extra Turning, Maximize Spell, Divine Metamagic (Maximize)^{CD}, Divine Vigor^{CW}

Languages: Common.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; DC=14+spell level): 0 - guidance (2), light, resistance (3); 1st - bane, entropic shield, cure light wounds, faith healing^{SC}, obscuring mist, *command; 2nd - curse of ill fortune^{SC}, spiritual weapon, living undeath^{SC}, sound burst, *invisibility; 3rd - blindness/deafness, cure serious wounds, unholy storm^{SC}, *nondetection; 4th - recitation^{SC}, sound lance^{SC}, *fear

*Domain spells: Trickery (Bluff, Hide and Disguise are added to cleric class skill list), Tyranny (add +2 to the DC of any compulsion spell you cast)

Possessions: +1 full plate, +1 heavy steel shield, masterwork heavy mace, masterwork light crossbow, holy symbol of Iuz, scroll of bless, 2 scrolls of cure moderate wounds, +1 ring of protection, scroll of shield of faith, wand of cure light wounds, ~~potion of owl's wisdom~~

Tactics: Tirina has precast *shield* on herself and when she and her companions join the fight, she will stay in the back and use her wand and spells to weaken the PCs (and the Grimlocks, if she feels they are a threat). Siadra will open with *unholy storm* as soon as she is within range and then focus on heals and buffs. Yietro will choose a weaker looking opponent in an attempt to take them out of the fight quickly.

ENCOUNTER 3

Parne, Male Bugbear Ftr4: Medium Humanoid (Goblinoid); CR 6; HD 3d8+12+4d10+16; hp 70; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 20 (+2 Dex, +3 natural, +6 +1 breastplate, +1 ring of protection); Base Atk/Grp: +6/+12; Atk +14 melee (1d12+12/x3, +1 greataxe) or +9 ranged (1d8+3/x3, mw composite longbow[+3]); Full Atk +14/+9 melee (1d12+12/x3, +1 greataxe) or +9/+4 ranged (1d8+3/x3, mw composite longbow[+3]); SA -; SQ darkvision 60', scent; AL CE; SV Fort +10, Ref +7, Will +3; Str 23, Dex 14, Con 18, Int 10, Wis 10, Cha 6.

Skills & Feats: Climb +8, Intimidate +1, Jump +5, Knowledge (Religion) +3, Move Silently +5, Survival +4; Power Attack, Cleave, Improved Sunder, Weapon Focus (Greataxe), Quick Draw, Weapon Specialization (Greataxe)

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Languages: Common, Goblinoid.

Possessions: +1 breastplate, +1 greataxe, masterwork composite longbow [+3], *potion of cure moderate wounds*, *potion of bear's endurance*, gauntlets of ogre power

Rauzzle, Male Bugbear Wiz7: Medium Humanoid (Goblinoid); CR 9; HD 3d8+9+7d4+21; hp 69; Init +3; Spd 30 ft.; AC 22, touch 19, flat-footed 19 (+3 Dex, +3 natural, +2 ring of protection, +4 shield); Base Atk/Grp: +5/+6; Atk +7 melee (1d6+1/x2, mw quarterstaff) or +9 ranged (1d8/19-20, mw light crossbow); Full Atk +7 melee (1d6+1/x2, mw quarterstaff) or +9 ranged (1d8/19-20, mw light crossbow); SA spells, Y, Z; SQ darkvision 60'; AL NE; SV Fort +8, Ref +10, Will +8; Str 13, Dex 16, Con 16, Int 21, Wis 10, Cha 6.

Skills & Feats: Climb +7, Concentration +16, Hide +9, Knowledge (Arcana) +16, Knowledge (Planes) +10, Listen +6, Move Silently +7, Search +10, Spellcraft +20, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (Ray),Enlarge Spell, Practiced Spellcaster^{CA}

Skills: Bugbears receive a +4 bonus on Move Silently checks

Languages: Common, Draconic, Elven, Giant, Goblin

Wizard Spells Prepared (4/6/4/3/2, save DC = 15 + spell level; CL 10): 0 – daze, flare, ray of frost, touch of fatigue; 1st – enlarge person, magic missile x 2, lesser orb of cold^{CA}, protection from good, ~~shield~~; 2nd – Melf's acid arrow x2, scorching ray, Tasha's hideous laughter; 3rd – haste, lightning bolt, fireball; 4th – defenestrating sphere^{SC}, ~~stoneskin~~

Spellbook:; 0 – all; 1st – backbiter^{SC}, burning hands, color spray, expeditious retreat, mage armor, magic missile, lesser orb of cold^{CA}, protection from good, ray of enfeeblement, shield; 2nd – baleful transposition^{MH}, blur, glitterdust, invisibility, melf's acid arrow, mirror image, resist energy, scorching ray, Tasha's hideous laughter; 3rd – fireball, fly, haste, hold person, lightning bolt, ray of exhaustion, resonating bolt^{SC}, slow; 4th – bestow curse, defenestrating sphere^{SC}, orb of fire^{SC}, orb of force^{SC}, stoneskin

Possessions: masterwork quarterstaff, masterwork light crossbow, +2 ring of protection, 2 scrolls of scorching ray (CL 7), scroll of ray of enfeeblement (CL 10), +2 cloak of resistance, headband of intellect +2, wand of ray of enfeeblement (CL 1)

Roud, Male Human Ftr8: Medium Humanoid; CR 8; HD 8d10+24; hp 84; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +10 +2 full plate); Base Atk/Grp: +8/+11; Atk +14 melee (2d6+7/17-20, +1 greatsword) or +10 ranged (1d8+3/x3, masterwork composite longbow[+3]); Full Atk +14/+9 melee (2d6+7/17-20, +1 greatsword) or +10/+5 ranged (1d8+3/x3, masterwork composite longbow[+3]); SA -; SQ -; AL CE; SV Fort +11, Ref +5, Will +4; Str 19, Dex 13, Con 16, Int 10, Wis 10, Cha 9. *under the effect of a stoneskin spell (CL7)

Skills & Feats: Climb +10, Jump +10, Swim +5; Weapon Focus (Greatsword), Power Attack, Cleave, Dodge, Mobility, Weapon Specialization (Greatsword), Elusive Target, Improved Toughness, Improved Critical (Greatsword)

Languages: Common

Possessions: +1 greatsword, +2 full plate, masterwork composite longbow [+3], 30 arrows, 2 x *potion of cure moderate wounds*, *potion of bear's endurance*, ~~*potion of bull's strength*~~

Yaemara, Female Human Clr7 of Iuz: Medium Humanoid; CR 7; HD 7d8+21; hp 62; Init +2; Spd 20 ft.; AC 23, touch 13, flat-footed 21 (+2 Dex, +7 +2 breastplate, +3 +1 heavy steel shield, +1 ring of protection); Base Atk/Grp: +5/+5; Atk +6 melee (1d8/x2, mw morningstar) or +8 ranged (1d8/19-20, mw light crossbow); Full Atk +6 melee (1d8/x2, mw morningstar) or +8 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead (2/day); SQ spontaneous inflict; AL CE; SV Fort +7, Ref +3, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 18, Cha 8.

Skills & Feats: Concentration +16, Heal +14, Knowledge (Religion) +2, Spellcraft +8; Skill Focus (Concentration), Toughness, Profane Boost^{CD}, Steady Concentration^{RoS}

Languages: Common

Cleric Spells Known/Prepared (6/5/4/3/2, save DC = 14 + spell level): 0 – resistance x 3, guidance x 2, cure minor wounds; 1st – bless, bane, inhibit^{MH}, resurgence^{CD}, shield of faith, protection from good*; 2nd – aid, resist energy, sound burst, wave of grief, invisibility*; 3rd – briar web^{CD}, dispel magic, wrack^{CD}, magic circle against good*; 4th – recitation^{CD}, freedom of movement, confusion*

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

Possessions: masterwork morningstar, +2 breastplate, +1 heavy steel shield, masterwork light crossbow, 20 bolts, silver holy symbol of Iuz, 3 x scroll of cure serious wounds, 2 x scroll of bull's strength, ~~potion of owl's wisdom~~, cloak of resistance +1, ring of protection +1

Tactics: Rauzzle has precast shield on himself and stoneskin on Roud. Once the combat starts, he will stay by the treeline and focus on ranged offensive spells. Roud and Parne will close with the PCs and engage them quickly. Yaemara will start with buffs, but if there is a caster in the party that presents a problem, she will change tactics and go after them to neutralize them quickly.

ENCOUNTER 5

Hill Giant: Large Giant; CR 7; HD 12d8+48; hp 102; Init -1; Speed 30 ft.; AC 20, touch 8, flat-footed 20 (-1 size, -1 Dex, +9 natural, +3 hide armor); BA/Grp: +9/+20; Atk +16 melee (2d8+10, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10, greatclub) or +15/+15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ rock catching, low-light vision; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Languages: Giant

Possessions: large hide armor, large greatclub, 5 large rocks

Yuliak, Male Flind Gnoll Rng7: Medium Humanoid (Gnoll); CR 9; HD 9d8+45; hp 93; Init +4; Speed 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +2 natural, +6 +2 chain shirt, +1 shield); BA/Grp: +8/+12; Atk +14 melee (2d4+5/19-20, +1 flindbar) or +12 ranged (1d6+1/x3, composite shortbow[+1]); Full Atk +12/+7 melee (2d4+5/19-20, +1 flindbar) and +12/+7 melee (2d4+2, masterwork flindbar) or +12/+7 ranged (1d6+1/x3, composite shortbow[+1]); Space/Reach 5 ft./5 ft.; SA favored enemy (elf) +2, favored enemy (dwarf) +4, spells; SQ darkvision 60', wild empathy, animal companion; AL CE; SV Fort +14, Ref +10, Will +5; Str 18, Dex 18, Con 20, Int 12, Wis 14, Cha 8

Skills and Feats: Hide +13, Listen +13, Move Silently +12, Spot +12, Tumble +6; Track, Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense, Endurance, Oversized Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (Flindbar)

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30gp, deals 2d4 points of bludgeoning damage, has a threat range of 19-20, deals double damage on a critical hit and weighs 2 pounds. Flinds treat flindbars as martial weapons instead of exotic weapons. The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails. If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Languages: Gnoll, Common, Draconic

Ranger Spells Prepared (2; DC=13+lvl); 1st – resist energy, rhino's rush^{SC})

Possessions: +1 flindbar, masterwork flindbar, composite shortbow [+1], ~~potion of cure moderate wounds~~ (2), 30 arrows, +2 chain shirt, +1 ring of protection, gauntlets of ogre power, ~~potion of bear's endurance~~

Graan, Wolf Animal Companion: Medium Animal; HD 4d8+12; hp 35; Init +3; Speed 50'; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BA/Grp: +3/+6; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ link, share spells, low-light vision, scent, evasion; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +6, Move Silently +6, Spot +4, Survival +1; Track, Weapon Focus (Bite), Improved Natural Attack

Trip (Ex): A wolf 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 trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fane, Male Gnoll Clr8 of the Earth Dragon: Medium Humanoid; CR 9; HD 10d8+24; hp 93; Init +1; Speed 20 ft.; AC 22, touch 12, flat-footed 21 (+1 natural, +1 Dex, +9 +1 full plate, +1 ring of protection); BA/Grp: +7/+8; Atk +9 melee (1d8+1, masterwork morningstar) or +9 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (1d8+1, masterwork morningstar) or +9 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead 5/day, spontaneous inflict; SQ darkvision 60'; AL NE; SV Fort +14, Ref +5, Will +12; Str 12, Dex 12, Con 17, Int 11, Wis 18, Cha 6

Skills and Feats: Concentration +15, Knowledge (Religion) +7, Listen +9, Spot +9; Skill Focus (Concentration), Improved Toughness, Extra Turning, Divine Spellpower^{CD}

Languages: Gnoll

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; DC 14+spell level); 0 – guidance (2), read magic, resistance (2), virtue; 1st – bane, bless, cause fear, entropic shield, resurgence^{SC}, protection from good*; 2nd – cure moderate wounds, curse of ill fortune^{SC}, darkbolt^{LM}, spiritual weapon, soften earth and stone*; 3rd – cure serious wounds, insignia of healing^{SC}, prayer, wrack^{SC}, magic circle against good*; 4th – cure critical wounds, doomtide^{SC}, recitation^{SC}, spike stones*

*Domain Spells: Earth (Turn or destroy air creatures, rebuke earth creatures 1/day), Evil (all Evil spells are cast at +1 caster level)

Possessions: +1 full plate, masterwork heavy steel shield, masterwork morningstar, masterwork light crossbow, 20 bolts, scroll of cure moderate wounds (2), scroll of bear's endurance, pearl of power (1st), pearl of power (2nd), vest of resistance +2, headband of conscious effort^{CV}

Naenix, Female Gnoll Ftr5/Brb2: Medium Humanoid; CR 8; HD 2d8+5d10+2d12+36; hp 93; Init +2; Speed 20 ft.; AC 23, touch 12, flat-footed 23 (+1 natural, +1 Dex, +10 +2 full plate, +1 ring of protection); BA/Grp: +8/+11; Atk +14 melee (1d12+7/19-20/x3, +1 greataxe) or +11 ranged (1d8+3/x3, mw composite longbow [+3]); Full Atk +14/+9 melee (1d12+5/19-20/x3, +1 greataxe) or +11 ranged (1d8+3/x3, mw composite longbow [+3]); Space/Reach 5 ft./5 ft.; SA rage 1/day SQ darkvision 60', uncanny dodge; AL NE; SV Fort +16, Ref +5, Will +3; Str 18, Dex 14, Con 18, Int 13, Wis 10, Cha 7

Skills and Feats: Climb +9, Intimidate +3, Listen +9, Spot +5; Dodge, Power Attack, Cleave, Weapon Focus (greataxe), Mobility, Improved Critical (greataxe), Reckless Rage^{RoS}

Languages: Gnoll, Common

Possessions: +1 full plate, +1 greataxe, masterwork composite longbow [+3], 30 arrows, potion of cure moderate wounds, ~~potion of bull's strength~~, vest of resistance +2, +1 ring of protection

ENCOUNTER 6

Girallon: Large Magical Beast; CR 6; HD 7d10+20; hp 58; Init +3; Speed 40 ft., climb 40 ft.; AC 16, touch 12, flat-footed 15 (-1 size, +3 Dex, +4 natural); BA/Grp: +7/+17; Atk +12 melee (1d4+6, claw); Full Atk +12/+12/+12/+12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA rend; SQ darkvision 60', low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+9 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 10

Theina & Maru, Female Medusa: Medium Monstrous Humanoid; CR 7; HD 6d8+6; hp 33; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk/Grp: +6/+6; Atk +9 ranged (1d6/x3, shortbow) or +6 melee (1d8/x3, longspear) or +6 melee (1d4 plus poison, snakes); Full Atk +9/+4 ranged (1d6/x3, shortbow) or +6 melee (1d8+3/x3, longspear) and +1 melee (1d4 plus poison, snakes); SA poison, petrifying gaze; SQ darkvision 60'; AL NE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 13, Int 12, Wis 13, Cha 15.

