

SND4-06

Bren's Men

A one-Round D&D LIVING GREYHAWK® Sunndi Regional Adventure

Version 1

Round 1

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Dark clouds are gathering over Sunndi – the country is at the brink of war, and it needs heroes! Yet not all the valorous are knights in shiny armor. Not all the glory comes of noble birth. Some of the greatest heroes are born in mud and the squalor of the slums. These are the men and women of Bren.

A regional scenario for APL 2-12.

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

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Introduction

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

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

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Sunndi. Characters native to Sunndi 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.

Adventure Background

Sunndi has had trouble for some time with the bullywugs that live in the Vast Swamp. The creatures have been raiding the south quite frequently in the last period. Tales say that, every 25 years, the bullywugs plan a mass attack on the people in the south of Sunndi, inspired by what they call a 'divine' wind that carries the voice of Wastri.

For this purpose, fortresses have been built at the edge of the swamp. Yet, more forces are needed, and to draft these, and to discuss policies and strategies, count Kestor of Corul has asked for a meeting with representatives of the forces of Sunndi. He hopes to forge a pact with the Hextorites of Eyedrin and get them to set aside their rivalry with the Trithereon order and hope they will accept aid in defending the border.

The meeting is to be held in Brennathar, since count Bren is liked by many and an acceptable host to everyone.

The meeting was held confidential, yet still the Wastrians learned of it. They have made plans to assassinate some key military figures in the Sunndi army during the meeting. That there were plans for assassination came to light when a low level grunt that was captured during a raid in Stalward broke under torture (they are not very nice in Eyedrin). Unfortunately, the grunt did not know who the targets are or when and where the assassinations take place.

Interestingly, information from an unexpected source revealed more: a former Scarlet Brotherhood agent came forth with information that suggested an assassination attempt might take place during the military meeting in Brennathar.

There is little time, and the meeting can't be canceled, so in order to prevent disturbances it has been decided to hire men to join the forces of Nolin Bren, where they can guard prospective targets.

The Wastrians, meanwhile, have hired help to make the assassinations possible. They hired an expert assassin, smuggled several of their forces into the county, and even

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

to attack must succeed at a DC 10 Handle Animal or

made a deal with a devil. The operation is well prepared and has cost many resources (not to mention some souls). To make the assassinations possible, the Wastrians also sought aid for a distractive attack – one that was large and fierce enough to draw most soldiers away from town. They ultimately hired a band of Ravagers. While these two groups do not get along normally, the Wastrians have little problem with hiring such thugs, and the Ravagers, seeing an opportunity to incite war, had no problem being hired.

The Ravagers will attack the town and draw away attention, after which the Wastrians send in their assassins (some are already in place) to do their work.

All plans have flaws, however. One inside person sold information on the assassinations – in particular, the names of the targets – to the Scarlet Brotherhood. The Scarlet Sign does not like to see Sunndi fall under the Vast Swamp's inhabitants, and they have sent an agent to Brennathar to warn of the attack.

Adventure Summary

Introduction: The PCs meet with **Lestannian** Equidran who needs their help. In a few weeks time, a meeting is held in Brennathar to gather additional forces for the defense of Corul against the bullywugs from the Vast Swamp. There have been rumors that the Wastrians seek to assassinate some key military figures during this event. To provide adequate protection, more men are needed, and so Lestannian requests the PCs join the forces of Nolin Bren, reinforcing his guards. The PCs will get paid generously for their efforts.

Encounter 1 [Call to Arms]: The PCs arrive at the city of Bren, where they are quartered, given armor and weapons when needed, and put under the charge of Captain Glientyne. They are brought to the city hall, where Bren swears them in, then assigns them to a post near the bridge over the stream. Glientyne interjects that she considers putting guards at the understaffed Bump – a hill to the north of town – is more sensible. Bren doubts this but after some debate, Bren finally asks the PCs where they want to stand guard, and assigns them to that duty.

Encounter 2 [You're in the Army Now]: the PCs meet with the rest of Bren's men, as well as other parties gathered here. Ulendesse, one of Bren's trusted, challenges a PC to a fight, trying to gauge their strength and spirit. Accepting the challenge and playing it fair gains the PCs the respect of Ulendesse and the rest of Bren's men.

Encounter 3 [Guard Duty]: Guard duty is initially dull. At some point during the night, a person approaches the gate. This enigmatic person was to contact a Veil agent, but that agent never showed. She is eager to speak with the PCs, as she found out some of the targets of the assassinations. Some questions may be asked, but before the

actual exchange of information occurs a band of Ravagers, hired by the Wastrians, attack.

The agent mysteriously disappears, leaving behind her cloak and a note, unfortunately smudged with mud and only partly readable.

Encounter 4a [The Stand At the Bump]: A separate section will describe the map and tactics employed at the Bump. This part takes place in the north, in a hilly environment. The PCs have a palisade to use as a means to defend themselves, and a horn to sound as an alarm.

Encounter 4b [The Stand At the Bridge]: A separate section will describe the map and tactics employed at the bridge. This part of the gate is at the 'river' (actually a small stream), and quite some distance away from town. The PCs have a tower from which to defend themselves, and a fire can be lit to raise the alarm.

Encounter 5 [Return to Bren]: Checking the note the agent left behind reveals two names of potential targets. The PCs need to choose their target.

As they return to Bren, they encounter a number of Bren's men, who just ended a fight with Ravagers themselves. They offer to check out one of the names, giving directions to the other target. This should point them to the encounter most suited to their APL. The next encounter is dependent on the PCs choice (only one target can be reached).

Encounter 6a – APL2 [Saving Orwana Kestor]: Orwana is in her quarters at Bren's mansion. When the PCs arrive thugs have entered the house and overborn the guards there. Unlike most other targets, Orwana is not to be killed, but abducted. PCs may find hints that this attack may be set up by someone else than the Wastrians.

Encounter 6b – APL4 [Saving Armenis Bregohan]: Armenis is at the encampment outside the city, awaiting the arrival of his men. The thugs attack him and the PCs, while an assassin is moving in to get a good shot at him.

Encounter 6c – APL6 [Saving The Ahlissan Emissionary]: The Ahlissan emissary is quartered at the village inn. He is to be killed by an expert assassin in disguise. To divert attention, the assassin poisoned some of the Ahlissan guards with an enraging drug, causing them to fight among each other and the inn's patrons.

Encounter 6d – APL8 [Saving Bendolar of the Jalindal]: Bendolar is at the stream, where he was ambushed by a Wastrian priest and a troop of undead. When the PCs arrive, most of his men are dead or unconscious, and Jalindal is on his last legs.

Encounter 6e – APL10 [Saving Cletis of Eyedrin]: Cletis is at a small thorp, outside Bren, at the docks near the stream. He is assaulted by Wastrians disguised as Warders of the Vast Swamp and Trithereonites, while an assassin seeks to sneak up to him to take him down.

Encounter 6f – APL12 [Saving Reynallen]: Reynallen is at a fort built from the remnants of an old keep. She is targeted by three summoned devils, which seek to kill her. Since their fear aura causes everyone to flee, it is up to the PCs to save her.

Conclusion: If the PCs saved their target, they are well rewarded. The death or abduction of a target is felt with sorrow (and may have future consequences).

PCs who did well may gain enough influence to join Bren's Men or gain access to the rank of sergeant the Sunndian Army.

Introduction

This introduction gets the PCs drafted in the army of Bren, the Count of Brennathar. Make sure, before the end of this chapter that the PCs have agreed on this – they will be under Bren's command and as such are expected to follow his orders.

Note that members of the Knights of the Realm are not very welcome in Brennathar due to a rivalry with Bren's men. Squires or knights will be treated with some reserve and may be the target of jokes. Make sure a player knows that his character may face consequences before he begins the scenario.

The drafting of adventurers takes place in various towns throughout Sunndi. The adventurers have been invited to the drafting in Axebjerg, a town near the border with Ahlissa, rich in adventurers and headquarters of a number of adventuring organizations (including the Sunndi Irregulars and the Disciples of the Phoenix).

The Light of Dawn in Axebjerg is a brilliant white new building, a luminous spot in the middle of an otherwise rather poor and deprecate part of the town. Light glints off the glass dome, and children play in the temple's small garden around a large flat stone, apparently the base for some unseen statue.

Between the visiting townsfolk, most of them looking for the free healing the clergy provide to the poor, you see other people milling around, some in armor, some toting books, and a few wearing the outfit of clergy of various faiths. An odd sight as this temple of Pelor, and you suspect these men may likely also have received a summons to Axebjerg, seeking people for a mission in the south.

All you can do is wait, meeting up and chatting with some other people – some who you have met before. Occasionally, a gnome comes out, and calls forth a few names, after which several people enter the building.

This is a chance for people to introduce themselves. Not everyone who is here is at the table (at a big convention,

when running more tables, you may assume the other characters are people from other tables).

It is not too long before you hear your name called, and the gnome beckons you to enter into a room, ushering you through a corridor to a room in the back.

Inside, you see three people at a table. A young woman with flowing blond hair and wearing spectacles, in the flowing robes of a cleric of Pelor, a large dark skinned man in armor that bears the symbol of Trithereon, and a raven haired half-elf woman in dark leather.

The man rises, and greets you. "Hail, good people. My name is Lestannian Ediquan, head of the Shrine of the Vigilant. I bid you welcome to Axebjerg. This" - he motions to the people at his side - "is Captain Glientyne of Brennathar Dean Lowana. Now, I will skip the pleasantries, because we have a lot to do today."

He motions you to sit, though he himself stays standing.

"As you may know, we are having some... trouble... in the south. The foul creatures of the Vast Swamp are on the move and we need to consolidate matters before things turn for the bad. We are currently deploying troops to station at the swamp's borders. Now... it seems we have some other issues running, which means we cannot devote all our forces to the south."

The blond woman to his left nods and adds "The tension in Pelsand, for instance, and of course our promise to move troops to Onnwal for..." but Lestannian cuts her short with an annoyed gesture.

"Yes, yes. We don't need to go through all that. It is like this. Count Kestor has arranged for a meeting in Brennathar, under the supervision of Nolin Bren, between the major factions in our region, to discuss our strategies and obtain additional aid in securing the counties of Stalward and Corul against the incursions from the swamp. A lot of people will be there – not all of which I am happy to see – but things seem dour and we need all the aid we can get.

We are, however, fearful things will get... out of hand." He pauses a bit, as if considering how to move on.

"Bren has told us he does not have enough men to provide adequate security. That is where you come in. We would ask you to aid the men and women in Bren's service. You will be drafted in his guards, so you can take care all will be safe until the meeting is over. This is not a light undertaking, we need quite a few people, and you will need to move quickly as the meeting takes place in two weeks. Of course you will be well rewarded, though I hope you will do this for the good of the case and not for the money. What say you?"

Lestannian knows that the Veil suspects an assassination may take place, but like many he has little trust in the Veil's source, a former Scarlet Brotherhood agent. He likes to not complicate matters, and therefore does not mention the rumors.

The other people are here to help him draft people. Dean Lowana of the Light of Dawn is here merely to provide a neutral place for drafting, and does not actively participate in the recruitments. Her temple has many contacts among adventurers, and diplomatic contacts throughout the region. While she is not actively involved she knows more about the region than most other people.

Captain Sandalee Glientyle will become the PC's commander should they accept the mission.

Both let Lestannian do the talking and do not speak unless the PCs ask them questions directly (which annoys Lestannian). They know roughly the same things as Lestannian does.

♣ **Lestannian Ediquan:** male human (Flan) Clr5; AL NG.

♣ **Lowana:** female human (Suel) Clr3; AL NG.

♣ **Sandalee Glientyle:** female half-elf Rog11; AL N.

Lestannian awaits the character's consent. He is willing to answer questions, but if the PCs take too long, he demands they accept or not – he has many more people to brief.

Note that members of Bren's Men, Knights of the Realm, or the Sunndi Army actually have little choice in whether they join or not. For members of these meta-organizations, refusing this mission will likely mean expulsion from the organization.

Questions he can answer are:

About pay: The army is willing to pay an amount of 25 gp x APL. Lestannian simply states how much the PCs will earn. He adds:

"The pay may not be great, but professional soldiers earn a lot less, I can tell you. We need good people. The kingdom needs you. This can be quite a tough assignment. It is hard to predict what may happen."

About the risks: "There are rumors. Talk about Wastrians trying to disrupt the meeting, of assassination plans... I cannot say those rumors are a trustworthy source of information, but it is best to be prepared for everything."

On the other hand, there have also been sightings of ogres and trolls in Brennathar. That is rather strange – those creatures generally do not leave the Hestmarks. So there is reason to be vigilant."

About the source of the rumors: "You are inquisitive, aren't you? We heard of plans of the Wastrians to undermine our command from a thug that was captured a week ago in Stalward. The Hextorites that rule there have no hearts – despicable as they are, they no doubt tortured

the man until he cracked and admitted to be a follower of Wastri. He also told his captors that the priestess he followed was organizing some sort of assault – but he could not provide very valuable details. People under torture tell a lot though, so I do not find this source very reliable"

The raven-haired woman suddenly speaks. "That is not all, though. We have other sources that claim the Wastrians are planning to disrupt the meeting in Brennathar. They are not what you would call trustworthy but are generally... well informed."

Lestannian frowns at the interjection, but lets it slide.

Note that neither of the people present will reveal the nature of the source, but if the PCs inquire whether it is the Scarlet Brotherhood, Glientyle adds:

"In times like this it pays to treat the enemies of your enemy as... your enemy's enemy."

About joining the army or the command: "This is a temporary assignment, though if you do well, you may find it easy to get employment in the branch... You will be assigned to a special guard regiment of Brennathar, which places you under the command of Bren's men – and women. Captain Glientyle will act as your commanding officer and contact point, though you can of course consult me or the Dean if so needed. You will have to swear loyalty to Bren for the duration of the mission, but that is a mere formality. Bren is a good man and abuse of power is not in his line."

Once the PCs accept the mission, they are told to return next morning to collect any necessary papers and transport, (such as horses), should they have need. They are expected to travel to Brennathar's capitol (Bren) and present themselves in ten days time, where they will be sworn in and placed under count Bren's command.

Troubleshooting: If one or more PCs do not accept the mission they are sent home, and the scenario is likely over for them. It is possible for them to travel to Bren and continue the scenario from there, though they may have to find their own way to get involved in the events.

Encounter 1: Call to Arms

Village of Bren

🏰 **Bren (village):** Conventional; AL NG; 800 gp limit; Assets 38000 gp; Population 960; Mixed (human 860, halfling 70, elves 20, gnomes 10).

Authority Figures: Anaria Thistlehill, female halfling Exp 6. Anaria is the seneschal of the Count of Brennathar

and the elected mayor of Bren. Busy on the manor of the lord by day, she can be found in her own home in the village after dinnertime.

Important Characters: Tama, male human Clr3 - Pelor. Tama is the spiritual leader of the village. He is a humble, slightly naive young man who loves the peace of his town.

Mannian, male human War5. Mannian is an old man who is the local leader of the militia and responsible for keeping the peace in town. He is a gruff man, who can most often be found in the tavern "The Phantom Player". He does not like adventurers - and thinks Bren's own men are troublemakers - and prefers to be left alone by them. Especially when playing a game of dice with his old friends.

Lucas Strongarm, male human Ftr2/Exp2. He was a partisan during the Wars and he is quite proud of his past, even though he was not an important person.

Note that while some of Bren's men are quite powerful, they play no role in the village itself, and are not part of the village militia.

The village in which this adventure will take place is Bren, capital of the County of Brennathar. While the term capitol suggests a grand place, it is everything but grand. Brennathar is a safe county, where absolutely nothing happens (or at least not in the safer southern parts). Because it is such a rural place, it is not very popular with the more adventurous types. Bren, like many villages in Sunndi, is built on the ridge of the low rolling hills. This location has little to do with protection against violence, but all with the climate. The wetter valleys tend to be a hotbed for diseases. The village has no walls or any other reasonable defensive position, except for a small hill called the Bump, which was erected years ago against an invasion that never arrived. That hills and its palisades still stand and may play a role in this scenario, depending on the PC's choices.

Bren lies about 50 miles southeast of Pitchfield. Most of the inhabitants of Bren are human farmers, growing grapes on the hills, rice in the valleys and olives and fruit in between. Outside the river valley in the dryer hills sheep and goats are the primary resource for income. There is a sizeable population of halflings in the village.

The capital of the county of Brennathar is Bren, named after the family that founded the town about 200 years ago. It is usually a small and peaceful place, without walls and hardly remarkable.

Holding perhaps half a thousand people, its most remarkable feature is a tower clock and the Bren mansion, a two-story building standing on a hill just north of the town. But with the coming of many, many men, this has changed.

The town looks like it has doubled in size. Most of it is caused by a huge amount of tents that has been set up outside the town, opposite the stream that runs parallel to the road you are coming from. A large wooden bridge spans the stream, granting access to what may once have been a keep, but is now mostly a crumbled set of walls. Yet, the people of Bren have fortified the ruin into something that could quite easily stand up to a siege. All around it, the tents of soldiers and hired muscle have been erected. Through the iron gate, which looks remarkably new, you can see more tents pitched up inside the fortress. Two stern looking guards guard the gate.

Bren is well guarded. A number of posts of guards are scattered around the countryside, watching the roads that lead up to the town. Each participant in the upcoming meeting brought his troops, and Bren himself has arranged for many more men and women besides his own guards – among which are the PCs - to take care of security.

The ruins at the other side of the river are said to be a haunted place, but Bren had it taken and is rebuilding it as a fortress.

Most soldiers are set up in the tent city outside the city gates. The Trithereonites and some of Bren's men are occupying the stone fortress on the other side of the stream, and the Hextorites camp at Docktown, a small Thorpe a few miles east. Bren hopes to keep the followers of Hextor and Trithereon out of each other's hair until the meeting begins.

The PCs should not have too much problem finding Captain Glientyle, who is at the tent city, setting up other guards that arrived.

Tent city is almost a town on its own. It is crawling with people setting up tents and working hard on other needed facilities. Captain Glientyle is, however, easy to find, as her voice carries almost through the entire town, calling people by their names and appointing them their tents.

She looks up as you arrive, and nods.

"Ah. I remember you. The temporary reinforcements. Good. I will appoint you your tent in a moment. But you first have to be sworn in. Seems Bren wants to see all the recruits. You'd think he'd trust my judgment after six years. Oh well. Follow me."

PCs may find the way Captain Glientyle talks about count Bren disrespectful, but the relation between Bren and his most trusted is rather informal.

Captain Glientyle leads the PCs inside the fortress, to a large tent pitched up at the end. She nods at the guard at the tent's entrance, who enters the tent. A few moments later, he comes out again, nods, and the PCs are led inside.

The tent entered seems sparsely furnished. There are several chairs and a table filled with paper. A crude hand-drawn map of the area covers most of the table.

A curtain is drawn about halfway across the tent, shielding off what may be the sleeping area of the tent.

There are four people here. One is a woman in full metal armor, embossed with the symbol of Trithereon. She is a plain Oeridian woman, long flowing brown hair cascading down her shoulders. She argues with an Oeridian man in a chain shirt. Two other men are looking on. One is a tall man with short dark hair and a full beard. A streak of white runs through his hair. He is the only one you can see who wears no apparent armor. He looks on in amusement, but on your arrival raises his hand and the two fall silent.

The fourth person, who thus far was only visible from the back, turns to look at you. He is a handsome man, with long dark hair tied in a ponytail, a small moustache and tiny-cropped beard, and a tanned skin. He wears studded leather, functional though expensive – each stud seems to glitter, and a cloak of red and yellow.

His dark brown eyes glitter, and he takes you in with interest. His gaze wanders over to Glientyle and there is a certain 'moment' between the two, but it passes quickly. His face breaks into a smile revealing perfect white teeth.

"Well, I see... new recruits? How pleasant. My name is Nolin Bren. Who do I have the pleasure of meeting?"

The people present are (in order of introduction above), Reynallen, leader of the Trithereonites, Count Kestor of Corul, Count Armenis Bregohan from Pawluck Valley, and Count Nolin Bren.

♣ **Reynallen:** Female human (Oeridian) Clr15; AL CG; see Appendix 6 and Encounter 6f.

♣ **Count Armenis Bregohan:** Male human (Oeridian) Ari3; AL NG; see Appendix 2 and Encounter 6b.

♣ **Count Kestor:** Male human (Oeridian) Nec13; AL NG.

♣ **Count Nolin Bren:** Male human (Oeridian) Ari2/Brd7; AL N.

Bren is a young man who favors the action of Pitchfield and the more dangerous areas in the northern parts of his county. He lives in a manor nearby, but he rarely can be found at home – this event is a notable exception.

Bren greets the PCs friendly, making a bit of a show for any females present – even those lacking any charisma. After being introduced he briefly introduces the other people present.

"Well, then, getting you sworn in. I'm not in fancy talk or papers. It is simple. I desire from you that you will defend Bren and its people – including all of my guest, and that, my lovely Reynallen" – the count smiles at the woman, who raises an eyebrow but still seems amused by his flattery - ", includes even the Hextorites. I do not expect miracles. All I expect is for you to do your utter best, and give my people your loyalty and your hearts. If you agree, just say 'Aye'."

Bren awaits the PCs to confirm. If any insist on 'proper' rites or try to speech, he waves thist away, as he has no time for 'that kind of nonsense'.

It is easy to notice, with a DC 10 Sense Motive check, that Armenis Bregohan does not agree much with this way of swearing in new recruits. He refrains from comments but he obviously doesn't like it.

If anyone refuses, Bren shrugs, then ushers those PCs out – they are removed from Tent City and will need to find residence in town (hard to do as all inns are full). These PCs may have to find their own way back in the adventure.

"Good." Bren points at a rather crude drawn map of what you assume is the town. It contains a wiggly line that is likely a river, and several little dots.

"I can do with additional guards. This bridge here" – he points at some part of the map where there is a little cross on the river – "is a major thoroughfare, there'll be many people coming through, and we need some good guards there. I suggest we place you there tomorrow afternoon – give you some time to settle in first. Right? Now off you go and... what?"

The latter is aimed at Captain Glientyle, who just cleared her throat. She nods, "I have said it earlier today, Bren, but we could really use men to guard the Bump." She points out a other area of the map, a lot less full of squiggly lines or crosses.

"Yes," Bren says, a bit annoyed, "You told me. Repeatedly, I may add. I see no point. All the action is on this side of town. There are no troops coming from the Hestmarks."

"That is my point – IF any disturbance occurs there's nobody to stop it. Shouldn't we put some guards there? I only need a handful of men for it. Given the recent rumors..."

"Oh, by the blazing blade of Heironeous!" The voice is that of Bregohan, who has been looking on in growing disdain. "Rumors brought on by questionable sources – you can't trust that! Bren, you ARE in charge here, I hope? You cannot just get yourself bullied by your own underlings!"

Bren frowns, obviously not pleased with the sudden interruption.

"I find listening to my best warriors a wise thing to do. But fine," he adds, "let us get some unbiased opinions. You." He nods at you. "Where do you feel you need be stationed?"

Bregohan balks at this turn of events, but Bren is serious – he has no time to argue with his captain. He listens to the PCs argue, then assigns them to the guard post they defend best. If PCs take opposite sides on this, use opposed Diplomacy checks to see who wins the argument. Females (of any race) get a +2 circumstance bonus on Diplomacy checks with Bren.

See Encounters 4a and 4b for descriptions of the two guard posts if the PCs ask for details.

Once assigned, the PCs are sent off. As they leave, a discussion breaks out but the details cannot be discerned.

If the PCs choose Glientyle's side, she just smiles enigmatically and adds "I think he liked you."

Encounter 2: You're in the Army Now

Captain Glientyle leads the PCs to the edge of the town, where a town of tents has sprung up. Here, the PCs get their own tents, one tent for two people. Females are in separate quarters from the men. If there are odd numbers of PCs, they get to bunk with someone else – there is little choice. PCs may also camp on their own.

After settling in, Glientyle takes the PCs on to meet Bren's Men at the Phantom Player, an inn at the edge of town. Since they only have to start their duties the next afternoon, they have some time to meet people and get familiar with the town.

If PCs refuse the invitation, Glientyle shrugs and leaves for the inn. This means the PCs miss the encounter below. If you desire to run the encounter anyway, you can have Ulendesse and a crowd of party-goers visit tent city to 'check out' the new recruits (most people will be roaring drunk), and run the encounter from there. Note that this means you have to adapt some of the descriptions below.

The Phantom Player's sign outside shows a cliché ghost - a blanket with two black holes for eyes - on stage. Even though the name suggests a special place, it seems, from the sounds that drift through the open door, to be a regular village inn, though obviously quite a lot more crowded than it would normally be.

Inside it is warm and humid. There are some theater props hanging on the wall and above the bar hangs a shield with a big sun painted on it. The tender pours drinks in

goblets which are then carried outside by a lovely lass with red hair, where it is dispensed on large wooden tables – some of which are no doubt dragged out of the houses further along the road.