Skills & Feats: Diplomacy +4, Move Silently +10, Spot +9, Bluff +9; Point Blank Shot, Precise Shot, Weapon Focus (shortbow)

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Languages: Common, Undercommon.

Possessions: shortbow, 30 arrows, longspear, scholar's outfit

Garreun, Male Grimlock Brb2/Ftr4: Medium Monstrous Humanoid; CR 7; HD 2d8+2d12+4d10+32; hp 83; Init +3; Spd 40 ft.; AC 23, touch 14, flat-footed 23 (+3 Dex, +4 natural, +5 +1 *chain shirt*, +1 *ring of protection*); Base Atk/Grp: +8/+13; Atk +14 melee (1d10+6/19-20, +1 *bastard sword*) or +13 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +12/+7 melee (1d10+6/19-20, +1 *bastard sword*) and +12/+7 melee (1d6+3/19-20, +1 *short sword*) or +13/+8 ranged (1d8+2/x3, composite longbow[+2]); SA rage 1/day; SQ blindsight 40', immunities, scent, uncanny dodge, fast movement; AL NE; SV Fort +12, Ref +8, Will +5; Str 20, Dex 17, Con 18, Int 12, Wis 10, Cha 6.

Skills & Feats: Climb +10, Hide +7, Jump +14, Listen +7, Survival +4, Swim +11; Track, Two Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Dodge, Mobility, Spring Attack, Greater Two-Weapon Fighting

Rage: When raging, Garreun's statistics change as follows: hp 99; AC 21, touch 12, flatfooted 21; Grapple: +15; Atk +16 melee (1d10+8/19-20, +1 *bastard sword*) or +12 ranged (1d8+2/x3, composite longbow[+2]); Full Atk +14/+9 melee (1d10+8/19-20, +1 *bastard sword*) and +14/+9 melee (1d6+4/19-20, +1 *short sword*) or +12/+7 ranged (1d8+2/x3, composite longbow[+2]); SV Fort +14, Ref +8, Will +7, Str 24, Dex 17, Con 22, Int 12, Wis 10, Cha 6

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Common, Undercommon

Possessions: +1 *bastard sword*, +1 *short sword*, +1 *chain shirt*, masterwork composite longbow [+2], 30 arrows, *potion of cure moderate wounds* (2), +1 *vest of resistance*, +1 *ring of protection*, ~~*potion of bear's endurance*, *potion of bull's strength*~~

Uiranan, Male Grimlock Rog5: Medium Monstrous Humanoid; CR 6; HD 2d8+5d6+21; hp 54; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +4 natural, +5 +1 *chain shirt*); Base Atk/Grp: +5/+7; Atk +9 melee (1d8+3/x3, +1 *battleaxe*) or +11 ranged (1d4/19-20, mw hand crossbow); Full Atk +9 melee (1d8+3/x3, +1 *battleaxe*) or +11 ranged (1d4/19-20, mw hand crossbow); SA sneak attack +3d6; SQ blindsight 40', immunities,

scent, fast movement, trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +4, Ref +12, Will +4; Str 14, Dex 20, Con 16, Int 14, Wis 10, Cha 6.

Skills & Feats: Balance +16, Climb +11, Hide +14, Jump +13, Listen +10, Tumble +16; Track, Improved Initiative, Weapon Focus (battleaxe), Hamstring^{EW}

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 *battleaxe*, masterwork battleaxe, +1 *chain shirt*, masterwork hand crossbow, 20 bolts, *potion of cure moderate wounds* (2), *potion of cat's grace*, +2 *gloves of dexterity*

Nibbin, Grimlock Ftr5: Medium Monstrous Humanoid; CR 4; HD 2d8+5d10+21; hp 64; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +4 natural, +6 +1 *breastplate*); Base Atk/Grp: +7/+11; Atk +13 melee (2d6+9/19-20, +1 *greatsword*) or +9 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +13/+8 melee (2d6+9/19-20, +1 *greatsword*) or +7 ranged (1d10/19-20, masterwork heavy crossbow); SA -; SQ blindsight 40', immunities, scent, fast movement; AL CE; SV Fort +7, Ref +5, Will +4; Str 18, Dex 13, Con 16, Int 14, Wis 10, Cha 8.

Skills & Feats: Climb +8, Hide +6, Jump +5, Listen +5, Spot +4; Track, Combat Expertise, Blind-Fight, Weapon Focus (Greatsword), Power Attack, Improved Combat Expertise

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 greatsword, +1 breastplate, masterwork heavy crossbow, 25 bolts, *potions of cure moderate wounds* (2), *potion of blur*, *potion of haste*, *bracers of quick strike*^{MH}

Tactics: The Grimlocks will close on the PCs without delay, allowing the Medusa to stay back and use their ranged attacks at their leisure. If the Medusa are approached, they use their petrifying gaze attack as their first action, then switch to melee with their spears.

ENCOUNTER 11

Yietro, Male Human Ftr8: Medium Humanoid; CR 8; HD 8d10+32; hp 84; Init +1; Spd 20 ft.; AC 25, touch 12, flat-footed 24 (+1 Dex, +10 +1 full plate*, +3 +1 heavy steel shield, +1 ring of protection); Base Atk/Grp: +8/+13; Atk +15 melee (1d8+8/19-20, +1 longsword) or +10 ranged (1d8/x3, masterwork longbow); Full Atk +15/+10 melee (1d8+8/19-20, +1 longsword) or +10/+5 ranged (1d8/x3, masterwork longbow); SA -; SQ -; AL CE; SV Fort +10, Ref +3, Will +4; Str 20, Dex 13, Con 18, Int 9, Wis 10, Cha 8.

Skills & Feats: Climb +3, Jump +9, Swim +2; Dodge, Iron Will, Quick Draw, Weapon Focus (Longsword), Power Attack, Weapon Specialization (Longsword), *Heavy Armor Optimization^{RoS}

Languages: Common.

Possessions: +1 longsword, +1 full plate, +1 heavy steel shield, masterwork longbow, 30 arrows, *potion of bull's strength*, *potion of cure moderate wounds* (2), *gauntlets of bull's strength*, *potion of bear's endurance*, +1 ring of protection

Tirina, Female Human Sor8: Medium Humanoid; CR 8; HD 8d4+18; hp 57; Init +2; Spd 30 ft.; AC 19, touch 17, flat-footed 17 (+2 Dex, +2 bracers of armor, +1 ring of protection, +4 shield); Base Atk/Grp: +4/+3; Atk +3 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); SA spells; SQ -; AL CE; SV Fort +6, Ref +4, Will +6; Str 8, Dex 14, Con 18, Int 10, Wis 10, Cha 19

Skills & Feats: Concentration +12, Knowledge (Arcana) +7, Spellcraft +11; Draconic Heritage (Black)^{CA}, Spell Focus (Evocation), Draconic Power^{CA}, Widen Spell

Languages: Common, Draconic

Sorcerer Spells Known (6/6/7/6/4; DC = 14 (15 for evoc) + lvl - CL 9): 0 - *acid splash*, *daze*, *detect magic*, *electric jolt*^{SC}, *flare*, *message*, *ray of frost*, *touch of fatigue*; 1st - *ice dagger*^{SC}, *lesser orb of sound*^{SC}, *magic missile*, *ray of enfeeblement*, *shield*; 2nd - *Melf's acid arrow*, *scorching ray*, *Tasha's hideous laughter*; 3rd - *fireball*, *slow*; 4th - *defenestrating sphere*^{SC}

Possessions: quarterstaff, wand of magic missile (CL 7, 25 charges), arcane scroll of *scorching ray* (CL 7), *bracers of armor* +2, +1 ring of protection, *potion of shield of faith* +4, *potion of eagle's splendor*, *potion of bear's endurance*, arcane scroll of *orb of acid*, lesser (CL 1, *Spell Compendium*)

Siadra, Female Human Clr9 of Iuz: Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft.; AC 24, touch 11, flat-footed 24 (+10 +2 full plate, +3 +1 heavy steel shield, +1 ring of protection); Base Atk/Grp: +6/+6; Atk +7 melee (1d8, mw heavy mace) or +7 ranged (1d8/19-20, mw light crossbow); Full Atk +7/+2 melee (1d8, mw heavy mace) or +7 ranged (1d8/19-20, mw light crossbow); SA spells, rebuke undead 13/day; SQ -; AL CE; SV Fort +9, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 10, Wis 20, Cha 14.

Skills & Feats: Concentration +14, Heal +16, Knowledge (Religion) +5, Spellcraft +11; Extra Turning (x2), Maximize Spell, Divine Metamagic (Maximize)^{CD}, Divine Vigor^{CW}

Languages: Common.

Cleric Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; DC=15+spell level): 0 - *guidance* (2), *light*, *resistance* (3); 1st - *bane*, *entropic shield*, *cure light wounds*, *faith healing*^{SC}, *obscuring mist*, *resurgence*^{SC}, **command*; 2nd - *curse of ill fortune*^{SC}, *spiritual weapon*, *living undeath*^{SC}, *resist energy*, *sound burst*, **invisibility*; 3rd - *bestow curse*, *blindness/deafness*, *cure serious wounds*, *unholy storm*^{SC}, **nonetection*; 4th - *recitation*^{SC}, *sound lance*^{SC}, *spell immunity*, **fear*; 5th - *earth reaver*, *righteous wrath of the faithful*^{SC}, **greater command*

*Domain spells: Trickery (Bluff, Hide and Disguise are added to cleric class skill list), Tyranny (add +2 to the DC of any compulsion spell you cast)

Possessions: +2 full plate, +1 heavy steel shield, masterwork heavy mace, masterwork light crossbow, holy symbol of Iuz, 2 scrolls of *cure moderate wounds*, +1 ring of protection, scroll of *shield of faith* (CL 9), wand of *cure moderate wounds*, *potion of owl's wisdom*

Tactics: Tirina has precast *shield* on herself. She will use her ranged offensive spells and her *magic missile* wand to weaken the PCs and the Grimlocks/Medusas.

Siadra has precast *spell immunity* on herself, choosing: *fireball*, *feeblemind* and *slow*. Siadra will freely cast *fireballs* where Siadra is standing, knowing that she will be unaffected. Siadra will focus on spellcasting - buffing and healing her allies and de-buffing the PCs.

Yietro will choose his target carefully, looking for someone he can take out of the fight quickly, perhaps in a round or two.

APPENDIX 6 – APL 10

ENCOUNTER 3

Parne, Male Bugbear Ftr4/Ravager2: Medium Humanoid (Goblinoid); CR 8; HD 3d8+15+6d10+30; hp 99; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 20 (+2 Dex, +3 natural, +6 +1 breastplate, +1 ring of protection); Base Atk/Grp: +8/+14; Atk +16 melee (1d12+12/x3, +1 greataxe) or +11 ranged (1d8+3/x3, mw composite longbow[+3]); Full Atk +16/+11 melee (1d12+12/x3, +1 greataxe) or +11/+6 ranged (1d8+3/x3, mw composite longbow[+3]); SA -; SQ darkvision 60', scent; AL CE; SV Fort +15, Ref +8, Will +6; Str 23, Dex 14, Con 20, Int 10, Wis 10, Cha 6. *Ravager: Complete Warrior*, page 73.

Skills & Feats: Climb +8, Intimidate +2, Jump +5, Knowledge (Religion) +5, Move Silently +7, Survival +4; Power Attack, Cleave, Improved Sunder, Weapon Focus (Greataxe), Quick Draw, Weapon Specialization (Greataxe), Iron Will

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Pain Touch (Su): Once per day, Parne can make an unarmed touch attack that causes 1d8+2 points of damage. If a weapon is employed in the Pain touch attack, the damage caused is only 1d4+2

Aura of Fear (Su): Enemies within 10' of Parne suffer a -2 morale penalty on all saving throws for as long as they remain within range. This is usable 1/day, and lasts for 1 round.

Languages: Common, Goblinoid.

Possessions: +1 breastplate, +1 greataxe, masterwork composite longbow [+3], 2 x *potion of cure moderate wounds*, *potion of blur*, gauntlets of ogre power, amulet of health +2

Rauzzle, Male Bugbear Wiz9: Medium Humanoid (Goblinoid); CR 11; HD 3d8+9+9d4+27; hp 81; Init +3; Spd 30 ft.; AC 24, touch 19, flat-footed 21 (+3 Dex, +3 natural, +2 ring of protection, +2 bracers of armor, +4 shield); Base Atk/Grp: +6/+7; Atk +8 melee (1d6+1/x2, mw quarterstaff) or +10 ranged (1d8/19-20, mw light crossbow); Full Atk +8/+3 melee (1d6+1/x2, mw quarterstaff) or +10 ranged (1d8/19-20, mw light crossbow); SA spells, Y, Z; SQ darkvision 60'; AL NE; SV Fort +9, Ref +11, Will +9; Str 13, Dex 16, Con 16, Int 21, Wis 10, Cha 6.

Skills & Feats: Climb +7, Concentration +18, Hide +9, Knowledge (Arcana) +20, Knowledge (Planes) +14, Listen +6, Move Silently +7, Search +11, Spellcraft +22, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (Ray), Enlarge Spell, Practiced Spellcaster^{CA}, Split Ray

Skills: Bugbears receive a +4 bonus on Move Silently checks

Languages: Common, Draconic, Elven, Giant, Goblin

Wizard Spells Prepared (4/6/5/4/3/2, save DC = 15 + spell level; CL 12): 0 – daze, flare, ray of frost, touch of fatigue; 1st – enlarge person, magic missile x 2, lesser orb of cold^{CA}, ~~protection from good, shield~~; 2nd – Melf's acid arrow x2, scorching ray x2, Tasha's hideous laughter; 3rd – haste, lightning bolt, fireball, slow; 4th – orb of fire^{SC}, defenestrating sphere^{SC}, ~~stoneskin~~; 5th – mass fire shield^{SC}, prismatic ray^{SC}

Spellbook: 0 – all; 1st – backbiter^{SC}, burning hands, color spray, expeditious retreat, mage armor, magic missile, lesser orb of cold^{CA}, protection from good, ray of enfeeblement, shield; 2nd – baleful transposition^{MH}, blur, glitterdust, invisibility, melf's acid arrow, mirror image, resist energy, scorching ray, Tasha's hideous laughter; 3rd – fireball, fly, haste, hold person, lightning bolt, ray of exhaustion, resonating bolt^{SC}, slow; 4th – bestow curse, burning blood^{SC}, defenestrating sphere^{SC}, orb of fire^{SC}, orb of force^{SC}, stoneskin; 5th – arc of lightning^{SC}, baleful polymorph, greater blink^{SC}, mass fire shield^{SC}, mass fly^{SC}, prismatic ray^{SC}

Possessions: masterwork quarterstaff, masterwork light crossbow, +2 ring of protection, 2 scrolls of scorching ray (CL 11), scroll of ray of enfeeblement (CL 12), +2 cloak of resistance, headband of intellect +2, metamagic rod, empower (lesser), bracers of armor +2, wand of ray of enfeeblement (CL 1)

Nartok, Human Male Ftr8/Blkgd2: Medium Humanoid; CR 10; HD 10d10+40; hp 114; Init +1; Spd 20 ft.; AC 23, touch 13, flat-footed 22 (+1 Dex, +10 +2 full plate, +2 protection from good); Base Atk/Grp: +10/+14; Atk +17 melee (2d6+9/17-20, +1 greatsword) or +12 ranged (1d8+3/x3, mw composite longbow[+3]); Full Atk +17/+12 melee (2d6+9/17-20, +1 greatsword) or +12/+7 ranged (1d8+3/x3, mw composite longbow[+3]); SA spells, smite good (1/day), detect good, poison use; SQ -; AL CE; SV Fort +13, Ref +3, Will +3; Str 18, Dex 13, Con 18, Int 10, Wis 12, Cha 8. * under the effects of a stoneskin (CL9) and protection from good, greatsword under the effects of a corrupt weapon.

Skills & Feats: Climb +9, Concentration +10, Hide +1, Jump +2, Knowledge (Religion) +2; Weapon Focus (Greatsword), Power Attack, Cleave, Improved Sunder, Weapon Specialization (Greatsword), Improved Toughness, Improved Critical (Greatsword), Improved Critical (Greatsword), Power Critical (Greatsword)^{CW}, Combat Brute^{CW}

Aura of Evil (Ex): Nartok has a moderate aura of Evil.

Detect Good (Sp): Nartok is able to detect good at will, as the spell.

Smite Good (Su): Once per day, Nartok can add +0 to an attack roll. If the attack succeeds, he inflicts an extra 2 points of damage.

Languages: Common

Blackguard Spells Prepared (2, save DC = 11 + spell level): 1st – ~~corrupt weapon~~, *divine sacrifice*^{SC}

Possessions: +1 greatsword, +2 full plate, mw composite longbow [+3], 30 arrows, 2 x *potion of cure moderate wounds*, gauntlets of ogre power, amulet of health +2

Yaemara, Female Human Clrg of Iuz: Medium Humanoid; CR 9; HD 9d8+27; hp 78; Init +2; Spd 20 ft.; AC 22, touch 13, flat-footed 20 (+2 Dex, +6 +1 breastplate, +3 +1 heavy steel shield, +1 ring of protection); Base Atk/Grp: +6/+6; Atk +7 melee (1d8+1/x2, mw morningstar) or +9 ranged (1d8/19-20, mw light crossbow); Full Atk +7/+2 melee (1d8+1/x2, mw morningstar) or +9 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead (6/day); SQ spontaneous inflict; AL CE; SV Fort +11, Ref +7, Will +12; Str 10, Dex 14, Con 16, Int 10, Wis 19, Cha 8.

Skills & Feats: Concentration +16, Heal +16, Knowledge (Religion) +2, Spellcraft +12; Skill Focus (Concentration), Toughness, Profane Boost^{CD}, Steady Concentration^{ROS}, Extra Turning

Languages: Common

Cleric Spells Prepared (6/5/5/4/3/1, save DC = 14 + spell level): 0 – resistance x 3, guidance x 2, cure minor wounds; 1st – bless, bane, inhibit^{MH}, resurgence^{CD}, shield of faith, protection from good*; 2nd – aid, cure moderate wounds, resist energy, sound burst, wave of grief, invisibility*; 3rd – bestow curse, briar web^{CD}, dispel magic, wrack^{CD}, magic circle against good*; 4th – recitation^{CD}, freedom of movement, reversion^{CD}, confusion*; 5th – slay living, dispel good*

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

Possessions: +1 morningstar, +1 breastplate, +1 heavy steel shield, masterwork light crossbow, 20 bolts, silver holy symbol of Iuz, 3 x scroll of cure serious wounds, 2 x scroll of bull's strength, ~~potion of owl's wisdom~~, cloak of resistance +2, ring of protection +1

Tactics: Rauzzle has precast shield on himself, and stoneskin and protection from good on Nartok.

Nartok has cast *corrupt weapon* on his unholy greatsword.

Rauzzle stays back near the tree line and uses his ranged offensive spells against the PCs while Nartok and Parne close to melee. Yaemara avoids combat unless absolutely necessary, instead focusing on keeping her allies standing and making life difficult for the PCs with her spells.

ENCOUNTER 5

Stone Giant: Large Giant (Earth); CR 8; HD 14d8+56; hp 119; Init +2; Speed 30 ft.; AC 25, touch 1, flat-footed 23 (-1 size, +2 Dex, +11 natural, +3 hide armor); BA/Grp: +10/+22; Atk +17 melee (2d8+12, greatclub) or +17 melee (1d4+8, slam) or +12 ranged (2d8+7, rock); Full Atk +17/+12 melee (2d8+12, greatclub) or +17/+17 melee (1d4+8, 2 slams) or +12 ranged (2d8+7, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', rock catching, low-light vision; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Rock Throwing (Ex): The range increment is 180 feet for a hill giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt. A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Languages: Giant, Common

Possessions: large hide armor, large greatclub, 5 large rocks

Yuliak, Male Flind Gnoll Rng9: Medium Humanoid (Gnoll); CR 11; HD 11d8+55; hp 113; Init +4; Speed 30 ft.; AC 24, touch 15, flat-footed 20 (+4 Dex, +2 natural, +6 +2 chain shirt, +1 shield, +1 ring of protection); BA/Grp: +10/+15; Atk +18 melee (2d4+7/19-20, +1 flindbar) or +15 ranged (1d6+1/x3, mw composite shortbow[+1]); Full Atk +16/+11 melee (2d4+7/19-20, +1 flindbar) and +16/+11 melee (2d4+4, +1 flindbar) or +15/+10 ranged (1d6+1/x3, mw composite shortbow[+1]); Space/Reach 5 ft./5 ft.; SA favored enemy (elf) +2, favored enemy (dwarf) +4, spells; SQ darkvision 60', wild empathy, animal companion, evasion, woodland stride, swift tracker; AL CE; SV Fort +16, Ref +12, Will +7; Str 22, Dex 19, Con 20, Int 10, Wis 15, Cha 8

Skills and Feats: Hide +15, Listen +16, Move Silently +17, Spot +12, Tumble +6; Track, Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense, Endurance, Oversized Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (Flindbar)

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30gp, deals 2d4 points of bludgeoning damage, has a threat range of 19-20, deals double damage on a critical hit and weighs 2 pounds. Flinds treat flindbars as martial weapons instead of exotic weapons. The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails. If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Languages: Gnomish, Common, Draconic

Ranger Spells Prepared (2/1; DC=13+lvl); 1st – resist energy, rhino's rush^{SC}; 2nd – lion's charge

Possessions: +1 flindbar, +1 flindbar, masterwork composite shortbow [+1], potion of cure serious wounds (2), 30 arrows, +2 chain shirt, +1 ring of protection, gauntlets of ogre power +2, amulet of health +2, +2 cloak of resistance

Graan, Wolf Animal Companion: Medium Animal; HD 4d8+12; hp 35; Init +3; Speed 50'; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BA/Grp: +3/+6; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ link, share spells, low-light vision, scent, evasion; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +6, Move Silently +6, Spot +4, Survival +1; Track, Weapon Focus (Bite), Improved Natural Attack

Trip (Ex): A wolf 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 trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fane, Male Gnomish Cleric of the Earth Dragon: Medium Humanoid; CR 11; HD 12d8+48; hp 123; Init +1; Speed 20 ft.; AC 27, touch 13, flat-footed 26 (+1 natural, +1 Dex, +10 +2 full plate, +3 +1 heavy steel shield, +2 ring of protection); BA/Grp: +8/+9; Atk +10 melee (1d8+2, +1 morningstar) or +10 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d8+2, +1 morningstar) or +10 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead 5/day, spontaneous inflict; SQ darkvision 60'; AL NE; SV Fort +16, Ref +6, Will +14; Str 12, Dex 12, Con 18, Int 11, Wis 20, Cha 6

Skills and Feats: Concentration +20, Knowledge (Religion) +7, Listen +9, Spot +9; Skill Focus

(Concentration), Improved Toughness, Extra Turning, Divine Spellpower^{CD}, Divine Vigor^{CD}

Languages: Gnomish

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; DC 15+spell level); 0 – guidance (2), read magic, resistance (2), virtue; 1st – bane, bless, cause fear, cure light wounds, entropic shield, resurgence^{SC}, protection from good*; 2nd – cure moderate wounds, curse of ill fortune^{SC}, darkbolt^{LM}, spiritual weapon, soften earth and stone*; 3rd – cure serious wounds, insignia of healing^{SC}, prayer, wrack^{SC}, magic circle against good*; 4th – cure critical wounds, energy vortex^{SC}, doomtide^{SC}, recitation^{SC}, spike stones*; 5th – flame strike, insect plague, slay living, dispel good*

*Domain Spells: Earth (Turn or destroy air creatures, rebuke earth creatures 1/day), Evil (all Evil spells are cast at +1 caster level)

Possessions: +1 full plate, +1 heavy steel shield, +1 morningstar, masterwork light crossbow, 20 bolts, scroll of critical wounds (3), scroll of recitation (CL 7, Spell Compendium), pearl of power (1st), pearl of power (2nd), vest of resistance +2, headband of conscious effort^{CV}, periapt of wisdom +2

Naenix, Female Gnomish Fighter/Brb2: Medium Humanoid; CR 10; HD 2d8+7d10+2d12+55; hp 124; Init +2; Speed 20 ft.; AC 23, touch 12, flat-footed 22 (+1 natural, +1 Dex, +10 +1 full plate, +1 ring of protection); BA/Grp: +10/+14; Atk +16 melee (1d12+7/19-20/x3, +1 greataxe) or +13 ranged (1d8+3/x3, mw composite longbow [+3]); Full Atk +16/+11 melee (1d12+7/19-20/x3, +1 greataxe) or +11 ranged (1d8+3/x3, mw composite longbow [+3]); Space/Reach 5 ft./5 ft.; SA rage 1/day SQ darkvision 60', uncanny dodge; AL NE; SV Fort +18, Ref +6, Will +4; Str 18, Dex 14, Con 20, Int 13, Wis 10, Cha 7

Skills and Feats: Climb +9, Intimidate +7, Listen +9, Spot +5; Dodge, Power Attack, Cleave, Weapon Focus (greataxe), Mobility, Improved Critical (greataxe), Reckless Rage^{ROS}, Power Critical (greataxe)

Languages: Gnomish, Common

Possessions: +1 full plate, +1 greataxe, masterwork composite longbow [+3], 30 arrows, potion of cure moderate wounds (2), potion of blur, gauntlets of ogre power, vest of resistance +2, amulet of health +2, +1 ring of protection

ENCOUNTER 6

Advanced Girallon: Large Magical Beast; CR 7; HD 10d10+26; hp 81; Init +4; Speed 40 ft., climb 40 ft.; AC 17, touch 13, flat-footed 13 (-1 size, +4 Dex, +4 natural); BA/Grp: +10/+20; Atk +15 melee (1d4+6, claw); Full Atk +15/+15/+15/+15 melee (1d4+6, 4 claws) and +10 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA rend; SQ darkvision 60', low-light vision, scent; AL N; SV Fort +9, Ref +11, Will +6; Str 22, Dex 18, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Move Silently +11, Spot +7; Iron Will, Toughness (2), Power Attack

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+9 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 10

Theina & Maru, Female Medusa Ftr2: Medium Monstrous Humanoid; CR 9; HD 6d8+2d10+32; hp 77; Init +6; Spd 30 ft.; AC 27, touch 16, flat-footed 21 (+6 Dex, +3 natural, +6 +2 *mithral chain shirt*, +2 +1 *mithral buckler*); Base Atk/Grp: +8/+10; Atk +16 ranged (1d8+3/x3, +1 *composite longbow*[+2]) or +11 melee (1d6+2/x3, masterwork shortspear) or +10 melee (1d4+1 plus poison, snakes); Full Atk +16/+11 ranged (1d8+3/x3, +1 *composite longbow*[+2]) or +11/+6 melee (1d6+2/x3, masterwork shortspear) and +6 melee (1d4+1 plus poison, snakes); SA poison, petrifying gaze; SQ darkvision 60'; AL NE; SV Fort +9, Ref +11, Will +5; Str 14, Dex 22, Con 18, Int 10, Wis 10, Cha 12.

Skills & Feats: Bluff +7, Climb +5, Diplomacy +5, Jump +4, Move Silently +11, Spot +8; Point Blank Shot, Precise Shot, Weapon Focus (Longbow), Rapid Shot, Manyshot

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Bane: Against Humans, the Medusa's bows act as follows: +18/+13 (1d8+3 + 2d6/x3)

Languages: Common, Undercommon.

Possessions: +1 *composite longbow* [+2], +2 *mithral chain shirt*, +1 *mithral buckler*, masterwork shortspear, 30 arrows

Garreun, Male Grimlock Brb2/Ftr4/Tmp2: Medium Monstrous Humanoid; CR 9; HD 2d8+2d12+6d10+40; hp 103; Init +3; Spd 40 ft.; AC 24, touch 15, flat-footed 21 (+3 Dex, +4 natural, +5 +1 *chain shirt*, +1 *ring of protection*, +1 *tempest defense*); Base Atk/Grp: +10/+15; Atk +16 melee (1d10+6/19-20, +1 *bastard sword*) or +14 ranged (1d8+2/x3, *composite longbow*[+2]); Full Atk +15/+10 melee (1d10+6/19-20, +1 *bastard sword*) and +15/+10 melee (1d10+3/19-20, +1 *bastard sword*) or +14/+9 ranged (1d8+2/x3, *composite longbow*[+2]); SA rage 1/day; SQ blindsight 40', immunities, scent, uncanny dodge, fast

movement, tempest defense, ambidexterity; AL NE; SV Fort +16, Ref +9, Will +6; Str 20, Dex 17, Con 18, Int 12, Wis 10, Cha 6. *Complete Adventurer*, page 81-82.

Skills & Feats: Climb +12, Hide +7, Jump +14, Listen +7, Survival +4, Swim +11, Tumble +8; Track, Two Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Dodge, Mobility, Spring Attack, Greater Two-Weapon Fighting, Oversized Two-Weapon Fighting^{CV}

Rage: When raging, Garreun's statistics change as follows: hp 123; AC 24, touch 13, flatfooted 24; Grapple: +17 Atk +18 melee (1d10+8/17-20, +1 *keen bastard sword*) or +14 ranged (1d8+2/x3, *composite longbow*[+2]); Full Atk +17/+12 melee (1d10+8/17-20, +1 *keen bastard sword*) and +17/+12 melee (1d10+4/17-20, +1 *bastard sword*) or +14/+9 ranged (1d8+2/x3, *composite longbow*[+2]); SV Fort +18, Ref +9, Will +8, Str 24, Dex 17, Con 22, Int 12, Wis 10, Cha 6

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to armor class. This bonus increases to +2 at 3rd level and +3 at 5th level.