PCs who played "An Afternoon Outing" in Sunndi may notice that the Phantom Player has been enlarged. It used to be a tavern but has been enlarged to an inn after Ulqus, the owner, bought it two years ago. It is still too small to hold all men and women, and thus most of the group is gathered outside.

Aside from Bren's trusted guards and a number of locals, there are a few Ahlissans, the bodyguards of the Ahlissan emissary, Meduxor, quartered at the inn. Meduxor avoids the rowdy public room and is in his own room. If a fight starts (see below) he briefly comes out to lean over the baluster to watch, but otherwise he is unseen. His guards keep mostly to themselves. They are not a bad lot, just a bit dour after the long trip, but a PC who shows them some respect may get them to share a few of their stories – exploits during their travels. If there is time for it, it may (particularly at APL 6) be worthwhile to have the PCs meet them.

☛**Lothar, Ballyn, Wemel, Nom and Nolfar:** Male human Ftr3; hp 33; see Appendix 3.

The barroom is served by Ulqus, the owner, and Rosy, the barmaid. Rosy has a friendly smile and a sharp tongue. Rosy is, in reality, an assassin out to kill Meduxor (see Encounter 6c), and has spend some time gaining the trust of the locals. Rosy is a professional and definitely not a follower of Wastri – in fact, she considers half-elves attractive and may even flirt with them. Note that Rosy does not detect as evil due to her ring. If someone casts *detect magic* and notices the ring (quite a feat as most of Bren's men, and some of the other hired help, glow up like candles), when asked about it, she says she got it from a former lover, a half-elf bard called Suceruss.

Ulqus is amiable and a gossip, but most of what he supposedly 'knows' is utter rubbish.

☛**Ulqus:** Male human Com1; AL NG.

☛**Rosy:** Female human Mnk1/Ftr2/Rog2/Assn1; hp 33; see Appendix 3.

Of Bren's men, four stand out.

Jothwert the Meticulous is a halfling rogue, a former cat burglar. Bren caught him by sheer accident when he attempted to steal a valuable medallion from Bren's mansion. Bren had the burglar whipped, and afterward enrolled the halfling in his army. After all, a man that can

avoid notice and get into Bren's bedroom is an asset. Jothwert is still quite mischievous, but he has gained the trusted respect of the other men and women. He is a distant relative of Markavios, a halfling who organizes pit fights in Pitchfield so Jothwert may recognize any members of Markavios' Pit fighters and urge Ulendesse to pick that PC when she goes to 'test them out' (see below).

Rucard Gwendolyne is a surgeon. He is a rather strange person in Bren's army. He is not a combatant, nor a spellcaster. He is, however, exceptionally good at the medicine arts, and quite in the know of all kinds of diseases, poisons, and even curses.

Samira is a beautiful and exotic dark-skinned sorceress with an appetite for men, and, some say, women (the latter is not true, but Samira doesn't do much to stench the rumors). She has had her share of friends and was at one time Bren's mistress. She can get very nasty when angered.

♣ **Jothwert the Meticulous:** Male halfling Rog11; AL CG.

♣ **Rucard Gwendolyne:** Male human (Oeridian) Exp4; AL NG.

♣ **Samira:** Male human (Flan) Sor10; AL CG.

Ulendesse is a monk who was kicked out of her monk order for reasons nobody has ever been able to pry from her lips. She now trains as a drunken master, and is quite often caught drinking herself into a stupor. Most people think she has a dark past, and she is easy to upset, but she has turned out to be a good friend to Samira and Jothwert.

Glientyle briefly introduces the party to some of these people, before she wanders over to the bar to buy herself a drink. Bren's Men seem only lukewarm to the PCs at first, except to those PCs who are themselves members of the Bren's Men meta-organization. PCs who are a Squire or Knight of the Realm may be ridiculed, but the Men don't push it – while they generally don't get along well with Knights of the Realm they know everyone is here for a common goal.

Shortly after the PCs have entered, Ulendesse lumbers up to one of the PCs. She picks a monk, by preference, or someone else that looks capable in hand-to-hand combat. As one of Bren's Men, Ulendesse knows a bit about the characters, such as their abilities and reputation, and so is able to pick the person most likely to stand up to her. She does not pick any PCs who are already a member of the Bren's Men meta-organization (as they have already proven their worth), nor will she challenge a Squire or Knight of the Realm unless there is no other option.

A dark-skinned woman stumbles over to [PC name]. She swaggers a bit and looks like she has had quite some drinks.

"Sssso... "she slurs, waving before you. "New recruits, eh? D..d...doesn't seem so tough though... Got what it takes, yathink?"

She slams her hand at the table. "Courage! Strength! <hiccup> Wits!" She waves her finger at you. Several people seem to take in the scene and you see their eyes lighting up at the promise of some action.

"Wanna see, eh? If yer fit. Come on, then, eh? Let's see what ya can do? One-on-one with Ulendesse! I challenge you! Come on then!"

The 'men' are seeking some entertainment, and also a way to see if the PCs are the right stuff. Accepting the challenge and being gracefully about it is more important than winning, and may earn the PCs some credit. A DC 10 Sense Motive check makes it clear that her challenge is not hostile, and may be meant to test the PCs out.

Ulendesse will not easily take 'no' for an answer. Flatly refusing will be seen as an insult, and most of Bren's men will not warm up to the party.

If a PC accepts the challenge, read the following.

Ulendesse grins, and seems ready to start, but a halfling jumps between you and her before a fist can be swung.

"Halt!" he cries. "There will be no fighting..."

There is a disappointed sigh from the crowd, before the halfling continues "...before all bets are placed! You can bet your money now!"

As people rush to hand over their coin to the halfling, others clear the floor and push aside tables, the captain, who has looked on stoically for the last minutes, steps in and calls out "All right, both of you! Rules: no lethal force! No magic cast on your opponent! And no foul play! May the best woman... I mean person win!"

Ulendesse is a powerful monk, but in all APLs except APL 12 she does not fight to her full strength. She does, after all, desire to give people a sporting chance.

She does not use all her abilities to the fullest, pulls her punches, and leaves openings in her defense, effectively fighting as someone of lower level. The stats blocks below reflect how she fights. Note though, that she still counts as a 14th level character, which may affect any abilities or spell-effects that depend on level or Hit Dice.

At APL 4 and up, she spends her first round downing two mugs of beer, boosting her strength.

When she engages in melee, she initially seeks to grapple, get a hold, and squeeze until her opponent gives up or passes out. If grappling proves to be inefficient, she goes over to using flurry of blows and stunning blows.

The rules of the game are simple: participants are not to use lethal force, no others may touch the participants,

and no offensive spell casting is allowed. Smart players may notice that it is perfectly acceptable to cast spells on yourself – or to accept spells from others (as long as they are not touch spells). This allows other PCs to participate and balance what may otherwise be an unfair fight.

Try to involve the PCs in the challenge – they are encouraged to place bets on their teammate, and to cheer him on. Ulqus, who bets on the PC, even goes so far as to try to hint any PC spellcaster that he can use supportive spells on his teammate.

Note though that if the PCs cast spells on their ally, Samira on her turn may cast spells at Ulendesse (spells she may cast are *enlarge person* and *haste*). Samira only casts these spells if the challenged PC seems to have it too easy.

APL 2 (EL 3)

☛ **Ulendesse:** female human (Suel) Mnk4; hp 31; see Appendix 1

APL 4 (EL 5)

☛ **Ulendesse:** female human (Suel) Mnk5/Drunken Master1; hp 43; see Appendix 2

APL 6 (EL 7)

☛ **Ulendesse:** female human (Suel) Mnk5/Drunken Master3; hp 57; see Appendix 3

APL 8 (EL 9)

☛ **Ulendesse:** female human (Suel) Mnk6/Drunken Master4; hp 71; see Appendix 4

APL 1 (EL 11)

☛ **Ulendesse:** female human (Suel) Mnk8/Drunken Master4; hp 85; see Appendix 5

APL 12 (EL 13)

☛ **Ulendesse:** female human (Suel) Mnk10/Drunken Master4; hp 99; see Appendix 6

Treasure: There is no treasure to be gained from fighting Ulendesse. However, PCs may bet up to 10 gp/APL on the outcome. Of course they are expected to bet on their fellow PC but that is not a requirement. If they bet on their friend and he wins, they earn their bettings. If they bet on Ulendesse, and she wins, they earn half their bettings. I.e. if someone bets 10 gp on his fellow party member, he earns that same 10 gp when the member wins. This money counts towards the treasure cap.

Development: If the PC does not follow the spirit of the game (i.e. casts offensive spells at Ulendesse or uses lethal

force at any time), the duel is ended immediately, and the PC is chased off. The same goes for any PC standing by who interrupts the fight in such a way (though the duel will continue in that case). PCs better not show their faces in the inn again that evening. Bren's Men will be very uncooperative with those PCs in future encounters.

Otherwise, when the fight is over, read the following.

A cheer goes up among the gathered. As people are brought to their feet, mugs of beer are passed round and pressed into your hands. A bard grabs a lute and raises a song, a popular drinking song that is quickly joined by others.

"A good show", Jothwert comments, counting a stack of money, "and very... profitable too."

Samira laughs, a clear ringing sound. Her eyes search the crowd for company, and soon she is seen chatting with several handsome men.

Rucard shakes his head, but he smiles as he nods at you.

"Well done. You have proven a worthy addition to our troops. Welcome among Bren's men."

Regardless of whether the PCs win or loose, accepting the challenge and fighting fair is rewarded. All the PCs (even the Squires or Knights, at least for now) are now accepted in the group. They are offered beer, stories, and even romance should anyone appeal to Samira. In addition, the men gain Ulendesse's respect, and she recommends the PCs to Bren. All PCs that earned her respect gain the Favor of Ulendesse.

Troubleshooting: It is possible that PCs simply do not want to fight. Smart PCs may come up with alternatives for a challenge. A drinking contest, for instance (anyone suggesting such a game earns extra points in the eyes of Bren's Men). Other games could be a race, arm wrestling, or even a contest chopping wood in the backyard, but the PCs can come up with anything. As long as the game is challenging and requires some endurance to play. Play out the game, and treat it as if the PCs fought Ulendesse, except that nobody gets Ulendesse's favor.

A PC may also ask another PC to take his place if he thinks him more capable – this is accepted.

If everyone refuses the challenge, there is no fight. Ulendesse spends a few rounds insulting the characters, calling them cowards, then retreats to drink herself in a stupor. There is no XP from this encounter, and the PCs will not gain the appreciation of Bren's Men.

Encounter 3: Guard Duty

Depending on the choice made earlier, the PCs are brought to their guard posts the next afternoon.

Glientyle explains that they will be on their own for most of the time until the evening, when they will be relieved by another group of guards. Their watch lasts about eight hours (from afternoon till midnight).

The 'Bump' is simply an old hill, reinforced with a wooden palisade. The guard post at the bridge is a wooden tower that looks out over the stream. Both sites have a hilly terrain and are lightly forested. See Encounters 4a and 4b for a full description of the site.

The PCs are to occasionally patrol the area. Otherwise they are simply there to keep peace. People bearing arms are to be questioned for their purpose before they can continue on along the road or cross the bridge. Armed forces allowed near the meeting will be bearing papers granting access, similar to the papers the PCs have received.

If things go wrong, they are supposed to raise the alarm, either by using the horn, or by setting aflame the light atop of the tower.

After these instructions, Glientyle leaves the PCs to their fate and moves back to town.

Guard duty turns out to be very uneventful for most part of the day. PCs who guard the Bump actually don't see anyone for hours, excepting a few farmers, as this is not an often-traveled route.

PCs who guard the bridge have occasional passers by, against mostly other farmers, but also other guards and, at one point, a troop of warders from the Vast Swamp, headed by Bendolar of the Jalindal.

Otherwise the day passes until dusk falls. Then, things get more interesting.

Let the PCs make a Listen check. Those who roll highest will be the first to notice the agent approaching their fortification.

The sun is low on the horizon, and the shadows deepen as dusk sets in. Lightning the torches may be a good idea by now.

A soft sound alerts you to the presence of another being. Below, a dark humanoid form moves towards you. It halts twenty feet from the fortification, casting a look up. A soft voice – which seems female – whispers "Anyone there? I need to talk to someone in charge."

The woman is a contact with connections to the Scarlet Brotherhood. She is the source that earlier revealed the Wastrians plans to assassinate key figures during the meeting at Brennathar. Now, she has obtained the names of

the people targeted. She also learned the assassinations will take place tonight, though she is not sure how. She was meant to contact an agent from the Veil of the Sun, but this person never showed (he ran into a scouting group of the Ravagers and was killed).

Desperate to deliver the message to anyone, she has now turned to the nearest guard post – the PC's. Unfortunately she has a considerable delay. The assassinations will take place within a few hours, and the Ravager attack that is to serve as a distraction is only moments away – their men are moving into position as she is delivering her message.

The woman is not merely a simple messenger – she is a high level monk, a powerful agent, and is fully capable of defending herself. She does not, however, wish her identity to be revealed. As such, when the attack of the Ravagers ultimately begins (or if the PCs attack), she does not fight, but instead sidesteps and disappears, leaving behind her message in the hope someone finds it (see below).

For the moment, she is eager to speak to anyone. She does not, under any circumstances, reveal herself (though people may attempt to force her to).

◆ **Scarlet Brotherhood Contact:** Female Mnk13; AL LE.

The woman's true identity will not be revealed in this scenario. As such, while PCs may attempt to reveal her nature, i.e. by trying to pull off her cloak, this will ultimately not result in successful identification.

The agent does not look kindly on being unmasked, and will instantly sidestep and disappear if unmasked, leaving the cloak. Those who make a DC 18 Spot check glimpse a Suel woman, but her features cannot be made out clearly as she throws up her arms before she disappears. If anyone attempts to use magic to confine her (i.e. *entangle* or *hold person*), she also disappears (assume she makes her save, if needed).

Moments later, the Ravagers attack (move to Encounter 4a or 4b).

If PCs approach the woman, she urges them to stay at a distance. She has news and wishes to talk to the commander, as she has an important message.

About the message: The woman first insists she must speak to the superior officer present. Once she has determined that there is none, she reluctantly explains.

"Fine. I have no time to argue. I have an important message. Listen carefully. This night, in less than two hours time, assassinations will take place against some of the prominent members of those gathering here. If you heard any rumors... well... they are true. I have here a few names, the names of targets, for as far as I have learned. You

need to prevent these attacks, if possible, or the Wastrians may well overrun your country when they invade."

About her self: "I am not important. I just deliver. Focus on the message."

About the Scarlet Brotherhood: "The Brotherhood is a valuable source of information. They do not wish to see Sunndi fall under an assault from the swamp. It does not further their goals to have the kingdom weakened. You may not trust them, but in this, they are your allies."

If the PCs ask why she says 'them', and not 'we', she replies "I am not with them. Not any more."

About the Wastrians: "There is no doubt the Wastrians are behind this. I cannot tell you why I know so sure... but it is the truth."

About the assassins: "The Wastrians cannot do this themselves. They have hired experts – some, I hear, are quite expensive professionals. Someone must be funding this. I cannot imagine them having all the resource for this. It is most peculiar."

About the targets: "There are six people targeted. I do not know how or when the assassins will strike, just that it takes place tonight. I wrote down their names." She starts shifting in her cloak, searching for something.

As the woman fumbles for the list of names, have the PCs make a DC 15 Spot check. Those who succeed will notice how a light flares up on one of the towers to the west. One of the towers is under attack of the Ravagers, and this is also the signal for the others to attack.

The Ravagers are now near the site (moving to the starting places on the maps). They use the darkness and the cover of the vegetation making it almost impossible to spot them early on unless the PCs took precautions against this (i.e. through *alarm* spells, traps, etc.). If they did, PCs may be able to spot them in time, giving them the upper hand and the chance to start combat themselves (taking the element of surprise from the Ravagers).

Otherwise, the Ravagers try to get as near as 60 feet (just outside the tower's lights). As they move into their final positions, have the PCs make a DC 20+APL Spot check to notice the movement in the trees. PCs talking to the agent get a –5 penalty for being distracted.

PCs who make their checks are not surprised when the Ravagers attack. The Ravagers start their attack by firing arrows at those who are visible – the agent, among others – while the front fighters charge in and the rogue attempts to sneak up to the PCs from behind.

The woman has just pulled a small note from her pockets when a high-pitched whistling sound becomes clear. Before you can react, the woman whirls around, and her fist, lightning quick, kicks an arrow from the air, only

inches from her face, causing it to clatter against the stones.

"Too late!" she cries. "It has started!" and with that she seems to blur, and disappears in thin air, leaving only her cloak to fall to the ground where she stood.

A loud bellow sounds, and from the fast approaching shapes rushing from the shadows and the whistling of arrows you now realize that you are under attack.

Move to Encounter 4a or 4b, depending on the PC's location.

Encounter 4a: The Stand At The Bump

See the map in Appendix 8 for an overview of the situation.

When the Glorioles Army invaded Sunndi's north, in their wake came a group of Ravagers, bands of marauders that invaded the countryside and looted and pillaged wherever they went. The Sunndians did not have the men to stop them, and the Ahlissans had no interest.

Hence, it seemed that the counties of Hestmarken and Brennathar were delivered to these brigands.

The young Bren, having heard of the incursions through a courier, decided to fortify the otherwise unprotected village with a palisade, set on a hill that would guard the northern road into the village. While it provided hardly any real protection, it gave the villagers a sense of safety, especially since the older count – Bren's father Ulay – was away to war against the Ahlissans in the north (where he would fall in battle).

Lucky for Bren, the Ravagers were stopped by the unexpected aid of the Red Orcs of the Hestmark Highlands. The raiders never got far into Brennathar, and the dump went unused. Still, it stands to this day, a long, low hill set with a wooden fence along its ridge.

A wooden bridge connects the two hills, and gives access to a gate with a wooden portcullis (added after the war as an afterthought). The southern hill runs one mile up to the stream and the northern hill is almost two mile long, curving to the west. The palisade does not go much further than two hundred feet on both sides. There are a few torches set along the palisade, which at night provides enough light to see the road. The palisade is of wood and quite low. The ground around it is steep and slippery. It takes a full round action and a DC 15 Climb check to climb over the palisade for a medium creature. A large creature need not make a Climb check, and any bigger creature can move over it as a move-equivalent action.

It is seldom patrolled, and there are few facilities. It is about two miles out of town, and very isolated. Alarm is

raised by means of a horn, which hangs at a rope on the bridge but can be carried around.

☛ **Palisade:** 10 in. thick; hardness 5; hp 100; AC 5; DC 40 Break.

Until nightfall, guard duty at the Bump is dull and uneventful, with nobody passing.

Creatures: Valek and his men approach from the south, through the woods. Their arcane caster, a woman known as the Hag, approaches separate from them, at a slight distance.

Note: the ELs of the encounter have been adapted to account for the PC's advantage of cover and higher grounds.

APL 2 (EL 5)

☛ **Valek:** male human Clr1; hp 10; see Appendix 1.

☛ **Barbarians (2):** male half-orc Bbn1; hp 14; see Appendix 1.

☛ **Archers (3):** male human Ftr1; hp 14; see Appendix 1.

☛ **The Hag:** female human Wiz1; hp 11; see Appendix 1.

APL 4 (EL 7)

☛ **Valek:** male human Clr3; hp 10; see Appendix 2.

☛ **Ogres (2):** large giant; hp 29; see Appendix 2.

☛ **Archers (3):** male human Ftr2; hp 22; see Appendix 2.

☛ **The Hag:** female human Wiz3; hp 18; see Appendix 2.

APL 6 (EL 9)

☛ **Valek:** male human Clr5; hp 38; see Appendix 3.

☛ **Trolls (2):** large giant; hp 63; see Appendix 3.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 3.

☛ **The Hag:** female human Wiz5; hp 26; see Appendix 3.

APL 8 (EL 11)

☛ **Valek:** male human Clr7; hp 59; see Appendix 4.

☛ **Troll fighter:** large giant Ftr2; hp 101; see Appendix 4.

☛ **Vulgan the Ravager:** half-orc Brb1/Ftr4/Ravager2; hp 76; see Appendix 4.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 4.

☛ **The Hag:** female human Wiz7; hp 34; see Appendix 4.

APL 10 (EL 13)

☛ **Valek:** male human Clr9; hp 73; see Appendix 5.

☛ **Troll fighter:** large giant Ftr4; hp 127; see Appendix 5.

☛ **Vulgan the Ravager:** half-orc Brb1/Ftr4/Ravager4; hp 96; see Appendix 5.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 5.

☛ **The Hag:** female human Wiz9; hp 51; see Appendix 5.

APL 12 (EL 15)

☛ **Valek:** male human Clr11; hp 87; see Appendix 6.

☛ **Troll fighter:** large giant Ftr6; hp 165; see Appendix 6.

☛ **Vulgan the Ravager:** half-orc Brb1/Ftr4/Ravager6; hp 116; see Appendix 6.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 6.

☛ **The Hag:** female human Wiz11; hp 61; see Appendix 6.

Treasure: The PCs won't have a lot of time to loot the Ravagers, as the guards that arrive after combat urge them to report in Bren. However, the guards are willing to take care of loot such as armor and weapons, and the PCs benefit from this even if they take no effort to search the bodies.

APL 2: Loot (225 gp); Coin: (10 gp); Magic: *potion of cure light wounds* - (2 gp), spellbook (46gp).

APL 4: Loot (380 gp); Coin: (20 gp); Magic: *cloak of resistance +1* - (83 gp), *potion of cure moderate wounds* - (25gp), *wand of color spray* (63 gp), spellbook (138 gp).

APL 6: Loot (228 gp); Coin: (30 gp); Magic: *2x cloak of resistance +1* (83 gp), *+1 full plate armor* (221 gp), *+1 heavy steel shield* (98 gp), *potion of cure moderate wounds* (25 gp), *wand of ray of enfeeblement* (63 gp), spellbook (466 gp).

APL 8: Loot (222 gp); Coin: (40 gp); Magic: *+1 amulet of natural armor* (167 gp), *+1 breastplate* (113 gp), *2x cloak of resistance +1* (83 gp), *+1 full plate armor* (221 gp), *headband of intellect +2* (333gp), *+1 heavy mace* (193 gp), *+1 heavy steel shield* (98 gp), *+1 orc double axe* (388 gp), *3x potion of cure moderate wounds* (25gp), *scroll of air walk* (58gp), *wand of ray of enfeeblement* (63gp), spellbook (593gp).

APL 10: Loot (234 gp); Coin: (50 gp); Magic: *+2 amulet of health* (333 gp), *amulet of natural armor +1* (167 gp), *+2breastplate* (363gp), *3x cloak of resistance +1* (83 gp), *+1 full plate armor* (221gp), *headband of intellect +2* (333 gp), *+1heavy mace* (193 gp), *+1 heavy steel shield* (98gp), *+1 large greataxe* (195 gp), *+1 orc double axe* (388gp), *3x potion of cure moderate wounds* (25 gp), *potion of haste* (63 gp), *ring of protection +1* (167 gp), *scroll of air walk* (58 gp), *wand of Melf's acid arrow* (375gp), spellbook (784gp).

APL 12: Loot (201 gp); Coin: (60 gp) Magic: *+2amulet of health* (333 gp), *amulet of natural armor +1* (167 gp), *+2 breastplate* (363 gp), *2x cloak of resistance +1* (83 gp), *cloak of resistance +2* (333gp), *+1 full plate armor* (221 gp), *headband of intellect +4* (1333 gp), *+1 heavy mace* (193gp), *+1 heavy steel shield* (98gp), *+1 large chain shirt* (675gp), *+1 large greataxe* (195 gp), *+2 orc double axe* (1388 gp), *3x potion of cure moderate wounds* (25 gp), *potion of haste* (63 gp), *ring of protection +1* (167gp), *scroll of air walk* (58 gp), *+1 spellstoring heavy mace* (693 gp), *wand of Melf's acid arrow* (375gp), spellbook (967gp).

Detect Magic Results: *amulet of health* +2 (Moderate Transmutation), *amulet of natural armor* +1 (Faint Transmutation), *breastplate* +1 (Faint Transmutation), *breastplate* +2 (Faint Transmutation), *cloak of resistance* +1 (Faint Abjuration), *cloak of resistance* +2 – (Faint Abjuration), *full plate armor* +1 (Faint Transmutation), *headband of intellect* +2 (Moderate Transmutation), *headband of intellect* +4 – (Moderate Transmutation), *heavy mace* +1 (Faint Transmutation), *heavy steel shield* +1 – (Faint Transmutation), *large chain shirt* +1 – (Faint Transmutation), *large greataxe* +1 (Faint Transmutation), *orc double axe* +1 (Faint Transmutation), *orc double axe* +2 – (Faint Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of haste* (Faint Transmutation), *ring of protection* +1 (Faint Abjuration), *scroll of air walk* (Moderate Transmutation), *spellstoring heavy mace* +1 – (Strong Evocation), *wand of color spray* (Faint Illusion), *wand of Melf's acid arrow* (Faint Conjunction), *wand of ray of enfeeblement* (Faint Necromancy)

Development: Valek orders his warriors into battle, and quickly follows himself, casting spells to improve their battle prowess. His intention is to storm one hill, and try to get his men over the palisade under cover of the bowmen. For supporting magic he depends on the Hag.