Ambidexterity (Ex): For a tempest of 2nd level or higher, her attack penalties for fighting with two weapons are lessened by one. At 4th level, this penalty is lessened again (from -3 to -2, or from -1 to 0 if the off-hand weapon is light). This ability is lost in medium or heavy armor.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Common, Undercommon

Possessions: +1 *bastard sword*, +1 *bastard sword*, +1 *chain shirt*, *composite longbow* [+2], 30 arrows, *potion of cure serious wounds* (2), *potion of barkskin* +2, +2 *vest of resistance*, +1 *ring of protection*, ~~*potion of bear's endurance*, *potion of bull's strength*~~,

Uiranan, Male Grimlock Rog8: Medium Monstrous Humanoid; CR 9; HD 2d8+8d6+40; hp 85; Init +9; Spd 30 ft.; AC 25, touch 14, flat-footed 25 (+4 Dex, +4 natural, +5 +2 chain shirt, +2 ring of force shield); Base Atk/Grp: +8/+12; Atk +14 melee (1d8+5/x3, +1 battleaxe) or +14 ranged (1d4/19-20, mw hand crossbow); Full Atk +14/+9 melee (1d8+5/x3, +1 battleaxe) or +14 ranged (1d4/19-20, mw hand crossbow); SA sneak attack +4d6; SQ blindsight 40', immunities, scent, fast movement, trapfinding, evasion, trap sense +1, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +6, Ref +14, Will +5; Str 19, Dex 20, Con 18, Int 14, Wis 10, Cha 6.

Skills & Feats: Balance +19, Climb +16, Hide +14, Jump +13, Listen +10, Tumble +16; Track, Improved Initiative, Weapon Focus (short sword), Hamstring^{CW}, Staggering Strike^{CV}

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 battleaxe, +1 battleaxe, +1 chain shirt, masterwork hand crossbow, 20 bolts, *potion of cure serious wounds* (2), +2 gloves of dexterity, gauntlets of ogre power, ~~*potion of bear's endurance*~~

Nibbin, Grimlock Ftr8: Medium Monstrous Humanoid; CR 9; HD 2d8+8d10+50; hp 121; Init +1; Spd 30 ft.; AC 24, touch 11, flat-footed 23 (+1 Dex, +4 natural, +9 +1 full plate); Base Atk/Grp: +10/+15; Atk +19 melee (2d6+11/17-20, +1 greatsword) or +12 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +19/+14 melee (2d6+11/17-20, +1 greatsword) or +12 ranged (1d10/19-20, masterwork heavy crossbow); SA -; SQ blindsight 40', immunities, scent, fast movement; AL CE; SV Fort +12, Ref +7, Will +6; Str 20, Dex 13, Con 21, Int 14, Wis 10, Cha 8.

Skills & Feats: Climb +12, Hide +2, Jump +12, Listen +5, Spot +4; Track, Combat Expertise, Blind-Fight, Weapon Focus (Greatsword), Power Attack, Improved Combat Expertise, Improved Critical (Greatsword),

Improved Toughness, Greater Weapon Focus (Greatsword)

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 greatsword, +1 full plate, masterwork heavy crossbow, 25 bolts, *potions of cure serious wounds* (2), *potion of blur*, *potion of haste*, *bracers of quick strike*^{MH}, *boots of striding and springing*, +1 cloak of resistance, ~~*potion of bear's endurance*~~, ~~*potion of bull's strength*~~

Tactics: The Grimlocks will close on the PCs without delay, allowing the Medusa to stay back and use their ranged attacks at their leisure. If the Medusa are approached, they use their petrifying gaze attack as their first action, then switch to melee with their spears.

ENCOUNTER 11

Yietro, Male Human Ftr10: Medium Humanoid; CR 10; HD 10d10+50; hp 114; Init +1; Spd 20 ft.; AC 28, touch 12, flat-footed 27 (+1 Dex, +12 +2 full plate*, +4 +2 heavy steel shield, +1 ring of protection); Base Atk/Grp: +10/+13; Atk +18 melee (1d8+9/17-20, +1 longsword) or +12 ranged (1d8/x3, masterwork longbow); Full Atk +18/+13 melee (1d8+9/17-20, +1 longsword) or +12/+7 ranged (1d8/x3, masterwork longbow); SA -; SQ -; AL CE; SV Fort +12, Ref +4, Will +5; Str 22, Dex 13, Con 20, Int 9, Wis 10, Cha 8.

Skills & Feats: Climb +6, Jump +10, Swim +11; Dodge, Iron Will, Quick Draw, Weapon Focus (Longsword), Power Attack, Weapon Specialization (Longsword), *Heavy Armor Optimization^{ROS}, Greater Heavy Armor Optimization^{ROS}, Improved Critical (Longsword)

Languages: Common.

Possessions: +1 longsword, +2 full plate, +2 heavy steel shield, masterwork longbow, 30 arrows, *potion of cure serious wounds* (2), ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~, +1 ring of protection, *elixir of fire breath*

Tirina, Female Human Sor10: Medium Humanoid; CR 10; HD 10d4+40; hp 71; Init +2; Spd 30 ft.; AC 19, touch 17, flat-footed 17 (+2 Dex, +2 bracers of armor, +1 ring of protection, +4 shield); Base Atk/Grp: +5/+4; Atk +4 melee (1d6-1, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6-1, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); SA spells; SQ -; AL CE; SV Fort +7, Ref +5, Will +7 (+12); Str 8, Dex 14, Con 18, Int 10, Wis 10, Cha 21

Skills & Feats: Concentration +17, Knowledge (Arcana) +11, Spellcraft +15; Draconic Heritage (Black)^{CA}, Spell Focus (Evocation), Draconic Power^{CA}, Widen Spell, Force of Personality^{CV}

Languages: Common, Draconic

Sorcerer Spells Known (6/7/7/7/6/4; DC = 15 (16 for evoc) + lvl - CL 11): 0 - acid splash, daze, detect magic, electric jolt^{SC}, flare, message, ray of frost, resistance, touch of fatigue; 1st - ice dagger^{SC}, lesser orb of sound^{SC}, magic missile, ray of enfeeblement, shield; 2nd - glitterdust, Melf's acid arrow, scorching ray, Tasha's hideous laughter; 3rd - fireball, resonating bolt^{SC}, slow; 4th - defenestrating sphere^{SC}, shout; 5th - baleful polymorph

Possessions: quarterstaff, wand of scorching ray (CL 7, 25 charges), wand of magic missile (CL 7, 25 charges), arcane scroll of scorching ray (CL 7), bracers of armor +2, +1 ring of protection, potion of shield of faith +4, ~~potion of eagle's splendor~~, ~~potion of bear's endurance~~, arcane scroll of orb of acid, lesser (CL 1, Spell Compendium)

Siadra, Female Human Clr11 of Iuz: Medium Humanoid; CR 11; HD 11d8+22; hp 80; Init +0; Spd 20 ft.; AC 25, touch 11, flat-footed 25 (+10 +2 full plate, +4 +2 heavy steel shield, +1 ring of protection); Base Atk/Grp: +8/+8; Atk +9 melee (1d8+1, +1 heavy mace) or +9 ranged (1d8/19-20, mw light crossbow); Full Atk +9/+4 melee (1d8+1, +1 heavy mace) or +9 ranged (1d8/19-20, mw light crossbow); SA spells, rebuke undead 14/day; SQ -; AL CE; SV Fort +11, Ref +5, Will +15; Str 10, Dex 10, Con 14, Int 10, Wis 22, Cha 16.

Skills & Feats: Concentration +14, Heal +18, Knowledge (Religion) +5, Spellcraft +13; Extra Turning (x2), Maximize Spell, Divine Metamagic (Maximize)^{CD}, Divine Vigor^{CW}

Languages: Common.

Cleric Spells Prepared (6/7+1/6+1/5+1/4+1/3+1/2+1; DC=16+spell level): 0 - guidance (2), light, resistance (3); 1st - bane, entropic shield, cure light wounds (2), faith healing^{SC}, obscuring mist, resurgence^{SC}, *command; 2nd - cure moderate wounds, curse of ill fortune^{SC}, spiritual weapon, living undeath^{SC}, resist energy, sound burst, *invisibility; 3rd - bestow curse, blindness/deafness, contagion, cure serious wounds, unholy storm^{SC}, *nondetection; 4th - freedom of movement, recitation^{SC}, sound lance^{SC}, spell immunity, *fear; 5th - earth reaver, righteous wrath of the faithful^{SC}, summon undead v^{LM}, *greater command; 6th - harm, heal, *mislead

*Domain spells: Trickery (Bluff, Hide and Disguise are added to cleric class skill list), Tyranny (add +2 to the DC of any compulsion spell you cast)

Possessions: +2 full plate, +2 heavy steel shield, +1 heavy mace, masterwork light crossbow, holy symbol of Iuz, 2 scrolls of cure moderate wounds, +1 ring of protection, scroll of shield of faith (CL 9), wand of cure moderate wounds, ~~potion of owl's wisdom~~, vest of resistance +2, ~~potion of eagle's splendor~~

Tactics: Tirina has precast shield on herself. She will use her ranged offensive spells and her magic missile wand to weaken the PCs and the Grimlocks/Medusas.

Siadra has precast spell immunity on herself, choosing: fireball, dominate person and feeblemind. Siadra will freely cast fireballs where Siadra is standing, knowing that she will be unaffected. Siadra will focus on spellcasting - buffing and healing her allies and de-buffing the PCs.

Yietro will choose his target carefully, looking for someone he can take out of the fight quickly, perhaps in a round or two.

APPENDIX 7 – APL 12

ENCOUNTER 3

Parne, Male Bugbear Ftr4/Ravager4: Medium Humanoid (Goblinoid); CR 10; HD 3d8+15+8d10+40; hp 121; Init +2; Spd 30 ft.; AC 25, touch 15, flat-footed 23 (+2 Dex, +3 natural, +7 +2 mithral breastplate, +3 ring of protection); Base Atk/Grp: +10/+18; Atk +21 melee (1d12+16/x3, +2 greataxe) or +13 ranged (1d8+3/x3, mw composite longbow[+3]); Full Atk +21/+16 melee (1d12+16/x3, +2 greataxe) or +13/+8 ranged (1d8+3/x3, mw composite longbow[+3]); SA -; SQ darkvision 60', scent; AL CE; SV Fort +17, Ref +10, Will +8; Str 26, Dex 14, Con 20, Int 10, Wis 10, Cha 6. Ravager: Complete Warrior, page 73

Skills & Feats: Climb +8, Intimidate +2, Jump +5, Knowledge (Religion) +7, Move Silently +9, Survival +4; Power Attack, Cleave, Improved Sunder, Weapon Focus (Greataxe), Quick Draw, Weapon Specialization (Greataxe), Iron Will

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Pain Touch (Su): Twice per day, Parne can make an unarmed touch attack that causes 1d8+4 points of damage. If a weapon is employed in the Pain touch attack, the damage caused is only 1d4+4

Aura of Fear (Su): Enemies within 10' of Parne suffer a -2 morale penalty on all saving throws for as long as they remain within range. This is usable 1/day, and lasts for 1 round.

Cruellest Cut (Su): If Parne strikes successfully, he deals 1d4 points of constitution damage to his target in addition to the normal damage, on one attack. This is usable once per day.

Languages: Common, Goblinoid.

Possessions: +2 mithral breastplate, +2 greataxe, masterwork composite longbow [+3], 2 x potion of cure serious wounds, potion of blur, gauntlets of ogre power, amulet of health +2

Rauzzle, Male Bugbear Wiz11: Medium Humanoid (Goblinoid); CR 13; HD 3d8+9+11d4+44; hp 107; Init +4; Spd 30 ft.; AC 25, touch 20, flat-footed 21 (+4 Dex, +3 natural, +2 ring of protection, +2 bracers of armor, +4 shield); Base Atk/Grp: +7/+8; Atk +9 melee (1d6+1/x2, mw quarterstaff) or +12 ranged (1d8/19-20, mw light crossbow); Full Atk +9/+4 melee (1d6+1/x2, mw quarterstaff) or +12 ranged (1d8/19-20, mw light crossbow); SA spells, Y, Z; SQ darkvision 60'; AL NE; SV Fort +11, Ref +13, Will +11; Str 13, Dex 18, Con 18, Int 24, Wis 10, Cha 6.

Skills & Feats: Climb +7, Concentration +21, Hide +10, Knowledge (Arcana) +24, Knowledge (Planes) +24, Listen +11, Move Silently +8, Search +13, Spellcraft +26, Spot +8; Point Blank Shot, Precise Shot, Weapon Focus (Ray), Enlarge Spell, Practiced Spellcaster^{CA}, Split Ray, Maximize Spell

Skills: Bugbears receive a +4 bonus on Move Silently checks

Languages: Common, Draconic, Elven, Giant, Goblin

Wizard Spells Prepared (4/6/6/6/4/3/2, save DC = 17 + spell level; CL 14): 0 – daze, flare, ray of frost, touch of fatigue; 1st – enlarge person, magic missile x 2, lesser orb of cold^{CA}, ~~protection from good, shield~~; 2nd – mirror image, Melf's acid arrow x2, scorching ray x2, Tasha's hideous laughter; 3rd – haste, lightning bolt, fireball x2, ray of exhaustion, slow; 4th – orb of fire^{SC}, defenestrating sphere^{SC}, split scorching ray, ~~stoneskin~~; 5th – mass fire shield^{SC}, maximized scorching ray, prismatic ray^{SC}; 6th – chain lightning, disintegrate

Spellbook:: 0 – all; 1st – backbiter^{SC}, burning hands, color spray, expeditious retreat, mage armor, magic missile, lesser orb of cold^{CA}, protection from good, ray of enfeeblement, shield; 2nd – baleful transposition^{MH}, blur, glitterdust, invisibility, melf's acid arrow, mirror image, resist energy, scorching ray, Tasha's hideous laughter; 3rd – fireball, fly, haste, hold person, lightning bolt, ray of exhaustion, resonating bolt^{SC}, slow; 4th – bestow curse, burning blood^{SC}, defenestrating sphere^{SC}, orb of fire^{SC}, orb of force^{SC}, stoneskin; 5th – arc of lightning^{SC}, baleful polymorph, cloudkill, greater blink^{SC}, mass fire shield^{SC}, mass fly^{SC}, prismatic ray^{SC}, reciprocal gyre^{SC}; 6th – chain lightning, disintegrate, greater dispel magic, eyebite, greater heroism.