She aims to aid by using *enlarge person* or *levitate* to aid the fighters over the palisade. Otherwise she uses her enchantment spells to get PCs under her influence, and set them to open the gate or allow access to her men (she does not order them to attack their friends unless she is certain that she can maintain control).

If anyone strikes the alarm, it takes ten rounds for the nearest patrol to notice and arrive. If the combat isn't over by then, a force of six 1st level warriors headed by a 3rd level warrior arrives to aid the PCs. By then, Valek calls for retreat.

Aftermath: The only people who have any knowledge of reasons for the attack are Valek, Vulgan, or the Hag. They are hard fellows, and won't talk even under torture or *charms*. Intimidate does not work – they are used to pain and do not fear death – and they laugh at any attempt at diplomacy. Most of these people are very deranged – it's impossible to get them to talk unless a PC finds a very clever hook to draw them out.

Magic compulsion or spells such as *detect thoughts* offer ways to pry the truth. In this, all that can really be learned is that the Ravagers agreed to cause a diversion for the Wastrians, hoping to incite a war, the bloodshed of which would please their master Erythnul.

A minute after the fight starts (likely after the PCs have dealt with the situation), a patrol of guards arrive, led by Captain Millor, who takes control from here, and sends off the PCs to Bren to report.

Encounter 4b: The Stand At The Bridge

See the map in Appendix 8 for an overview of the situation.

The bridge to be guarded crosses the stream that eventually reaches Bren in the east. The road leads south, eventually going all the way down to Corul, and North, where it splits after a mile into a road that leads to Bren and one that leads to Pitchfield.

Almost all traffic between Corul and Pitchfield passes here. The men from Eyedrin, the Royal Warders, and the men from Count Kestor all arrive over this road. It is a well-traveled road, generally quite safe. The wooden tower to guard the bridge is new, erected after rumors of giants stalking the hills, to provide a guide for people coming from the south.

The tower has a small wooden table and benches in the narrow space below, and a ladder that goes up to its wooden roof (10 feet up). A wooden door provides access to the space below.

🔪 **Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; DC 18 Break.

Each corner of the tower has a torch (which needs to be lit at night). In one corner is a longer pole that contains a stone jar and a long rope. Pulling the rope breaks the alchemical fire inside the jar, causing it to erupt in flame. The beacon serves as an alarm. If any trouble occurs, the PCs are expected to set the alarm, calling for the nearest patrol.

The bridge is of wood and very simple. The area around the stream here is lightly forested, and it is not so easy to see into the woods, but the tower gives a clear view of the road and stream.

Creatures: Kagarov and his warriors sneak up along the stream, trying to get as close as possible before the archers at the other side of the stream fire. The ravager's wizard, a man known as the Warlock, comes from the other side, hoping to approach as quietly as possible unburdened by the presence of the warriors.

Note: the ELs of the encounter have been adapted to account for the PC's advantage of cover and higher grounds.

APL 2 (EL 5)

🔪 **Kagarov:** male human Clr1; hp 10; see Appendix 1.

☛ **Barbarians (2):** male half-orc Bbn1; hp 14; see Appendix 1.

☛ **Archers (3):** male human Ftr1; hp 14; see Appendix 1.

☛ **The Warlock:** male human Wiz1; hp 11; see Appendix 1

APL 4 (EL 7)

☛ **Kagarov:** male human Clr3; hp 10; see Appendix 2.

☛ **Ogres (2):** large giant; hp 29; see Appendix 2.

☛ **Archers (3):** male human Ftr2; hp 22; see Appendix 2.

☛ **The Warlock:** male human Wiz3; hp 18; see Appendix 2

APL 6 (EL 9)

☛ **Kagarov:** male human Clr5; hp 38; see Appendix 3.

☛ **Trolls (2):** large giant; hp 63; see Appendix 3.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 3.

☛ **The Warlock:** male human Wiz5; hp 26; see Appendix 3.

APL 8 (EL 11)

☛ **Kagarov:** male human Clr7; hp 52; see Appendix 4.

☛ **Troll fighter:** large giant Ftr2; hp 101; see Appendix 4.

☛ **Tabor the Ravager:** half-orc Brb5/Ravager2; hp 80; see Appendix 4.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 4.

☛ **The Warlock:** male human Wiz7; hp 34; see Appendix 4.

APL 10 (EL 13)

☛ **Kagarov:** male human Clr9; hp 66; see Appendix 5.

☛ **Troll fighter:** large giant Ftr4; hp 127; see Appendix 5.

☛ **Tabor the Ravager:** half-orc Brb5/Ravager2; hp 100; see Appendix 5.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 5.

☛ **The Warlock:** male human Wiz9; hp 51; see Appendix 5.

APL 12 (EL 15)

☛ **Kagarov:** male human Clr11; hp 80; see Appendix 6.

☛ **Troll fighter:** large giant Ftr6; hp 165; see Appendix 6.

☛ **Tabor the Ravager:** half-orc Brb5/Ravager2; hp 120; see Appendix 6.

☛ **Archers (3):** male human Ftr3; hp 30; see Appendix 6.

☛ **The Warlock:** male human Wiz11; hp 61; see Appendix 6.

Treasure: The PCs won't have a lot of time to loot the Ravagers, as the guards that arrive after combat urge them to report in Bren. However, the guards are willing to take care of loot such as armor and weapons, and the PCs benefit from this even if they take no effort to search the bodies.

APL 2: Loot (145 gp); Coin: (10 gp); Magic: *potion of cure light wounds* (2 gp), spellbook (46 gp).

APL 4: Loot (298 gp); Coin: (20 gp); Magic: *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* - (25gp), *wand of color spray* (63 gp), spellbook (138 gp).

APL 6: Loot (245 gp); Coin: (30 gp); Magic: *+1 breastplate* (113 gp), *2x cloak of resistance +1* (83 gp), *+1 heavy steel shield* (98 gp), *potion of cure moderate wounds* (25 gp), *wand of ray of enfeeblement* (63gp), spellbook (466 gp).

APL 8: Loot (222 gp); Coin: (40 gp); Magic: *amulet of natural armor +1* (167 gp), *+1 2 x breastplate* (113 gp), *2 x cloak of resistance +1* (83 gp), *+1 greatsword* (196 gp), *headband of intellect +2* (333 gp), *+1 heavy mace* (193 gp), *+1 heavy steel shield* (98 gp), *3 x potion of cure moderate wounds* (25 gp), *scroll of air walk* (58 gp), *wand of ray of enfeeblement* (63 gp), spellbook (593 gp).

APL 10: Loot (234 gp); Coin: (50 gp); Magic: *amulet of natural armor +1* (167 gp), *+1 breastplate* (113 gp), *+2breastplate* (363 gp), *3 x cloak of resistance +1* (83 gp), *gloves of dexterity +2* (333 gp), *+1 greatsword* (196 gp), *headband of intellect +2* (333 gp), *+1 heavy mace* (193 gp), *+1 heavy steel shield* (98 gp), *+1 large greataxe* (195 gp), *3 x potion of cure moderate wounds* (25 gp), *potion of haste* (63 gp), *ring of protection +1* (167 gp), *scroll of air walk* (58 gp), *wand of Melf's acid arrow* (375 gp), spellbook (784 gp).

APL 12: Loot (201 gp); Coin: (60 gp) Magic: *amulet of natural armor +1* (167 gp), *+1 breastplate* (113 gp), *+2 breastplate* (363 gp), *2 x cloak of resistance +1* (83 gp), *cloak of resistance +2* (333 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +4* (1333 gp), *+1 heavy mace* (193 gp), *+1 heavy steel shield* (98 gp), *+1 keen greatsword* (696 gp), *+1 large chain shirt* (675 gp), *+1 large greataxe* (195 gp), *3 x potion of cure moderate wounds* (25 gp), *potion of haste* (63gp), *ring of protection +1* (167 gp), *scroll of air walk* (58gp), *+1 spellstoring heavy mace* (693 gp), *wand of Melf's acid arrow* (375 gp), spellbook (967 gp).

Detect Magic Results: *amulet of natural armor +1* (Faint Transmutation), *breastplate +1* (Faint Transmutation), *breastplate +2* (Faint Transmutation), *cloak of resistance +1* (Faint Abjuration), *cloak of resistance +2* – (Faint Abjuration), *gloves of dexterity +2* (Moderate Transmutation), *greatsword +1* (Faint Transmutation), *headband of intellect +2* (Moderate Transmutation), *headband of intellect +4* – (Moderate Transmutation), *heavy mace +1* (Faint Transmutation), *heavy steel shield+1* – (Faint Transmutation), *keen greatsword +1* – (Faint Transmutation), *large chain shirt +1* – (Faint Transmutation), *large greataxe +1* (Faint Transmutation), *potion of cure light wounds* (Faint Conjuration), *potion of cure moderate wounds* (Faint Conjuration), *potion of haste* (Faint Transmutation), *ring of protection +1* (Faint Abjuration), *scroll of air walk* (Moderate Transmutation), *spellstoring heavy mace +1* – (Strong Evocation), *wand of color spray* (Faint Illusion), *wand of Melf's acid arrow* (Faint Conjuration), *wand of ray of enfeeblement* (Faint Necromancy)

Development: The Ravagers start their attack when the archers fire. Kagarov uses any surprise round to cast a supporting magic on his warriors (preferably the trolls).

The remainder of the combat he prefers to stay out of sight (preferably invisible), to either use buffing magic or to summon monsters to do his work (since he summons only evil creatures, he casts his summoning spells at 1 level higher than normal – see Appendix 7 for stats for the augmented monsters summoned by Kagarov). Be aware that the possible small space makes summoning not always most effective.

Once he has his most powerful monsters summoned, he moves into melee himself.

The warriors' intent is to charge the tower and break in the door, while another engages those who moved outside the tower.

The Warlock's intent is to get as close as possible while still in the cover of the woods, from where he can cast spells to shield himself and aid his allies, such as levitating or enlarging them so they can breach the tower. Once combat is on the way, he uses personally targeted spells to maim his opponents.

If anyone strikes the alarm, it takes ten rounds for the nearest patrol to notice and arrive. If the combat isn't over by then, a force of six 1st level warriors headed by a 3rd level warrior arrive to aid the PCs. By then, Kagarov calls for retreat.

Aftermath: The only people who have any knowledge of reasons for the attack are Kagarov, Tabor, or the Warlock. They are hopelessly insane. See the aftermath of Encounter 4a how to deal with any attempts at interrogation.

A minute after the fight starts (likely after the PCs have dealt with the situation, a patrol of guards arrive, led by Captain Millor, who takes control from here, and sends off the PCs to Bren to report.

Encounter 5: Return to Bren

With the arrival of the soldiers the PCs can return to Bren to file a report. They are given horses if needed, and are advised to set out at once. The captain of the soldiers, Millor, advises them to seek out Samira and her band, who had split up from his platoon on his way here.

It is assumed the PCs found the note. If not, a soldier finds it. Millor asks the PCs about it and requests them to take it to Bren, in case it is important.

The note contains two names, depending on APL:

APL2: Orwana Kestor and Lord Meduxor

APL4: Armenis Bregohan and Orwana Kestor

APL6: Lord Meduxor and Armenis Bregohan

APL8: Bendolar of the Jalindal and Lord Meduxor

APL10: Cletis of Eyedrin and Bendolar of the Jalindal

APL12: Reynallen and Cletis of Eyedrin

If the PCs follow Millor's directions, after fifteen minutes riding, they happen upon the remains of another battle.

In the distance, sounds of fighting and screams of anger punctuate the air. Four people are fighting a gigantic ogre. The person in front, which, when closing, is recognized as the monk Ulendesse, makes a leap, and a kick sends the creature down, sprawling on the ground, where a shorter man ends its life with a quick thrust of his blade.

The four turn as they hear your approach, taking in a defensive stance, but relax as they recognize you. They are the sorceress Samira and her friends. The woman quickly walks towards you. Around her are the bodies of slain men, ogres, and a troll.

She breathes heavily as she points at the body of a man whose face is scarred with a horrible tattoo.

"Ravagers! Here, in Brennathar! They have never come so close. What is going on here?"

Ulendesse, Samira, Jothwert and Ulqus encountered these ravagers. The fight was short but intense.

Samira is eager to hear what happened to the PCs. She tries to make sense of these attacks.