Possessions: masterwork quarterstaff, masterwork light crossbow, +2 ring of protection, 2 scrolls of scorching ray (CL 11), scroll of ray of enfeeblement (CL 12), +3 cloak of resistance, headband of intellect +4, metamagic rod, lesser empower, bracers of armor +2

Nartok, Human Male Ftr8/Blkgd4: Medium Humanoid; CR 12; HD 12d10+48; hp 136; Init +1; Spd 20 ft.; AC 23, touch 13, flat-footed 22 (+1 Dex, +10 +2 full plate, +2 ring of protection); Base Atk/Grp: +12/+17; Atk +22 melee (2d6+13/17-20, +1 greatsword) or +12 ranged (1d8+4/x3, +1 composite longbow[+3]); Full Atk +22/+17/+12 melee (2d6+13/17-20, +1 greatsword) or +14/+9/+4 ranged (1d8+4/x3, +1 composite longbow[+3]); SA spells, smite good (1/day), detect good, poison use, sneak attack +1d6; SQ -; AL CE; SV Fort +14, Ref +4, Will +4; Str 22, Dex 13, Con 18, Int 10, Wis 12, Cha 8. *under the effects of a stoneskin (CL11) and protection from good. His unholy greatsword is under the effect of corrupt weapon

Skills & Feats: Climb +10, Concentration +12, Hide +2, Jump +3, Knowledge (Religion) +6; Weapon Focus

(Greatsword), Power Attack, Cleave, Improved Sunder, Weapon Specialization (Greatsword), Improved Toughness, Improved Critical (Greatsword), Improved Critical (Greatsword), Power Critical (Greatsword)^{CW}, Combat Brute^{CW}, Improved Bull Rush

Aura of Evil (Ex): Nartok has a moderate aura of Evil.

Detect Good (Sp): Nartok is able to detect good at will, as the spell.

Smite Good (Su): Once per day, Nartok can add +0 to an attack roll. If the attack succeeds, he inflicts an extra 2 points of damage.

Aura of Despair (Su): All enemies within 10 feet of Nartok suffer a -2 morale penalty on all saving throws.

Languages: Common

Blackguard Spells Prepared (2/1, save DC = 11 + spell level): 1st – ~~corrupt weapon~~, divine sacrifice^{SC}; 2nd – zeal^{SC}

Possessions: +1 greatsword, +2 full plate, +1 composite longbow [+3], 30 arrows, 2 x potion of cure moderate wounds, +2 ring of protection, gauntlets of ogre power, amulet of health +2

Yaemara, Female Human Clr11 of Iuz: Medium Humanoid; CR 11; HD 11d8+33; hp 94; Init +2; Spd 20 ft.; AC 23, touch 13, flat-footed 21 (+2 Dex, +7 +2 breastplate, +3 +1 heavy steel shield, +1 ring of protection); Base Atk/Grp: +8/+8; Atk +9 melee (1d8+1/x2, mw morningstar) or +11 ranged (1d8/19-20, mw light crossbow); Full Atk +9/+4 melee (1d8+1/x2, mw morningstar) or +11 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead (6/day); SQ spontaneous inflict; AL CE; SV Fort +13, Ref +8, Will +15; Str 10, Dex 14, Con 16, Int 10, Wis 21, Cha 8.

Skills & Feats: Concentration +20, Heal +17, Knowledge (Religion) +2, Spellcraft +14; Skill Focus (Concentration), Toughness, Profane Boost^{CD}, Steady Concentration^{ROS}, Extra Turning

Languages: Common

Cleric Spells Prepared (6/7/5/5/4/3/1, save DC = 14 + spell level): 0 – resistance x 3, guidance x 2, cure minor wounds; 1st – bless, bane, cure light wounds, entropic shield, inhibit^{MH}, resurgence^{CD}, shield of faith, protection from good*; 2nd – aid, cure moderate wounds, resist energy, sound burst, wave of grief, invisibility*; 3rd – bestow curse, briar web^{CD}, dispel magic, wreck^{CD} x 2, magic circle against good*; 4th – cure critical wounds, recitation^{CD}, freedom of movement, revenant^{CD}, confusion*; 5th – slay living, stalwart pact^{ROD}, dispel good*; 6th – harm, mislead*

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

Possessions: +1 morningstar, +2 breastplate, +1 heavy steel shield, masterwork light crossbow, 20 bolts, silver holy symbol of Iuz, 3 scrolls of cure serious wounds, scroll of flame strike (CL 10), ~~potion of owl's wisdom~~, cloak of resistance +3, ring of protection +1

Tactics: Rauzzle has precast shield on himself, and stonesskin and protection from good on Nartok.

Nartok has cast corrupt weapon on his unholy greatsword.

Rauzzle stays back near the tree line and uses his ranged offensive spells against the PCs while Nartok and Parne close to melee. Yaemara avoids combat unless absolutely necessary, instead focusing on keeping her allies standing and making life difficult for the PCs with her spells.

ENCOUNTER 5

Stone Giant: Large Giant (Earth); CR 8; HD 14d8+56; hp 119; Init +2; Speed 30 ft.; AC 25, touch 1, flat-footed 23 (-1 size, +2 Dex, +11 natural, +3 hide armor); BA/Grp: +10/+22; Atk +17 melee (2d8+12, greatclub) or +17 melee (1d4+8, slam) or +12 ranged (2d8+7, rock); Full Atk +17/+12 melee (2d8+12, greatclub) or +17/+17 melee (1d4+8, 2 slams) or +12 ranged (2d8+7, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', rock catching, low-light vision; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Rock Throwing (Ex): The range increment is 180 feet for a hill giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt. A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Languages: Giant, Common

Possessions: large hide armor, large greatclub, 5 large rocks

Yuliak, Male Flind Gnoll Rng11: Medium Humanoid (Gnoll); CR 13; HD 13d8+91; hp 172; Init +5; Speed 30 ft.; AC 25, touch 16, flat-footed 20 (+5 Dex, +2 natural, +6 +2 mithral chain shirt, +1 shield, +1 ring of protection); BA/Grp: +12/+21; Atk +23 melee (2d4+10/19-20, +1 flindbar) or +18 ranged (1d6+1/x3, composite shortbow[+1]); Full Atk +21/+16/+11 melee (2d4+10/19-20, +1 flindbar) and +21/+16/+11 melee (2d4+5/19-20, +1 flindbar) or +18/+13/+8 ranged (1d6+1/x3, composite shortbow[+1]); Space/Reach 5 ft./5 ft.; SA favored enemy (elf) +2, favored enemy (dwarf) +4, favored enemy (human) +4, spells; SQ darkvision 60', wild empathy, animal companion, evasion, woodland stride, swift tracker; AL CE; SV Fort +18, Ref +13, Will +6; Str 28, Dex 20, Con 24, Int 10, Wis 14, Cha 8

Skills and Feats: Hide +19, Listen +21 Move Silently +17, Spot +17, Tumble +8; Track, Combat Expertise, Two-Weapon Fighting, Two-Weapon Defense, Endurance, Oversized Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (Flindbar), Power Attack

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30gp, deals 2d4 points of bludgeoning damage, has a threat range of 19-20, deals double damage on a critical hit and weighs 2 pounds. Flinds treat flindbars as martial weapons instead of exotic weapons. The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails. If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Languages: Gnoll, Common, Draconic

Ranger Spells Prepared (2/2; DC=13+lvl); 1st – resist energy, rhino's rush^{SC}; 2nd – barkskin, lion's charge)

Possessions: +1 flindbar, +1 flindbar, mw composite shortbow [+1], potion of cure serious wounds (3), 30 arrows, +2 mithral chain shirt, +1 ring of protection, belt of giant strength +4, amulet of health +2, gloves of dexterity +2, +1 cloak of resistance

Graan, Wolf Animal Companion: Medium Animal; HD 4d8+12; hp 35; Init +3; Speed 50'; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BA/Grp: +3/+6; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ link, share spells, low-light vision, scent, evasion; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +6, Move Silently +6, Spot +4, Survival +1; Track, Weapon Focus (Bite), Improved Natural Attack

Trip (Ex): A wolf 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 trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fane, Male Gnoll Clr12 of the Earth Dragon: Medium Humanoid; CR 13; HD 14d8+56; hp 143; Init +1; Speed 20 ft.; AC 26, touch 11, flat-footed 25 (+1 natural, +1 Dex, +10 +2 full plate, +4 +2 heavy steel shield); BA/Grp: +10/+11; Atk +12 melee (1d8+2, +1 morningstar) or +12 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+2, +1 morningstar) or +12 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead 5/day, spontaneous inflict; SQ darkvision 60'; AL NE; SV Fort +17, Ref +7, Will +16; Str 12, Dex 12, Con 18, Int 11, Wis 22, Cha 6

Skills and Feats: Concentration +24, Knowledge (Religion) +7, Listen +9, Spot +9; Skill Focus (Concentration), Improved Toughness, Extra Turning, Divine Spellpower^{CD}, Divine Vigor^{CD}

Languages: Gnoll

Cleric Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/3+1; DC 16+spell level); 0 – guidance (2), read magic, resistance (2), virtue; 1st – bane, bless, cause fear, cure light wounds, doom, entropic shield, resurgence^{SC}, protection from good*; 2nd – cure moderate wounds (2), curse of ill fortune^{SC}, darkbolt^{LM}, spiritual weapon, wave of grief^{SC}, soften earth and stone*; 3rd – briar web^{SC}, cure serious wounds, insignia of healing^{SC}, prayer, wrack^{SC}, magic circle against good*; 4th – cure critical wounds, energy vortex^{SC}, doomsday^{SC}, recitation^{SC}, spike stones*; 5th – flame strike, insect plague, slay living, spell resistance, dispel good*; 6th – blade barrier, harm, summon monster vi, stoneskin*

*Domain Spells: Earth (Turn or destroy air creatures, rebuke earth creatures 1/day), Evil (all Evil spells are cast at +1 caster level)

Possessions: +2 full plate, +2 heavy steel shield, +1 morningstar, masterwork light crossbow, 20 bolts, scroll of critical wounds (3), scroll of recitation, pearl of power (1st), pearl of power (2nd), vest of resistance +2, headband of conscious effort^{CV}, periapt of wisdom +4

Naenix, Female Gnoll Ftr9/Brb2: Medium Humanoid; CR 12; HD 2d8+9d10+2d12+55; hp 172; Init +2; Speed 30 ft.; AC 25, touch 14, flat-footed 25 (+1 natural, +2 Dex, +10 +2 full plate, +2 ring of protection); BA/Grp: +12/+17; Atk +19 melee (1d12+10/19-20/x3, +1 greataxe) or +15 ranged (1d8+3/x3, mw composite longbow [+3]); Full Atk +19/+14/+9 melee (1d12+10/19-20/x3, +1 greataxe) or +15/+10/+5 ranged (1d8+3/x3, mw composite longbow [+3]); Space/Reach 5 ft./5 ft.; SA rage 1/day SQ darkvision 60', uncanny dodge; AL NE; SV Fort +21, Ref +8, Will +6; Str 20, Dex 14, Con 22, Int 14, Wis 10, Cha 7.

Skills and Feats: Climb +9, Intimidate +14, Jump +12, Listen +9, Spot +5; Dodge, Power Attack, Cleave, Weapon Focus (greataxe), Mobility, Improved Critical (greataxe), Reckless Rage^{ROS}, Power Critical (greataxe), Weapon Specialization (greataxe), Improved Toughness

Languages: Gnoll, Common

Possessions: +2 full plate, +1 greataxe, masterwork composite longbow [+3], 30 arrows, *potion of cure moderate wounds* (2), *potion of blur*, belt of giant strength +2, vest of resistance +3, amulet of health +2, +2 ring of protection

ENCOUNTER 6

Advanced (x2) Girallon: Huge Magical Beast; CR 9; HD 13d10+52; hp 134; Init +3; Speed 40 ft., climb 40 ft.; AC 18, touch 11, flat-footed 15 (-2 size, +3 Dex, +7 natural); BA/Grp: +13/+31; Atk +21 melee (1d6+10, claw); Full Atk +21/+21/+21/+21 melee (1d6+10, 4 claws) and +16 melee (2d6+5, bite); Space/Reach 15 ft./15 ft.; SA rend; SQ darkvision 60', low-light vision, scent; AL N; SV Fort +12, Ref +11, Will +7; Str 31, Dex 16, Con 18, Int 3, Wis 12, Cha 7

Skills and Feats: Climb +18, Move Silently +11, Spot +9; Iron Will, Toughness (2), Power Attack, Snatch

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+15 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 10

Theina & Maru, Female Medusa Ftr4: Medium Monstrous Humanoid; CR 11; HD 6d8+4d10+50; hp 107; Init +10; Spd 30 ft.; AC 28, touch 17, flat-footed 22 (+6 Dex, +3 natural, +6 +2 mithral chain shirt, +2 +1 mithral buckler, +1 ring of protection); Base Atk/Grp: +10/+12; Atk +18 ranged (1d8+5/x3, +1 composite longbow[+2]) or +13 melee (1d6+2/x3, masterwork shortspear) or +12 melee (1d4+1 plus poison, snakes); Full Atk +18/+13 ranged (1d8+5/x3, +1 composite longbow[+2]) or +13/+8 melee (1d6+2/x3, masterwork shortspear) and +8 melee (1d4+1 plus poison, snakes); SA poison, petrifying gaze; SQ darkvision 60'; AL NE; SV Fort +10, Ref +11, Will +5; Str 14, Dex 24, Con 20, Int 10, Wis 10, Cha 12.

Skills & Feats: Bluff +7, Climb +5, Diplomacy +5, Jump +4, Move Silently +15, Spot +8; Point Blank Shot, Precise Shot, Weapon Focus (Longbow), Rapid Shot, Manyshot, Improved Initiative, Weapon Specialization (Longbow)

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Bane: Against Humans, the Medusa's bows act as follows: +21/+16 (1d8+6 + 2d6/x3)

Languages: Common, Undercommon.

Possessions: +1 composite longbow [+2], +2 mithral chain shirt, +1 mithral buckler, amulet of health +2, masterwork shortspear, 30 arrows, boots of speed, +1 ring of protection, +1 cloak of resistance

Garreun, Male Grimlock Brb2/Ftr4/Tmp5: Medium Monstrous Humanoid; CR 12; HD 2d8+2d12+9d10+40; hp 159; Init +5; Spd 40 ft.; AC 29, touch 19, flat-footed 29 (+5 Dex, +4 natural, +6 +2 mithral chain shirt, +1 ring of protection, +3 tempest defense); Base Atk/Grp: +13/+20; Atk +21 melee (1d10+8/17-20, +1 keen bastard sword) or +19 ranged (1d8+3/x3, +1 composite longbow[+2]); Full Atk +21/+16/+11 melee (1d10+8/17-20, +1 keen bastard sword) and +21/+16 melee (1d10+4/19-20, +1 bastard sword) or +19/+14/+9 ranged (1d8+3/x3, +1 composite longbow[+2]); SA rage 1/day; SQ blindsight 40', immunities, scent, uncanny dodge, fast movement, tempest defense, ambidexterity, two-weapon versatility, two-weapon spring attack; AL NE; SV Fort +19, Ref +12, Will +7; Str 24, Dex 20, Con 22, Int 12, Wis 10, Cha 6. *Complete Adventurer*, page 81-82.