If the PCs tell her about the agent and she reveals the names, she grows concerned. She immediately suggests they split up to seek out the named targets. She makes a split second decision and commands the PCs to seek out on the following targets (depending on the APL):

APL2: "Someone has to make sure Count Kestor's wife is safe. I suggest you seek her out. She is quartered in Bren's mansion. No doubt she is safe there from the Ravagers, but still... get yourself there in a hurry. We will seek out Meduxor. He is the Ahlissan missionary."

APL4: "Bregohan? He is a posh, not a guy I like much. But he has contacts in Pelsand. Better you try find him. He is a fool, no doubt an easy target. I guess he is at the tent city – he spends most of his time there. We will try to secure Bren's mansion and make sure Kestor's wife is safe."

APL6: "It is important that the missionary not be harmed. We cannot have trouble with Ahlissa- not now. Go seek him out, he is quartered in the Phantom Player – the inn where we met. We will take care of that fool Bregohan."

APL8: "Hmm. I guess we can make sure the missionary is safe. He does, after all, have his own guards. Bendolar now... he is an important member of the Royal Warders. I believe he and his men went up the river, to the

south. You better go after him and make sure he is safe. He is too valuable too loose to a sniper's arrow."

APL10: "Cletis must be at Docktown. It's a small thorpe just a mile or so outside Bren. You go there and see he knows they are coming for him. Be warned though – Cletis is from Eyedrin. A Hextorite. He is not as bad as some of his fellows but he stays a bastard. Anyway, you go warn him. We try to find Bendolar."

APL12: "I believe Reynallen is at the fort. Used to be some old temple but Bren had it converted. The Trithereonites are quartered there. I can't see how anyone could get through them, but better to be safe... go to Reynallen and tell her what you know. We will move to Docktown and warn Cletis."

If the PCs agree, the group quickly sets off. The PCs are again on their own. Move to the appropriate Encounter (6a through 6f).

Troubleshooting: It is possible, for whatever reason, that PCs desire to save the other target, instead of the one suggested by Samira. If they insist, Samira does not object, and gives a pointer as to where they might look for the other target. Move to the encounter for that target, instead. Note that in all cases except APL2, this means the PCs get an easier encounter, and thus less XP. At APL 2 the alternate encounter (see Encounter 6c) contains suggestions how to make it survivable for the lower APL.

It is also possible PCs miss this encounter, if they *teleport* to the city, for instance. In that case, let the PCs do some research of their own to find their target. You can skew information gained (from city folk or military men) so the target appropriate for their APL is found first.

Since the assassinations take place at the same time, only one attack can be stopped. The other is supposed to succeed or be stopped by others. The fate of that target is left unclear at the end of the scenario (the fog of war).

Encounter 6a-f: Notes (Read This First)

The following encounters describe the assassinations the Wastrians have planned. All assassinations take place at the same time. As a result, only one of their targets can be saved by the party. Which assassination they prevent is largely up to them. However, since every encounter is optimized for a specific APL, it is recommended you steer them towards that encounter. Encounter 5 explains the optimal encounter for the given APL, and gives you a means to steer the party in that direction. Nevertheless, players can be stubborn and crafty, and it is possible they seek out another encounter, either deliberately or by accident.

I.e., if the PCs decide to find Reynallen to report to her, rather than listen to the advice to save the given target, they will likely stumble into Encounter 6f. PCs that decide to go to the inn where they met Bren's Men run into Encounter 6c.

This means that it is possible PCs get an inappropriate encounter – either one that is too easy or one that is too hard. This is fine – it is their choice. Note though that if the encounter is easy, the PCs get less XP, and if the encounter is harder, they still do not get more than the XP cap.

Also, keep into mind that the main objective of these encounters is to save the target. It is not needed to defeat the assassins, provided the target is left rescued. You can use this to make encounters that are over the party's capabilities survivable, as the assassins will initially focus on killing the target (rather than the PCs), and clever PCs may save a target without the need to defeat the opponents in combat.

If the PCs save the target, they get full XP for that encounter – even if the PCs fled or did not defeat all the opponents.

If, however, the target was killed, the PCs get half XP, even if they eventually defeat the assassins.

Maps of the various battle scenes can be found in Appendix 8.

Encounter 6a: Saving Orwana Kestor

Orwana Kestor, the wife of Count Kestor of Corul, has been given rooms in Bren's mansion, just outside the city. Kestor would have preferred to leave Orwana in Pitchfield, but she insisted on coming here, having a personal interest in the affairs. Their daughter Balinda and their son are safe in the Palace in Pitchfield, where they are tended by the children's nanny.

Bren leaves the day-to-day operations of his manor and fields to his able seneschal Anaria Thistlehill, a halfling woman of small stature but with a knack for numbers and people. Anaria Thistlehill is also the Mayor of Bren, though, and the current events have drawn her from the house, leaving it in the hands of a few guards, who proved no match for the men that assaulted the house minutes before the PCs get there.

Killing Orwana would be a blow to Kestor, but it would only strengthen his resolve and determination. The Wastrians, therefore, ultimately decided not to target her. Another group, though, one who is well aware of the activities, decided to make use of the opportunity and make their own move, shifting the blame on the Wastrians.

This group is not intent to kill Orwana – instead, they hope to abduct her, possible to later use her against Kestor.

The brains of the party hired for the abduction are the halfling rogue Bowart and his companion Aelin, a sorcerer.

They hired four thugs to assault the mansion from the front and deal with the guards, while Aelin charms the Countess, so he can take her away using a special amulet given him that allows him to *teleport* to his employee (who will stay unknown, but see below).

When the PCs arrive, they immediately notice something is amiss. The front door of the mansion is open, and the three mansion guards are on the ground. One of them is still alive and stable, though in no condition to fight. He urges the PCs to hurry, as the thugs that broke the doors are on their way to the tower house in the back (the shattering of a door can be heard in the distance).

The tower house is a small round tower with lower room for servants and an upper room intended for royal guests. It is hardly ever used, as it is in the back of the house, at the end of a gallery room filled with pictures of Bren's ancestors, some of which were highly regarded nobles in the Great Kingdom, something Bren is rather not reminded of.

Creatures: While the thugs are battering down the door and trying to deal with any guards, Aelin and Bowart have climbed up to the tower's balcony. Aelin intends to charm Orwana, ask her to come with him to a 'safe' place, and then *teleport* away using the amulet he wears.

Bowart makes ready to attack anyone who may try to interfere.

Orwana was asleep in the top of the tower when sounds of breaking and entering woke her. She just got out of bed, wondering at the noise.

Aelin and Bowart have just clambered on the balcony when the thugs batter the door down. The PCs arrive just in time to see this last thing happen.

All APLs (EL 4)

☛ **Aelin:** male human Sor1; hp 4; see Appendix 1.

☛ **Bowart:** male human Rog1; hp 7; see Appendix 1.

☛ **Thugs (3):** male/female human War1; hp 9; see Appendix 1.

☛ **Orwana Kestor:** female human (Oeridian) Ari2; hp 13; see Appendix 1.

Treasure:

All APLs: Loot (49 gp); Coin: (0 gp); Magic: *dust of tracelessness* (21gp), *scroll of shield* (2 gp).

Detect Magic Results: *dust of tracelessness* (Faint Transmutation), *scroll of shield* (Faint Abjuration)

Development: The PCs have three rounds to interfere. Unless they interfere, the following happens:

In the first round, Aelin opens the doors of the balcony (which weren't locked), while Orwana calls out who he is. In the second round, he casts a charm spell at Orwana (who fails her save), asking her to come closer. In the third round, Orwana walks up to the balcony. In the fourth round, Aelin, Bowart, and Orwana *teleport* away.

At any point the PCs may interfere, provided they can get to the second floor. They can try to get Orwana out of the sorcerer's hands, or simply attack him. In any case, Bowart jumps from the shadows to deal with the PCs.

Aelin uses charms to calm any PCs down and try to get them to allow Orwana to come with him. He does not *teleport* away without his friend Bowart, but if the halfling dies he tries to make a grab to Orwana and escape. It is possible to make him surrender by taking the halfling hostage – the two are friends and Aelin is loath to leave without Bowart.

If the PCs linger too long downstairs, the couple *teleport* away with Orwana. Before they leave, Bowart uses his *dust of tracelessness* to hide any traces of their presence, and the PCs find a totally empty, slightly dust covered room when they get upstairs.

Aftermath: Interrogating Aelin or Bowart reveals little. Both are scared to death of their employer, a hooded man who they only met twice. Aelin suspects him to be a cleric of a dark deity, possibly Nerull or Vecna, but Bowart believes him to be a wizard. Both deny that they were working for the Wastrians. They admit they get good gold for Orwana, but deny that they planned to kill her. They regret any deaths among the guards but try to blame those on the thugs they hired.

Interrogating the thugs is futile – they were hired to cause a distraction, but do not even know why.

If the PCs kill or capture Aelin, it is likely they find the amulet. The amulet is small disc, bearing a sun crying tears of blood. It has a moderate transmutation aura when detected. It is not actually intended that PCs will use the amulet, but persistent PCs may succeed.

Activating the amulet is not easy without a command word. It is possible PCs force Aelin to tell them the command word (*quentiir*) if they make a successful DC 18 Intimidate check. Aulin is so scared he only tells the command word if pressured – bluff, diplomacy or even a *charm* does not convince him to part with the command word.

A PC can also attempt to blindly activate the amulet through a DC 20 Use Magic Device check.

Any PC who does activate the disc is instantly teleported away, along with anyone he touches.

What happens to the PCs is unknown. No amount of scrying can discern their locations, and they are effectively

out of the scenario. It takes several weeks before they surface again, at the edge of the Vast Swamp, dazed and unable to recall what happened. Their backs are covered in scars, and the two previous weeks are only a blur of darkness, pain, and fear.

PCs who have gone through this pay 2 more TUs for spending their days in the swamp. They are also 'marked'. Being marked may have effect in future scenarios. **Note the TU cost and the condition on the PCs AR, under 'Notes'.**

A PC that teleported away gets all the benefits and favors as the other PCs.

If, for some reason, PCs that *teleport* away take Orwana with them, they are treated as having failed to save her – Orwana will not resurface.

Encounter 6b: Saving Armenis Bregohan

Count Armenis Bregohan of Pawluck Valley is one of the few original nobles that still live in Pawluck Valley. He is not a local but hails from the North. He is a member of an old Oeridian line, and a member of the church of Heironeous. He claims one of his ancestors was once a member of the Knight Protectors.

Armenis family was until recently penniless, and it is this reason that he married Tasali, a lone woman from low birth but very wealthy. Unfortunately his wife is less docile than he might hoped, and rumors of her unfaithfulness are threatening to ruin his family name.

These domestic troubles aside, Armenis is of some influence as he is a good friend of Count Donner of Pelsand, one of the few counts who has a sizable force of men. Donner is not on good terms with Hazendel lately, and it is doubtful if he can be persuaded to lend men for the war in the south.

While Armenis is uncertain if he can convince Donner, who recently fell ill, his death will make negotiations far more difficult.

Armenis is currently at the edge of the tent city, awaiting the return of his men, who were sent out to give support at a watchtower that flared alarm. Armenis himself did not go as he found his own horse had been poisoned that same night. The animal is very ill, and though it will survive, Armenis, for whom his horses are his pride, decided to stay behind and just send his men off, confident they could deal with the situation without his command.

Creatures: A few moments after the PCs arrive, so does the wizard Feex, hired to kill Armenis, and responsible for the poisoning of his horse. Give the PCs a chance to interact with Armenis and inform him of the situation, before you have Feex and his men happen upon them.

All APLs (EL 6)

☛ **Feex:** male human Evo3; hp 10; see Appendix 2.

☛ **Thugs (4):** male/female human Ftr2; hp 18; see Appendix 2.

☛ **Armenis Bregohan:** male human (Oeridian) Ari3; hp 21; see Appendix 2.

Treasure: Remember that PCs may plunder Feex's spellbook. See Feex' stats for the contents of his spellbook.

All APLs: Loot (177 gp); Coin: (0 gp); Magic: *scroll of glitterdust* (13 gp), spellbook (71 gp).

Detect Magic Results: *scroll of glitterdust* (Faint Abjuration)

Development: Feex is dressed as a commoner, the thugs he hired are wearing armor, nondescript but that is not so strange in current circumstances. Still, PCs will likely be on their guard, so unless they act very careless or very carefully it is not likely either side gets surprise.

Once confronted with the PCs presence, Feex quickly orders his men to attack, while he himself unleashes a *scorching ray* at Bregohan.