Skills & Feats: Climb +15, Hide +10, Jump +19, Listen +7, Survival +4, Swim +15, Tumble +20; Track, Two Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Dodge, Mobility, Spring Attack, Greater Two-Weapon Fighting, Oversized Two-Weapon Fighting^{CV}, Power Attack

Rage: When raging, Garreun's statistics change as follows: hp 185; AC 27, touch 17, flatfooted 27; Grapple: +22; Atk +23 melee (1d10+10/17-20, +1 keen bastard sword) or +19 ranged (1d8+3/x3, +1 composite longbow[+2]); Full Atk +23/+18/+13 melee (1d10+10/17-20, +1 keen bastard sword) and +23/+18 melee (1d10+5/19-20, +1 bastard sword) or +19/+14/+9 ranged (1d8+3/x3, +1 composite longbow[+2]); SV Fort +21, Ref +12, Will +9, Str 28, Dex 20, Con 26, Int 12, Wis 10, Cha 6

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to armor class. This bonus increases to +2 at 3rd level and +3 at 5th level.

Ambidexterity (Ex): For a tempest of 2nd level or higher, her attack penalties for fighting with two weapons are lessened by one. At 4th level, this penalty is lessened again (from -3 to -2, or from -1 to 0 if the off-

hand weapon is light). This ability is lost in medium or heavy armor.

Two-weapon versatility (Ex): When a tempest of 3rd level or higher fights with two weapons, she can apply the affects of certain feats from one weapon to the other weapon as well, as long as the affect can be applied legally.

Two-Weapon Spring Attack (Ex): When a 5th level tempest makes a spring attack, she can attack once each with both weapons as an attack action. This ability is lost in medium or heavy armor.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Common, Undercommon

Possessions: +1 keen bastard sword, +1 bastard sword, +2 mithral chain shirt, +1 composite longbow [+2], 30 arrows, potion of cure serious wounds (2), potion of barkskin, +2 vest of resistance^{CA}, +1 ring of protection, ~~potion of bear's endurance~~, ~~potion of bull's strength~~, ~~potion of cat's grace~~, cape of the mountebank

Uiranan, Male Grimlock Rog10: Medium Monstrous Humanoid; CR 11; HD 2d8+10d6+72; hp 125; Init +11; Spd 30 ft.; AC 26, touch 16, flat-footed 26 (+6 Dex, +4 natural, +6 +2 mithral chain shirt); Base Atk/Grp: +9/+15; Atk +17 melee (1d8+7/19-20, +1 battleaxe) or +17 ranged (1d4+1/19-20, +1 hand crossbow); Full Atk +17/+12 melee (1d8+7/19-20, +1 battleaxe) or +17 ranged (1d4+1/19-20, +1 hand crossbow); SA sneak attack +5d6; SQ blindsight 40', immunities, scent, fast movement, trapfinding, evasion, trap sense +1, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +9, Ref +17, Will +6; Str 22, Dex 24, Con 22, Int 14, Wis 10, Cha 6.

Skills & Feats: Balance +24, Climb +21, Hide +22, Jump +23, Listen +15, Tumble +24; Track, Improved Initiative, Weapon Focus (short sword), Hamstring^{CW}, Staggering Strike^{CV}, Combat Expertise, Improved Combat Expertise^{CW}

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +1 battleaxe, +1 battleaxe, +2 mithral chain shirt, +1 hand crossbow, 20 bolts, potion of cure serious wounds (3), +2 gloves of dexterity, belt of giant strength +2, amulet of health +2

Nibbin, Grimlock Ftr10: Medium Monstrous Humanoid; CR 11; HD 2d8+10d10+50; hp 157; Init +3; Spd 30 ft.; AC 26, touch 13, flat-footed 23 (+3 Dex, +4 natural, +9 +1 full plate); Base Atk/Grp: +12/+19; Atk +23 melee (2d6+14/17-20, +2 greatsword) or +16 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +23/+18/+13 melee (2d6+14/17-20, +2 greatsword) or +16 ranged (1d10/19-20, masterwork heavy crossbow); SA -; SQ blindsight 40', immunities, scent, fast movement; AL CE; SV Fort +16, Ref +12 Will +9; Str 24, Dex 17, Con 22, Int 14, Wis 10, Cha 8.

Skills & Feats: Climb +19, Hide +6, Jump +24, Listen +5, Spot +4, Swim +14; Track, Combat Expertise, Blind-Fight, Weapon Focus (Greatsword), Power Attack, Improved Combat Expertise^{CW}, Improved Critical (Greatsword), Improved Toughness^{CW}, Greater Weapon Focus (Greatsword), Cleave, Power Critical^{CW} (Greatsword)

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Languages: Undercommon, Dwarven, Common

Possessions: +2 greatsword, +1 full plate, masterwork heavy crossbow, 25 bolts, potions of cure serious wounds (2), potion of blur, bracers of quick strike^{MH}, boots of striding and springing, +3 cloak of resistance, potion of haste, ~~potion of bear's endurance~~, ~~potion of bull's strength~~, ~~potion of cat's grace~~

Tactics: The Grimlocks will close on the PCs without delay, allowing the Medusa to stay back and use their ranged attacks at their leisure. If the Medusa are approached, they use their petrifying gaze attack as their first action, then switch to melee with their spears.

ENCOUNTER 11

Yietro, Male Human Ftr12: Medium Humanoid; CR 12; HD 12d10+72; hp 148; Init +1; Spd 20 ft.; AC 28, touch 12, flat-footed 27 (+1 Dex, +12 +2 full plate*, +4 +2 heavy steel shield, +1 ring of protection); Base Atk/Grp: +12/+19; Atk +23 melee (1d8+13/17-20, +2 longsword) or +15 ranged (1d8/x3, +1 longbow); Full Atk +23/+18/+13 melee (1d8+13/17-20, +2 longsword) or +15/+10/+5 ranged (1d8/x3, +1 longbow); SA -; SQ -; AL CE; SV Fort +15, Ref +7, Will +7; Str 24, Dex 13, Con 22, Int 9, Wis 10, Cha 8. *+2 longsword under the effects of brilliant blade

Skills & Feats: Climb +7, Jump +10, Swim +12; Dodge, Iron Will, Quick Draw, Weapon Focus (Longsword), Power Attack, Weapon Specialization (Longsword), *Heavy Armor Optimization^{RoS}, *Greater Heavy Armor Optimization^{RoS}, Improved Critical (Longsword), Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword),

Languages: Common.

Possessions: +2 longsword, +2 full plate, +2 heavy steel shield, +1 longbow, 30 arrows, potion of cure serious wounds (2), ~~potion of bull's strength~~, ~~potion of bear's endurance~~, +1 ring of protection, elixir of fire breath, gloves of fortunate strike^{MH}, cloak of resistance +1

Tirina, Female Human Sor12: Medium Humanoid; CR 12; HD 12d4+60; hp 97; Init +4; Spd 30 ft.; AC 22, touch 22, flat-footed 18 (+4 Dex, +3 bracers of armor, +1 ring of protection, +4 shield); Base Atk/Grp: +6/+5; Atk +5 melee (1d6-1, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); Full Atk +5/+0 melee (1d6-1, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); SA spells; SQ -; AL CE; SV Fort +12, Ref +11, Will +11 (+18); Str 8, Dex 14, Con 20, Int 10, Wis 10, Cha 24

Skills & Feats: Concentration +20, Knowledge (Arcana) +13, Spellcraft +17; Draconic Heritage (Black)^{CA},

Spell Focus (Evocation), Draconic Power^{CA}, Widen Spell, Force of Personality^{CV}, Greater Spell Focus (Evocation)

Languages: Common, Draconic

Sorcerer Spells Known (6/7/8/8/7/6/4; DC = 17 (19 for evoc) + lvl - CL 13): 0 - acid splash, daze, detect magic, electric jolt^{SC}, flare, message, ray of frost, resistance, touch of fatigue; 1st - ice dagger^{SC}, lesser orb of sound^{SC}, magic missile, ray of enfeeblement, shield; 2nd - glitterdust, Melf's acid arrow, invisibility, scorching ray, Tasha's hideous laughter; 3rd - fireball, lightning bolt, resonating bolt^{SC}, slow; 4th - defenestrating sphere^{SC}, enervation, shout; 5th - arc of lightning^{SC}, baleful polymorph; 5th - chain lightning

Possessions: quarterstaff, wand of scorching ray (CL 7, 25 charges), wand of magic missile (CL 7, 25 charges), arcane scroll of scorching ray (CL 7), bracers of armor +3, +1 ring of protection, potion of shield of faith +4, ~~potion of eagle's splendor~~, ~~potion of bear's endurance~~, arcane scroll of orb of acid, lesser (CL 1, Spell Compendium), wand of fireball (CL 8, 25 charges)

Siadra, Female Human Clr13 of Iuz: Medium Humanoid; CR 13; HD 13d8+26; hp 94; Init +0; Spd 20 ft.; AC 25, touch 11, flat-footed 25 (+10 +3 full plate, +4 +3 heavy steel shield, +1 ring of protection); Base Atk/Grp: +9/+9; Atk +10 melee (1d8+1, +1 heavy mace) or +10 ranged (1d8/19-20, mw light crossbow); Full Atk +10/+5 melee (1d8+1, +1 heavy mace) or +10 ranged (1d8/19-20, mw light crossbow); SA spells, rebuke undead 15/day; SQ -; AL CE; SV Fort +12, Ref +6, Will +17; Str 10, Dex 10, Con 14, Int 10, Wis 24, Cha 18.

Skills & Feats: Concentration +18, Heal +21, Knowledge (Religion) +5, Spellcraft +13; Extra Turning (x2), Maximize Spell, Divine Metamagic (Maximize)^{CD}, Divine Vigor^{CW}, Quicken Spell

Languages: Common.

Cleric Spells Prepared (6/7+1/7+1/6+1/5+1/4+1/3+1/2+1; DC=17+spell level): 0 - guidance (2), light, resistance (3); 1st - bane, entropic shield, cure light wounds (2), faith healing^{SC}, obscuring mist, resurgence^{SC}, shield of faith, *command; 2nd - cure moderate wounds, curse of ill fortune^{SC}, spiritual weapon, living undeath^{SC}, resist energy, sound burst, veil of shadow^{MH}, *invisibility; 3rd - bestow curse, blindness/deafness, contagion, cure serious wounds, delay death^{SC}, unholy storm^{SC}, *nondetection; 4th - cure critical wounds, freedom of movement, recitation^{SC}, sound lance^{SC}, ~~spell immunity~~, *fear; 5th - death throes^{SC}, earth reaver, righteous wrath of the faithful^{SC}, summon undead v^{LM}, *greater command; 6th - harm, heal, quickened deific vengeance^{SC}, *mislead; 7th - ~~brilliant blade~~^{SE}, quickened inflict serious wounds, *Bigby's grasping hand

*Domain spells: Trickery (Bluff, Hide and Disguise are added to cleric class skill list), Tyranny (add +2 to the DC of any compulsion spell you cast)

Possessions: +3 full plate, +3 heavy steel shield, +1 heavy mace, masterwork light crossbow, holy symbol of Iuz, 2

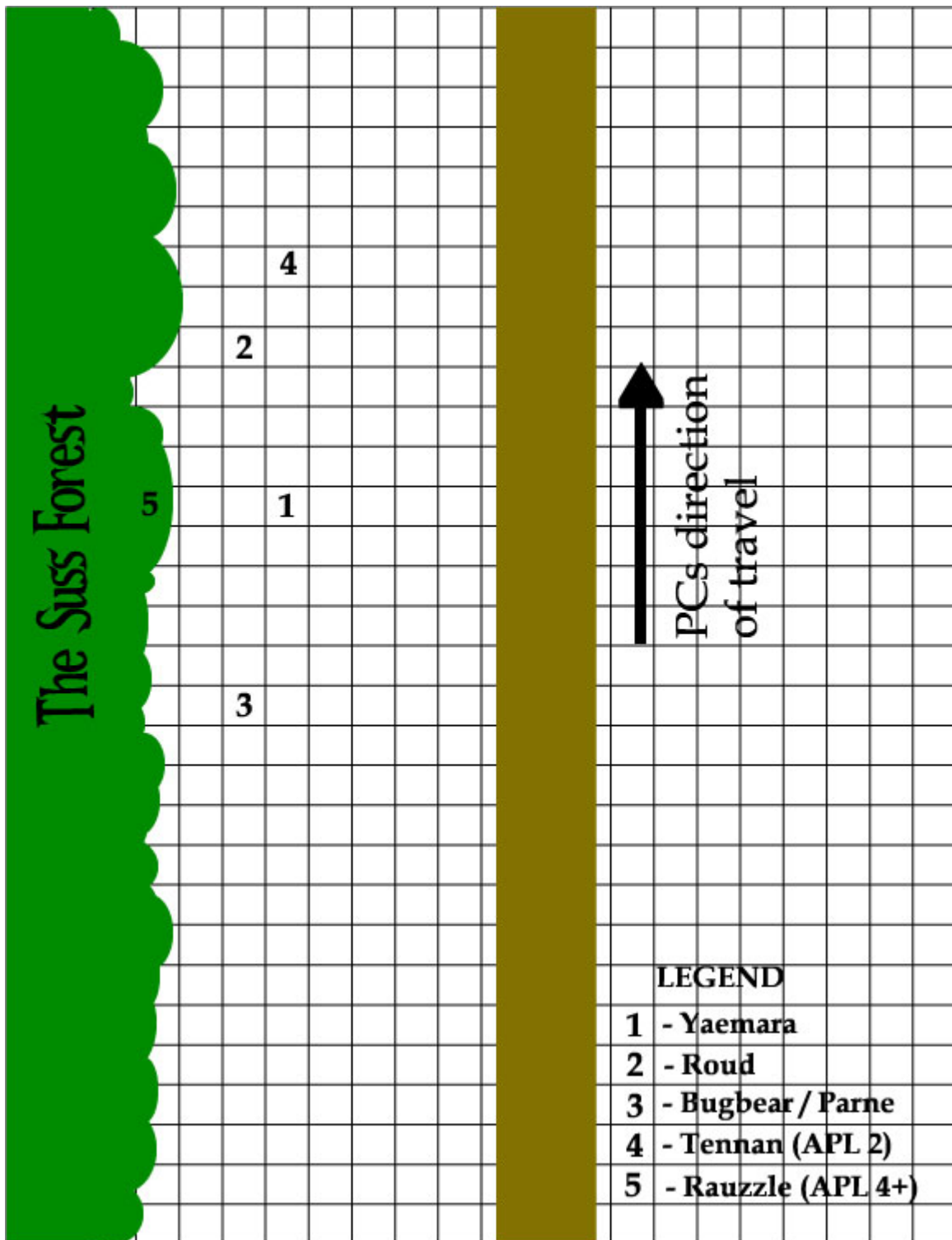
scrolls of serious wounds, +1 ring of protection, wand of cure serious wounds (CL 7, 25 charges), vest of resistance +2, scroll of shield of faith (CL 9), ~~potion of owl's wisdom, potion of eagle's splendor~~

Tactics: Tirina has precast *shield* on herself. She will use her ranged offensive spells and her *magic missile* wand to weaken the PCs and the Grimlocks/Medusas.