Aftermath: PCs may wish to interrogate Feex once they captured him. He is an aggressive wizard, rather proud. He is not stupid though, so if people persist, he eventually admits being approached by a woman called Sister Margot, who paid him good money and promised him access to some new spells if he killed Armenis Bregohan. He never asked why. He figured the 'sister' was a cleric in a dubious, possibly illegal, religion, but personally, he didn't care. He does not know there are any other assassinations taking place.

Encounter 6c: Saving The Ahlissan Emissionary

Lord Meduxor is an emissary, a special envoy sent by the United Kingdom of Ahlissa to discuss the application of troops by the Ahlissans against the Vast Swamp forces.

While Ahlissa is not unwilling to supply weapons for the war in exchange of other goods, actual troops is a sensitive point – both for Sunndians and Ahlissans. Hazendel could use more men but is unsure how its populace will feel about that. Xavener, on the other hand, has many problems elsewhere and cannot spare too many.

Meduxor's task is to find a compromise that is satisfying for both states. He is important for these negotiations. His death may mean the end of them – and may raise tension between the two states.

Creatures: The person Sister Margot hired to kill Meduxor is a professional assassin: a woman specialized in disguises, who frequently performs her kills while undercover. She currently poses as “Rosy” the barmaid. “Rosy” entered service at the Phantom Player almost two weeks ago. She has prepared her assassination quite well. Shortly after the attacks by the Ravagers started, she poisoned the food of Lord Meduxor’s guard. It’s not a deadly poison, but a drug with some nasty effects: whoever takes the drug gets whipped into a frenzy, and is compelled to attack anyone in sight. Rosy’s plan is to incapacitate the guard in this way, and also provide a convenient distraction that will allow her to draw Meduxor from his chambers and kill him.

All APLs (EL 8)

☛**Rosy:** female human Mnk1/Ftr2/Rog2/Assn1; hp 33; see Appendix 3.

☛**Lothar, Ballyn, Wemel, Nom and Nolfar:** male human Ftr3; hp 33; see Appendix 3.

☛**Lord Meduxor:** male human Ari4; hp 23; see Appendix 3.

Treasure:

All APLs: Loot (0 gp); Coin: (0 gp); Magic: *ring of mindshielding* (667 gp).

Detect Magic Results: *ring of mindshielding* (Faint Abjuration).

Development: When the PCs arrive, a full-scale battle is in swing. The PCs may recognize the fighting guards from encounter 2. None of the guards is armed – the frenzy is so compelling that they went at each other with bare hands. This means they only do non-lethal damage, and take a -4 on attacks (incorporated in their stats). All commoners have fled the room. Only Ulqus, Rosy, and Meduxor, who just came down to investigate the noise, are present.

‘Rosy’ needs 3 rounds to study Meduxor before she strikes, using her death attack in an attempt to kill the emissary. Once her deed is done, she flees.

The PCs have these rounds to determine something is amiss, or to safeguard the emissary. If Rosy thinks that her death attack will be thwarted, she attacks anyway, hoping her sneak attack will be enough to down the emissary. She makes only one attempt – once that succeeds or fails, she flees. She’s not afraid to enter battle but prefers to get herself out alive. Especially at APL 2, do not pit Rosy against the PCs, but let her flee. Note that saving the emissary is more important than capturing the assassin – though PCs may feel different about that.

Aftermath: It is unlikely PCs get anything out of Rosy – even not her real name – if they capture her and try to interrogate her. She is a professional and knows her rights.

She demands a fair trial according to Sunndi law, and otherwise does not reveal anything. Nothing short of a *domination* spell can make her reveal her employee, though she will admit that she had ‘a contract’.

If the PCs apply torture or other unsavory (evil) means in an attempt to make her talk, she files a complaint against them once handed over. While this causes some consternation, the PCs ultimately do not get punished. However, they do not get the favor of Kestor in that case – partly since he needs to use his influence to keep them out of trouble, and partly because he himself frowns on such actions.

Encounter 6d: Saving Bendolar of the Jalindal

Bendolar of the Jalindal is one of the higher officers of the Royal Warders of the Vast Swamp. He has a lot of experience fighting the bullywugs, and a above average relationship with the Cthaan, the lizard folk from the swamp. He also knows quite a lot of the Wastrians, having studied them during his life in the Warders. It is no wonder, then, the Wastrians want him dead. To top it off, Bendolar is about the worst a Wastrian can imagine: a half-elf, the product of the love between men and elf.

For Sister Margot, a Wastrian cleric who participates in the organization of the assassinations, this is a reason to make this personal. She followed the progress of the ranger when he led his men to follow a few of the ravaging troops.

As they crossed the stream, she launched her own attack, setting her undead against him. The battle proved hard, and all her men were slain, but eventually only Bendolar himself was left, grievously wounded. When the PCs arrive, Sister Margot has decided to reveal her own presence and end the battle... though not before she has dealt with the last obstacles to her victory.

A horrible stench wafts to you as you near the stream. On the other side you see dark shadows of men fighting. One man goes down, another seems to be the last standing, cutting down the creature that struck his fellow. As it falls down with a clatter, it becomes clear that this was one of the walking dead, and you immediately realize the cause of the stench.

The man seems to have noticed you, as his hand rises in a greeting – or a call for help. Before you can actually react, however, a blast of blue energy is released, and the man falls down. A woman, in full plate armor and wielding a glaive, steps forward from the darkness, eyeing the fallen man with satisfaction.

At the same time, dark shapes rise from the reeds around the water and climb onto the side, lumbering towards you, the stench of death around them.

The spell released was *order's wrath*, and it dropped Bendolar to -4 hit points.

Creatures: The undead that climbed over the wall were zombies. They were undead created by Sister Margot and under her command. Her 'pet', a giant constrictor snake, is also hidden in the reeds and attacks as soon as the characters get close enough for it to charge (within 20 feet). Note that the snake is a tamed but otherwise normal animal.

All APLs (EL 10)

☞ **Sister Margot:** male human Clr8; hp 58; see Appendix 4.

☞ **Giant Constrictor Snake:** huge animal; hp 63; see *Monster Manual* page 280 and Appendix 4.

☞ **Ogre Zombies (2):** large undead; hp 55; see *Monster Manual* page 267 and Appendix 4.

☞ **Bendolar of the Jalindal:** male half-elf Rng13 (effective level 6 due to level drain); hp -4; see Appendix 4.

Treasure:

All APLs: Loot (8 gp); Coin: (0 gp); Magic: +1 bane (*humanoids: elf*) glaiive (692 gp), +1 full plate armor (221 gp), 2 x scroll of cure moderate wounds (25 gp).

Detect Magic Results: full plate armor +1 (Faint Transmutation), bane (*humanoids: elf*) glaiive +1 (Moderate Conjunction), scroll of cure moderate wounds (Faint Conjunction).

Tactics: Expecting him to die from his wounds, Sister Margot does not waste actions on killing Bendolar until she is certain the PCs are no longer a threat. Till then, she casts spells at the PCs to slow them down and aid her undead (i.e. using *desecrate*, or by rebuking turned undead).

Her undead have little tactics and attack everything in sight. The snake attacks those that near the reeds on either side of the stream.

If her undead are slain, and Bendolar is not yet dead, sister Margot attempts a coup de grace on him, provided she can do so safely, and then flees. She also attempts a coup de grace if the PCs manage to heal the ranger. Sister Margot's prime motivation is to kill Bendolar, at the cost of her own life if needed. The PCs likely need to either kill or immobilize her if they want to avoid it.

Note that Bendolar loses 1 hp every round unless he stabilizes. Use Bendolar's stats block if the PCs manage to get him up and able to fight. PCs might restore the lost levels, but since *restoration* takes 3 rounds to cast, doing so during the battle might be difficult.

Aftermath: Sister Margot is one of the organisers of the attack. Interrogating her may be difficult, as she refuses to speak to non-humans or those she suspects of 'consorting' with them.

If PCs somehow can dupe her into believing they are on her side, or if they use force or apply torture (an evil act), she reveals that she, on command of higher clerics, has organized the attack to cripple the attack on the Vast Swamp. She believes that her attack was successful (even if the PCs thwarted Bendolar's death), and that all humanoids will die horribly once the forces of the swamp invade the south.

She knows the names of all targets, and does not mind telling the PCs these – after all, they are too late. If asked she mentions all targets' names except Orwana Kestor (whose abduction is not a Wastrian ploy).

Encounter 6e: Saving Cletis of Eyedrin

Cletis is a commander in the small group of Hextorites that live in and around Eyedrin, a small town at the border of the Vast Swamp. The town acts as a buffer against the incursions of the bullywugs in the east, and quite a few raids have been stopped by the militia of the town. The worship of Hextor is still practiced in Eyedrin, and Hazendel has allowed the settlement to grow.

Still, the Hextorites are not ever popular elsewhere in Sunndi. Only the desperate and the unscrupulous move to the town. For the defense of Sunndi, the support of the Hextorites is important. Hazendel hopes to get the Hextorites to accept aid from the Trithereon knights and the Warders, to better defend Stalward. Until now, the Hextorites have defended their part of the border on their own.

Cletis has been sent to negotiate over cooperation between Eyedrin and Nondrin, a traditionally Trithereon dominated settlement at Stalward's border. Such an agreement would bolster the defenses of both Stalward and Corul. Negotiations for this will be tense, though, as Hextorites and Trithereonites do not get along even in the best of circumstances.

If anyone can get an agreement out of it, Cletis is the one. He is not as dark hearted as the clerics, focusing more on Hextor's reputation as a warrior than his tyrannical aspect, and he is advisor for affairs of war.

To avoid early run-ins between Cletis' men and the warriors of Reynallen, they have been quartered away from the town, in a small thorp called Docktown about a mile east. The thorp acts as a small harbor for loading and unloading grain and other goods on rafts, which are then

poled into the town to be districted on the docks – and easier route than navigating Bren's small streets.

The initial strike from the ravagers pulled most of Cletis forces from Docktown, but he stayed behind, intending to interrogate one of the people captured. Cletis has heard the rumors of assassinations to, and he intends to draw the truth out of the one prisoner he has made. Only two guards are left with him.

Creatures: Cletis' death would be convenient, but the Wastrians would not like to infuriate the Hextorites too much less they miss their goal. So the assassins sent out to kill Cletis have been disguised, using armor from formerly caught Royal Warders and warriors of Trithereon. If even a few witnesses think that Cletis death can be blamed on one of these groups, Eyedrinn is sure to refuse aid from the throne.

To back up the attack, a sniper, under cover of *invisibility*, moves into place among the cargo on the rafts.

All APLs (EL 12)

☛ **Fuenkin:** human (Oeridian) Ftr9; hp 76; see Appendix 5.

☛ **Sniper:** human (Oeridian) Rog7; hp 30; see Appendix 5.

☛ **Trackers (3):** human (Mixed) Rng8; hp 51; see Appendix 5.

☛ **Dogs (3):** Medium-sized animal; hp 27; see Appendix 5.

☛ **Cletis of Eyedrinn:** male human (Oeridian) Clr2/Ftr5; hp 30; see Appendix 5.

☛ **Eyedrinn Guards (2) :** male human (Oeridian) Ftr1; hp 12; see Appendix 5.

Treasure:

All APLs: Loot (209 gp); Coin: (0 gp); Magic: *+1 full plate* (221 gp), *+1 heavy steel shield* (98 gp), *+1 keen bastard sword* (695 gp), *+1 3x studded leather armor* (98 gp), *3x +1 longsword* (193 gp), *+1 3x short sword* (193 gp).

Detect Magic Results: *full plate +1* (Faint Transmutation), *heavy steel shield +1* (Faint Transmutation), *keen bastard sword +1* (Moderate Transmutation), *studded leather armor +1* (Faint Transmutation), *longsword +1* (Faint Transmutation), *short sword +1* (Faint Transmutation).

Development: The assassins attack, disguised as Warders, intending to wound but not kill the guards – as they need witnesses – just moments before the PCs arrive.

The docks of Docktown are poorly illuminated by the flickering light of three lanterns, but even in these circumstances you cannot be mistaken - a fight has broken out. Dark shapes move into the light and the clash of metal sounds. Humanoids and creatures resembling large dogs are clashing with armed men on the docks. Closer, you

notice they are wearing the symbols of the Royal Warders. A man in the armor of a Trithereon knight moves into the foray, to be assaulted by a man wearing the dark colors of the Eyedrinn Hextorites.

A voice calls out: "Betrayal!"

Cletis steps outside to investigate the trouble. He joins the battle, but is quick to perceive that these are mere disguises. He initially goes fully defensive to determine who is with whom. Unless the PCs give reason to he does not reveal that the 'warders' and the 'Trithereon knight' are fake.

The sniper, who took a *potion of invisibility*, takes two rounds to target Cletis before he fires his crossbow, which does enough damage to potentially kill Cletis (who is low on hit points anyway).