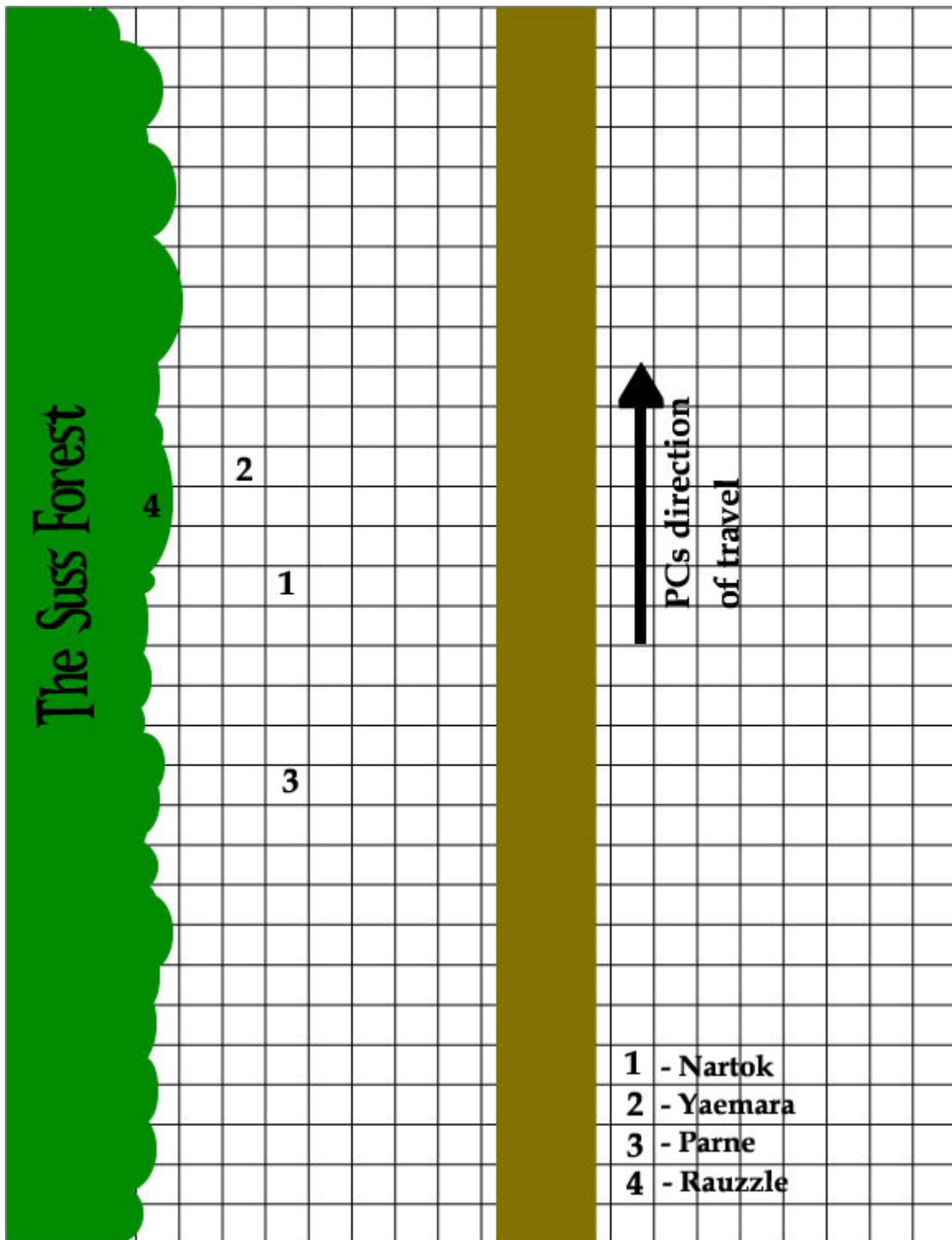
Siadra has precast *spell immunity* on herself, choosing: *fireball*, *dominate person* and *disintegrate*. Tiadra will freely cast *fireballs* where Siadra is standing, knowing that she will be unaffected. Siadra has also precast *brilliant blade* on Yietro's longsword. Siadra will focus on spellcasting – buffing and healing her allies and de-buffing the PCs.

Yietro will choose his target carefully, looking for someone he can take out of the fight quickly, perhaps in a round or two.

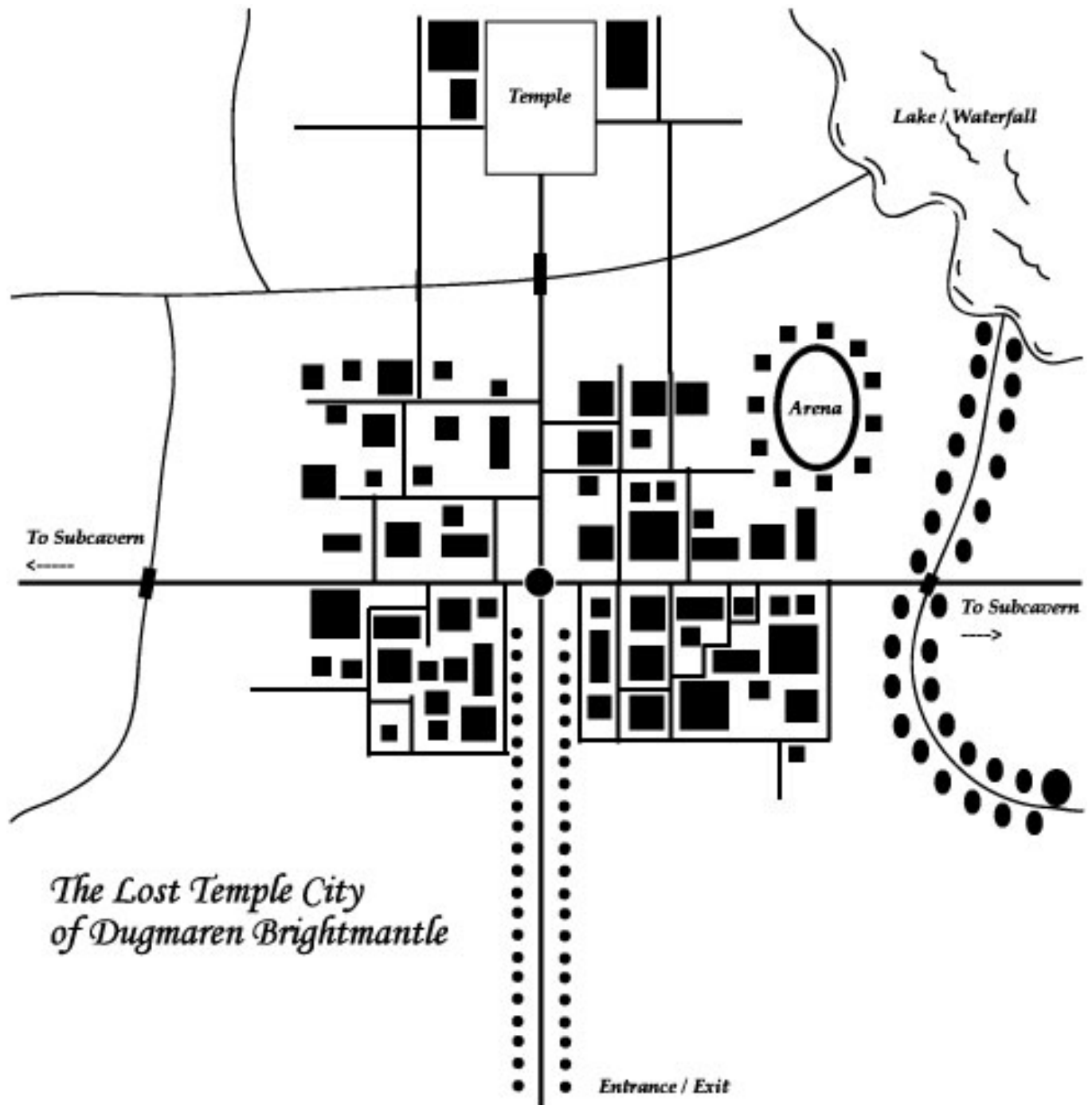
DM AID: MAP #1 – FOREST'S EDGE, APL 2-8



DM AID: MAP #2 – FOREST’S EDGE, APL 10 & 12



DM AID: MAP #3 – THE LOST TEMPLE CITY OF DUGMAREN
BRIGHTMANTLE



NEW FEATS

Combat Brute [Tactical] (*Complete Warrior*)

You employ strength and leverage to great effect in battle.

Prerequisite: Improved Sunder, Power Attack, BAB +6.

Benefit: The Combat Brute feat enable the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During your next round, all your attacks against that foe gain +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feat with a bull rush, you would gain +2 on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the Player's Handbook). If you do so, you gain an additional immediate melee attack against the foe. The additional attack is made with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

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

Divine Metamagic (*Complete Divine*)

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

Prerequisites: Ability to turn undead or rebuke undead.

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

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

Divine Spell Power (*Complete Divine*)

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

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

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round. For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round. If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Divine Vigor (*Complete Warrior*)

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier.

Draconic Heritage (*Complete Arcane*)

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent. In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Draconic Power (*Complete Arcane*)

You have greater power manipulating the energies of your heritage.

Prerequisite: Draconic Heritage.

Benefit: Your caster level increases by 1, and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

Special: If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

Elusive Target (*Complete Warrior*)

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

Prerequisites: Dodge, Mobility, BAB +6.

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

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

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

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

Greater Heavy Armor Optimization (*Races of Stone*)

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (Heavy), Heavy Armor Optimization, base attack bonus +8

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefits of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase to the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of his fighter bonus feats.

Hamstring (*Complete Warrior*)

You can wound an opponent's legs, hampering their movement.

Prerequisite: Sneak attack ability, BAB +4.

Benefit: If you hit with a melee sneak attack, you may choose to forego 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any cure spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs

or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

Heavy Armor Optimization (*Races of Stone*)

You have trained extensively in heavy armor, and have learned to take advantage of the protection it offers.

Prerequisite: Armor Proficiency (Heavy), base attack bonus +4

Benefit: When you are wearing heavy armor, lessen the armor check penalty by 1 and increase the armor bonus by 1.

Improved Combat Expertise (*Complete Warrior*)

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Oversized Two-Weapon Fighting (*Complete Adventurer*)

You are adept at wielding larger than normal weapons in your off hand.

Prerequisites: Str 13, Two-weapon fighting

Benefit: When wielding a one-handed weapon in your offhand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand.

Power Critical (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, BAB +4.

Benefit: When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You may take this feat multiple times. Each time you take this feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. A fighter may select this feat as a fighter bonus feat.

Practiced Spellcaster (*Complete Arcane*)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This benefit can't increase your caster level to higher than your HD. However, even if you can't benefit from the full bonus immediately, if you later gain HD in nonspellcasting classes, you might be able to apply the rest of your bonus. For example, a human 5th level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

Profane Boost (*Complete Divine*)

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisites: Ability to rebuke undead.

Benefits: You can spend a rebuke attempt as standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Reckless Rage (*Races of Stone*)

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

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your AC, but you gain an additional +2 bonus to Str and Con. These bonuses stack with the effects of rage, greater rage, and mighty rage.

Staggering Strike (*Complete Adventurer*)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: BAB +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever ever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Steady Concentration (*Complete Adventurer*)

You are an expert at avoiding distractions and focusing your mind and you can concentrate clearly even in the most stressful conditions.

Prerequisite: Concentration 8 ranks

Benefit: You can always take 10 on concentration checks, even when conditions would not normally allow you to do so.

NEW ITEMS

Headband of Conscious Effort (*Complete Adventurer*)

Anyone wearing a *headband of conscious effort* can make a Concentration check in place of a required Fortitude saving throw. This ability can be activated once per day. Activating the headband is an immediate action that does not provoke attacks of opportunity.

Moderate Transmutation; CL 6th; Craft Wondrous Item, Combat Casting, *bear's endurance*; Price 4000gp

Boots of the Mountain King (*Arms and Equipment Guide*)

These rugged and worn iron-shod boots allow full movement in rocky, rugged or mountain terrain, including bad or very bad surfaces. The wearer can also cast *stoneskin* on herself twice per day, as the spell from a 12th level caster.

Moderate Abjuration; CL 12th; Craft Wondrous Item, *freedom of movement*, *stoneskin*; Price 48,810 gp

Bracers of Quick Strike (*Miniatures Handbook*)

These bracers provide the benefit of incredible speed. Once per day, when taking a full attack action, as a swift action the wearer may make one additional attack at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects (such as a *speed* weapon or the *haste* spell). The bracers can only be used after being worn for a continuous 24 hours. If they are removed, they become inactive again until worn for a further 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,200 gp

Deadly Precision (*Miniatures Handbook*)

A weapon with this ability deals an additional 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a wielder that does not already have the ability.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus

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 into a fortunate one. Once per day, after the wearer of the gloves has made an attack roll (but before it is determined whether the roll succeeded), he may elect to make the attack roll again. He must use the second result, even if its lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again once he uses the gloves. The gloves can only be used after being worn for a continuous 24 hours. If they are removed, they become inactive again until worn for a further 24 hours.

Faint transmutation; CL 3rd; Craft Wondrous Item, *true strike*; Price 2,000 gp.

Maiming (*Miniatures Handbook*)

A weapon with this special ability twists and digs into the flesh of the creatures it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a x2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine the multiplier. For weapons with a x3 multiplier, roll 1d6. For weapons with a x4 multiplier, roll 1d8.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus

Staff of Opening (*Complete Arcane*)

This wooden staff is carved with images of doors, many of which have embossed iron bindings and miniature but nonfunctional keyholes. It allows use of the following spells:

- *Knock* (1 charge)
- *Open/close* (1 charge)
- *Passwall* (1 charge)
- *Shatter* (1 charge)

Moderate transmutation; CL 9th; Craft Staff, *knock, open/close, passwall, shatter*; Price 42,200 gp

NEW SPELLS

Arc of Lightning (*Spell Compendium*)

Conjuration (Creation) [Electricity]

Level: Drd 4, Sor/Wiz 5, Warmage 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Briar Web (*Spell Compendium*)

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40 ft. radius spread

Duration: 1 minute/level

Saving Throw: None
Spell Resistance: No

With a sharp sound like a thousand knives being unsheathed, the plants in the area grow sharp thorns and warp into a thick briar patch.

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Brilliant Blade (*Spell Compendium*)

Transmutation

Level: Cleric 7, Druid 7, Sorcerer/Wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close

Target: One melee or thrown weapon, or 50 projectiles (all of which must be in contact with each other at the time of casting).

Duration: 1 minute/level

Saving Throw: Will negates (Harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, natural weapon, thrown weapon or group of projectiles into a weapon with the brilliant energy special ability. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows rather than thrown weapons, for the purposes of this spell.

Curse of Ill Fortune (*Spell Compendium*)

Transmutation

Level: Blackguard 2, Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Letting loose a stream of foul incantations, you curse the subject.

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. Curse of ill fortune is negated by any spell that removes a *bestow curse* spell.

Death Throes (*Spell Compendium*)

Necromancy [Force]

Level: Cleric 5, Sorcerer/Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until you are killed.

Saving Throw: None

Spell Resistance: No

If you are killed, your body is instantly destroyed in an explosion that deals 1d8 points of damage per caster level to everyone within a 30-foot radius burst.

This explosion destroys your body, preventing any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle* or *true resurrection* can restore life.

Deific Vengeance (*Spell Compendium*)

Conjuration (Summoning)

Level: Clr 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes the punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Defenestrating Sphere (*Spell Compendium*)

Evocation [Air]

Level: Sorcerer/Wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium

Effect: 2-ft radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of the winds. Medium or smaller creatures must succeed on a fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20 foot ceiling would take 3d6 points of damage from the impact, then 2d6 points of damage when it falls.

The sphere can affect a maximum of one creature or object per round, and winks out of existence if it exceeds the spell's range.

Doomtide (*Spell Compendium*)

Illusion (Pattern)

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: 80 ft

Effect: Eight 10' cubes that extend straight from you.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the area must make Will saves or be dazed for one round. Any creature moving into the mist, or a creature that begins its turn in the mist, must succeed on a Will save or be dazed for one round.

The mist filling the area obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment, Creatures farther away have total concealment.

When you cast the spell, you decide if the effect remains stationary or if its point of origin moves straight away from you at a rate of 10 feet per round.

A moderate wind disperses the effect in 4 rounds; a strong wind disperses the mist in 1 round.

Divine Sacrifice (Spell Compendium)

Evocation

Level: Blackguard 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Giving up some of your life force to win the battle, you empower your next blow against your foe.

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Earth Reaver (*Spell Compendium*)

Transmutation (Fire)

Level: Cleric 5, Sorcerer/Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium

Area: 20 foot radius spread

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

Creatures and objects within the area take 4d6 points of damage from the impact of the rock shards as well as 3d6 fire damage no saving throw applies to this damage. Creatures in the area must also succeed on a Reflex save or be knocked prone.

Electric Jolt (Spell Compendium)

Evocation [Electricity]

Level: Sorcerer/Wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Energy Vortex (*Spell Compendium*)

Evocation [see text]

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20 ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Energy wells up inside you and explodes outward in a furious burst.

When you cast energy vortex, you choose one of four energy types: acid, cold, fire, or electricity. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage, +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to that energy type. The descriptor of this spell is the same as the energy type you choose when you cast it.

Faith Healing (*Spell Compendium*)

Conjuration [Healing]

Level: Blackguard 1, Cleric 1, Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When laying your hand on a living creature, you channel positive energy that cures 8 points of damage + 1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity than you is unaffected by the spell, even if the target would normally be harmed by positive energy.

Fire Shield, Mass (*Spell Compendium*)

Evocation [Fire or Cold]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

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

Targets: One or more allied creatures, no two of which are more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a few frenzied motions you complete the spell, bathing your allies in halos of magical flame.

This spell functions like fire shield (Player's Handbook, page 230), except as noted above.

Ice Dagger (*Spell Compendium*)

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon that requires a ranged touch attack to hit. The dagger deals 1d4 points of cold damage to the target per caster level (maximum of 5d4) and splash damage of 1 point of cold damage to adjacent creatures.

Inhibit (*Spell Compendium*)

Enchantment [Compulsion, Mind Effecting]

Level: Bard 1, Cleric 1, Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 round

Range: Medium

Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.

Insignia of Healing (*Races of Destiny*)

Conjuration (Healing)
Level: Bard 3, Cleric 3
Components: V, S, F
Casting Time: 1 standard action
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

This spell works like *insignia of alarm*, except the insignia wearers are instead healed by positive energy. The spell cures 1d8 + 1/caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply any spell resistance and attempt a Will save to partially counter the effect.

Lion's Charge (*Spell Compendium*)

Transmutation
Level: Druid 3, Ranger 2
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

This spell grants you the pounce special ability, allowing you to make a full attack at the end of a charge.

Living Undeath (*Spell Compendium*)

Necromancy
Level: Clr 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Fort negates (harmless)
Spell Resistance: Yes (harmless)

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become an undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject becomes not subject to sneak attacks and critical hits, just as undead are. While the spell is in effect, the subject takes a -4 penalty to his Charisma score (to a minimum of 1).

Orb of Cold, Lesser (*Spell Compendium*)

Conjuration (Creation) [Cold]
Level: Sor/Wiz 1, Warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One orb of cold
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete this spell. From your chilled palm flies an orb composed of blue ice.

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

Orb of Sound, Lesser (Spell Compendium)

Conjuration (Creation) [Sonic]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sound energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Prismatic Ray (Spell Compendium)

Evocation

Level: Sor/Wiz 5, Warmage 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 HD or fewer are blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect: 1 – red beam – 20 pts. fire damage (Ref half); 2 – orange beam – 40 pts. acid damage (Ref half); 3 – yellow beam – 80 pts. electricity damage (Ref half); 4 – green beam – poison (kills; Fort partial, take 1d6 Con damage instead); 5 – blue beam – turned to stone (Fort negates); 6 – indigo – insane (as insanity spell; Will negates).

Recitation (Spell Compendium)

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

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

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

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

Resonating Bolt (Spell Compendium)

Evocation (Sonic)

Level: Bard 4, Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft

Area: 60 ft line

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

This bolt of sonic energy deals 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within the area of effect. In addition, *resonating bolt* deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond the barrier if its range permits; otherwise, it stops.

Resurgence (Spell Compendium)

Abjuration

Level: Blackguard 1, Cleric 1, Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.

The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated, that were caused by the spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as power word stun), the resurgence won't help the subject recover.

Revenance (Complete Divine)

Conjuration (Healing)

Level: Blackguard 4, Cleric 4, Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/CL. She functions as if a raise dead spell had been cast upon her, except that she does not lose a level and has half of her full normal hp. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by resurrection or raise dead. The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Rhino's Rush (Spell Compendium)

Evocation

Level: Paladin 1, Ranger 1, Wrath 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell allows you to propel yourself in a single deadly charge. The first charge attack you make before the end of the round deals double damage on a successful hit.

Righteous Wrath of the Faithful (Spell Compendium)

Enchantment (Compulsion; Mind Affecting)

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Target: All allies within a 30 ft radius burst centered on you.

Duration: 1 rd/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack (this additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell). They also gain a +3 morale bonus on melee attack and damage rolls (this bonus does stack with the bonus provided by *haste*).

Sound Lance (Spell Compendium)

Evocation (Sonic)

Level: Cleric 4, Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The spell causes a projectile of intense sonic energy to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level (maximum 10d8). A *sound lance* cannot penetrate the area of a *silence* spell.

Stalwart Pact (Spell Compendium)

Evocation

Level: Cleric 5, Pact 5

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your ally and empower him with a spell that will later take effect in dire need.

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hp. Once the subject has taken enough damage to reduce it to half or lower hp, it immediately gains 5 temporary per 2 caster levels (maximum 35 hp at 14th level), DR 5/magic, and a +2 luck bonus on saving throws. The hp, DR, and saving throw bonus disappear when the spell ends.

Material Component: Incense worth 250 gp.

Summon Undead V (*Spell Compendium*)

Conjuration (Summoning)

Level: Cleric 5, Sorcerer/Wizard 5

Effect: One or more summoned creatures, no two of which are more than 30 ft apart.

This spell functions like *summon undead* I, except that you can summon one undead from the 5th level list (Mummy, shadow, vampire spawn, wight), two undead of the same kind from the 4th level list (Allip, Ghast or Wyvern Zombie), or four of the same kind from a lower level list (1st: human warrior skeleton or kobold zombie; 2nd – Owlbear skeleton or bugbear zombie; 3rd – ghoul, troll skeleton or ogre zombie).

Unholy Storm (*Spell Compendium*)

Conjuration (Creation) [Evil, Water]

Level: Blackguard 3, Cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Area: Cylinder (20 ft radius, 20 ft high)

Duration: 1 rd/level (D)

Saving Throw: None

Spell Resistance: No

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Spot, Listen and Search checks. It also applies a -4 penalty to all ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those in lanterns).

The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage).

Wave of Grief (*Spell Compendium*)

Enchantment [Evil, Mind-Affecting]

Level: Brd 2, Blackguard 2, Clr 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness.

All within the cone when the spell is cast take a -3 penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack (*Spell Compendium*)

Necromancy [Evil]

Level: Clr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Zeal (Spell Compendium)

Abjuration

Level: Blackguard 2, Pal 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of the spell, as long as you finish your movement closer to your chosen foe than when you began it.

PLAYER HANDOUT #1 – A SECOND CHANCE

Observed one:

Many moons ago, you angered the whole of the Dwarven pantheon. The specifics of your actions were not explained, but our divinations marked your name as undesirable. You shall have to make peace with whatever sin you may have committed, but we come to you as representatives of Moradin himself to offer you a chance to cleanse the darkness from your soul.

The great treasure found within Brightmantle's vault has been studied for months with little success. We are now content to send this artifact to another in the land – the copper dragon Kaibonriedwur. You are being asked to accompany and escort this artifact to assure its safe arrival.

If you agree to assist with this, please understand that the All-Father himself will be watching you. This is a chance at redemption. Please choose your course.

If you agree to this task, please report to the headquarters of the Guardians of the Soul Forged at Hammer Hill Temple, as soon as you can.

Thank you,

Cedric Rocksoul

Patriarch, Guardians of the Soul

Forged

PLAYER HANDOUT #2 – THE TALONS

Dearest Brethren of the Art:

Your assistance is required in a matter most urgent to the entire Principality of Ulek. A mithral-bound tome recovered from a shrine to the Dwarven God of Scholarship, Dugmaren Brightmantle, has been in the care of the Guardians of the Soul Forged for many months. In this time, they have been unable to determine its use or its origin, nor have they been able to translate the writings held within.

The Talons have helped as much as we were allowed to, but the Guardians have been keeping the book under security normally reserved for the Prince himself.

Once the dwarves at Hammer Hill decided to cease their ethnocentric ramblings, it was agreed that if the mystery surrounding this artifact was to be resolved, more minds were going to be needed.

To that end, I am requesting that you join the company that is being assembled to escort the tome to the home of the Wyrms Kaihonriedwur. We hope that the great copper dragon can finally cast down the confusion surrounding the words of Brightmantle.

The Talons and the Guardians agree that there is a clearly sentient presence within the tome. This sentience is, according to our divinations, acting wholly for the greater good of the Principality, so care must be taken not to harm it.

Go with honor,

The Desert Rose

PLAYER HANDOUT #3 – BROTHERS OF STONE

Friend and brother:

Many months ago, an artifact of some importance was brought to our headquarters in Gryrax. This tome is purported to contain prophecies which will shape the future of the Principality, but despite our greatest efforts, even the grandest of Dwarven minds have been unable to translate the writings therein.

Our divinations have at least helped us to understand one thing: There is a sentient presence within the book that is thwarting our attempts to read it, and this presence stands for the greater good. For this reason, we cannot give the artifact to the ordained exorcists of the church, who will certainly want it cleansed of whatever being resides within it.

After much deliberation with our counterparts in the Talons of Retribution, we have agreed that the book need be taken to the wisest being in all of Ulek, the Copper Wyrms Kaihonriedwur.

We hope now that you will assist us by escorting the tome to Kaihonriedwur's cave in hopes he may be able to shed more light on its written contents as well as its sentient spirit.

If you agree, please make your way to the Hammer Hill Temple and the headquarters of the Guardians of the Soul Forged, as soon as possible.

Thank you,

Ulrian Farhunter

High Priest of Dugmaren Brightmantle

PLAYER HANDOUT #4 – FOR THE PRINCE...?

Citizen of Uleh,

There is need of yore serveces. An artifact of great importence is to be estorted to the copper dragin ~~Hammer Hill~~ ~~the Big K.~~

If you wish to accompany this artifact as an offishal gardian, please report to the hedquarters of the Gardians of the Soleforged at Hammer Hill Tempul in Gryrax as soon as possibul.

You will be paid in good coin for yore efforts.

Moradin go with you.

Clank Ungarat
Royal Army of the Prinsipality of Uleh

PLAYER HANDOUT #5 – FRIEND OF ULEK

Friend of the Principality of Ulek:

You were brought to my attention as someone who could be trusted enough to serve the Prince of Ulek, whether as a friend or as a mercenary.

Soon, an artifact is leaving Gryrax and will be transported to the Copper Wyrms Kaihonriedwur within the Lortmil Hills. This artifact requires an armed escort. If you either strive to show a friendship with Ulek, or at least a friendship with the linings of your pockets, please report to Hammer Hill temple as soon as you are able. Others will be waiting as well.

There is coin to be made.

May your secrets be yours alone,

Septien Selfareine, High Patron of the Society of Shadows

PLAYER HANDOUT #6 – INTERCEPTED!

Friend Gogok:

We do hope that this book you are tasking us to find is worth the efforts we are putting forth in trying to retrieve it.

If your prayers to Gruumsh have revealed it to be of tantamount importance, then for now we have to assume this to be the case.

We wait in vigil as previously agreed. The dwarves shall not have the words of their Gods for long, and we shall toast our victory in Stoneheim.

The Old is ever watchful,

Nartok.

PLAYER HANDOUT #7 – ALONG CAME A SPYDER...

Soon you will begin a journey into the Suss Forest to search for the Lost Temple City of Dugmaren Brightmantle. This is a fortuitous turn of events for both of us.

I have learned of a cache of knowledge kept in secret by the Templars of Enlightenment. This cache was recovered in secret from a drow village during an operation and according to my sources, it still lies in the Temple City.

If you find the Lost Temple, find also this knowledge. It should not be hard to spot. You will know it when you see it.

S.

PLAYER'S HANDOUT #8 – THE OLD ONE KNOWS

Yaemara:

Our prayers to the Old One have been heard. We know where the lap dogs of the Prince of Ulek now go.

Within the Suss there is an underground city devoted to the Dwarven Gods. This is the place where this fabled tome is to be taken. For what purpose is yet unknown, but until we are able to glean more information from our master, we are sending multiple search parties into your general area.

Keep an eye and ear out for the bearers of this tome. Kill them if you are able, but more importantly, you must delay them long enough for our scouts to find the city.

If we can find this underground city first, we may be able to catch our 'friends' by surprise and rid this world of whatever is written in that book once and for all.

Be vigilant,

Aeshir

PLAYER HANDOUT #9 – STARSHIELD’S FINAL ENTRY

4 Wealsun, 501 CY

I wish I was writing this under better circumstances, but alas, it cannot be. The medusas have compromised the integrity of our defenses outside the Arena and continue to lay in wait for anyone foolish enough to challenge them alone.

We have been able to smuggle some of our number out of the city, but most of the warriors have stayed to make sure that the Temple does not fall.

More and more of us are lost each day, and our numbers grow thin. The Scholar has led this trial to us for a reason, and if I am able to survive the day, I hope to be enlightened of His lesson.

Until then, we prepare. Our combined strength is formidable, and I believe our invaders have underestimated our zeal and passion. I pray the shield I was named for is enough to protect me.

I only wish that Kaihonriedwur were allowed to leave his cave! His mission is vital, I know, but the Rascal’s presence would rout these vile creatures.

Dugmaren watch us.