Detecting the sniper and disabling him is the best chances of success the PCs have if they want to avoid Cletis' death.

Aftermath: The sniper is a hired killer, not really aware of the political agenda, but the 'knight' and the rangers are Wastrian followers. They are defying but interrogation may uncover that they were planning to sow dissention through killing Cletis. They know Reynallen is a target, too, but no other names.

Encounter 6f: Saving Reynallen

Reynallen is at the battlements of the fortress, overlooking things. She was wounded during one of the fights, and is exhausted, having been awake all night and forced into battle, but she has not yet given up. She has shed her armor, and is now at the battlements trying to make sense of the chaos.

The PCs should have not too much problems getting to her, once they tell their story to the guards. Give the PCs some time to talk to Reynallen, who is shocked to find out the rumors are true.

Reynallen is one of the most powerful clerics in Sunndi – and the single most powerful cleric of Trithereon. Her death would be a blow to the Kingdom, and so to achieve this, the Wastrians were prepared to make a special pact.

Creatures: No common man could get to Reynallen that easily – especially since she holds camp in the fortress. But the being recruited to deal with Reynallen is no common soldier – it is an ice devil (or Gelugon), from the planes of Hell named Essheryx. He has summoned some bone devils (or Osyluths) as aides and plans to teleport inside the camp, which he reckons is now minimally guarded.

All APLs (EL 14)

✚ **Essheryx, Ice Devil:** large outsider (Baatezu, Evil, Extraplanar, Lawful); hp 147; see *Monster Manual* page 56 and Appendix 6.

✚ **Bone Devils (3):** large outsider (Baatezu, Evil, Extraplanar, Lawful); hp 95; see *Monster Manual* page 52 and Appendix 6.

✚ **Reynallen:** female human (Oeridian) Clr15; hp 45; see Appendix 6.

Treasure:

All APLs: Loot (2 gp); Coin: (0 gp); Magic: none.

Development: Once the PCs have done their story, Essheryx and his aides *teleport* in. Since the PCs have no way of knowing the means of attack, the devils have surprise. The bone devils spend the round activating their *fly* ability, while Essheryx activates his *unholy aura* (but only on himself – after all, the bone devils are mere fodder). He then orders his bone devils to attack Reynallen. His intention is to drain her Strength until she is helpless, so he can kill her with ease. He himself focuses on the PCs and guards. If the PCs prove too strong, he calls some of his bone devils back to aid him.

The bone devils move and attack Reynallen with their stingers – even though that is their less favorable attack – to take her down.

Note that Essheryx is not summoned (he *gated* in), but the bone devils are. This is of influence to some spells such as *circle of protection*.

Reynallen does her best to defend herself, but unarmored it is likely she goes down in one or two rounds due to the bone devils' poison. Her spells are mostly useless in this situation. However since she keeps the bone devils occupied and may even strike one down, this makes the combat a bit easier for the PCs. If the PCs somehow remove her exhaustion or give her armor, she may actually last and be of significant aid.

If Reynallen dies, Essheryx attempts to grab her body, then *teleport* away. He does not return but leaves the bone devils behind.

Conclusion

The chaos at the meeting is quite large. Several assassination attempts have been made that day. While the meeting will go on, it will be in a very tense atmosphere.

The PCs do not learn the fates of any of the other targets. Kestor and Bren have quickly put a lid on anyone involved and the PCs, too, are asked to keep quiet on their confrontation – at least for the time being.

If the PCs saved the targets, they gain Kestor's favor. He is grateful for their effort and impressed by their success. Should they have failed to save the target, they do not get this favor, though they are praised for their efforts and the target's death (or Orwana's abduction) is not blamed on them.

The PCs have proven their worth. Once the meeting is over, and danger has been averted, they can return to their own lives. Those who gained the Favor of Ulendesse are invited to join Bren's Men for good. PCs are also approached by various other groups. The Sunndi Army needs adventurers like them to strengthen their ranks, and the Royal Warders may show interest if the PCs saved Bendolar.

These benefits also apply to PCs that got whisked away because they used the amulet retrieved after saving Orwana Kestor. Even though they are missing for several weeks (and pay 2 TU extra for this scenario), they can claim their part once they turn up.

In any event, any PC that joined the guards gains their pay (25 gp x APL), as well as the Spoils of War favor on the AR. In addition, all PCs that participated in the fights gain access to the loot found on the battlefield (including loot from other encounters). This is noted in the access list on the AR, under 'APL2'.

The faith of the targets will become apparent in later scenarios.

Note that the PCs gain access to all equipment that was caught in the siege. This includes all equipment on the AR, with the following exceptions.

Access to the *dust of tracelessness* is only gained if the PCs killed or captured Bowart in Encounter 6c. Access to the *ring of mindshielding* is only gained if the PCs killed or captured "Rosy" in Encounter 6c. Access to the *bane glaive* is only gained if the PCs killed or captured Sister Margot in Encounter 6e. Access to the *keen bastard sword +1* is only gained if the PCs killed or captured Fuenkin in Encounter 6e. Access to the *huge long spear* is only gained if the PCs killed the ice devil in encounter 6f. Cross of these items if the PCs do not fulfill these requirements.

All other items are accessible, even if the PCs did not fight at the APL where the equipment is encountered (it is assumed this was looted by other parties and made accessible by the Sunndi Army).

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because

of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Sunndi regional Team at gomez@gryphonhill.com as soon as possible. General comments about the module are also welcomed at this address.

1. What was the APL you ran this scenario?
2. Did the PC accept Ulendesse's challenge, and if so, who won?
3. How did the PCs treat the Brotherhood agent?
4. What was the target the PCs choose to save?
5. Did the PCs save the target?
6. If the target was Orwana, did any PC trigger the amulet? (add names of PCs and players, if possible)
7. If the target was the Ahlissan emissary, what happened to 'Rosy'?
8. If the target was Bendolar of the Jalindal, what happened to Sister Margot?
9. If the target was Reynallen and she died, did Essheryx *teleport* away with her body?

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 role-playing) to each character.

Encounter 2: You're in the Army Now

Taking Ulendesse's challenge:

APL2	90 XP
APL4	120 XP
APL6	150 XP
APL8	180 XP
APL10	210 XP
APL12	240 XP

Encounter 4a/b: The Stand

Defeating the Ravagers at either the bridge or the Bump:

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Encounter 6a: Saving Orwana Kestor

Rescuing the target (award half xp if the target did not survive):

ALL APLs	120 XP
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Encounter 6b: Saving Armenis Bregohan

Rescuing the target (award half xp if the target did not survive):

ALL APLs	180 XP
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Encounter 6c: Saving The Ahlissan Emissionary

Rescuing the target (award half xp if the target did not survive):

ALL APLs	240 XP
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Encounter 6d: Saving Bendolar of the Jalindal

Rescuing the target (award half xp if the target did not survive):

ALL APLs	300 XP
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Encounter 6e: Saving Cletis of Eyedrinn

Rescuing the target (award half xp if the target did not survive):

ALL APLs	360 XP
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Encounter 6f: Saving Reynallen

Rescuing the target (award half xp if the target did not survive):

ALL APLs	420 XP
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Discretionary Role-playing Award

APL2	90 XP
APL4	165 XP
APL6	240 XP
APL8	315 XP
APL10	390 XP
APL12	465 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the

encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 4a: The Stand at the Bump

APL 2: Loot: 225 gp; Coin: 10 gp; Magic: 69 gp
APL 4: Loot: 380 gp; Coin: 20 gp; Magic: 309 gp
APL 6: Loot: 228 gp; Coin: 30 gp; Magic: 1,039 gp
APL 8: Loot: 222 gp; Coin: 40 gp; Magic: 2,468 gp
APL 10: Loot: 234 gp; Coin: 50 gp; Magic: 4,062 gp
APL 12: Loot: 201 gp; Coin: 60 gp; Magic: 7,813 gp

Encounter 4b: The Stand at the Bridge

APL 2: Loot: 145 gp; Coin: 90 gp; Magic: 69 gp
APL 4: Loot: 298 gp; Coin: 100 gp; Magic: 309 gp
APL 6: Loot: 245 gp; Coin: 110 gp; Magic: 931 gp

APL 8: Loot: 222 gp; Coin: 240 gp; Magic: 2,168 gp
APL 10: Loot: 234 gp; Coin: 350 gp; Magic: 3,762 gp
APL 12: Loot: 201 gp; Coin: 860 gp; Magic: 7,063 gp

Encounter 6a: Saving Orwana Kestor

All APLs: Loot: 49 gp; Coin: 0 gp; Magic: 2 gp

Encounter 6b: Saving Armenis Bregohan

All APLs: Loot: 177 gp; Coin: 0 gp; Magic: 84 gp

Encounter 6c: Saving The Ahlissan Emissionary

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 667 gp

Encounter 6d: Saving Bendolar of the Jalindar

All APLs: Loot: 8 gp; Coin: 0 gp; Magic: 938 gp

Encounter 6e: Saving Cletis of Eyedrinn

All APLs: Loot: 209 gp; Coin: 0 gp; Magic: 2,466 gp

Encounter 6f: Saving Reynallen

All APLs: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp

Conclusion

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp
APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp
APL 10: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp
APL 12: Loot: 0 gp; Coin: 350 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Total: 400 gp
APL 4: Total: 600 gp
APL 6: Total: 800 gp
APL 8: Total: 1250 gp
APL 10: Total: 2100 gp
APL 12: Total: 3000 gp

Items for the Adventure Record

☛ **Favor of Ulendesse:** The PC has proven his or her worth to Ulendesse, a Drunken Master. Ulendesse is willing to invite the PC to a revelry with other Drunken Masters, at the end of any scenario set in Sunndi (including this one). Joining in the revelry costs 1 additional TU, and fulfills the relevant requirement for the Drunken Master Prestige class.

In addition, this favor counts as a limited favor with Nolin Bren. This favor can only be used to join the Bren's Men meta-organization. PCs already a member of Bren's Men can treat this favor as a normal favor with Bren.

☛ **Favor with Count Kestor of Corul:** This favor can be exchanged for standard benefits as described in the Sunndi Meta-Organization document. It can also be used as a recommendation for the Sunndian Army (to obtain higher ranks), or exchanged for one-time access to one non-evil arcane Necromancy or Abjuration spell from the *Player's Handbook* of 6th level or lower to be scribed in the PCs spellbook for the normal costs, or an arcane scroll of such a spell.

☛ **Spoils of War:** The Sunndi Army has offered the PC a share in the loot from the night's siege. They are willing to keep apart one item of the PCs choice (which includes the Twins spellbooks), from the access list on this AR, for later purchase. The PC gets regional access to this item.

Item: _____

Members of The Sunndi Army, the Royal Warders, or Bren's Men gain regional access to all items on this AR.

☛ **The Twins' Spellbooks:** The PC can buy access to these spellbooks, which contains the following spells. Each spellbook can be bought separately.

The Red Book: *cause fear, charm person, color spray, enlarge person, grease, mage armor, magic missile, reduce person, shield, shocking grasp, true strike.* Cost: 550gp.

The Blue Book as above, plus: *blindness/deafness, glitterdust, levitate, Melf's acid arrow, mirror image, protection from arrows, scorching ray, see invisibility, spider climb, touch of idiocy, web.* Cost: 1,100gp (total 1650gp)

The Gray Book as above, plus: *dispel magic, displacement, flame arrow, lightning bolt, ray of exhaustion, suggestion, summon monster III, tongues.* Cost: 1,200gp (total 2,850gp).

The Green Book as above, plus: *crushing despair, enervation, Evard's black tentacles, fire shield, lesser globe of invulnerability, mass enlarge person, phantasmal killer, scrying.* Cost: 1,600gp (total 4,450gp).

The Mustard Book as above, plus: *baleful polymorph, break enchantment, cloudkill, cone of cold, dominate person, nightmare, Rary's telepathic bond, waves of fatigue.* Cost: 2,000gp (total 6,450gp).

The Black Book as above, plus: *acid fog, chain lightning, eyebite, flesh to stone, greater heroism, mislead, repulsion, true seeing.* Cost: 2,400gp (total 8,850gp).

Item Access

All APLs

+1 *bane (humanoids: elf) glaive* (Adventure, CL 8th, Source)

+2 *breastplate* (Adventure, CL 6th, DMG)

cloak of resistance +2 (Adventure, CL 5th, DMG)
dust of tracelessness (Adventure, CL 3rd, DMG)
headband of intellect +4 (Adventure, CL 8th, DMG)
Huge longspears (Adventure, non-magical, DMG)
+1 keen bastard sword (Adventure, CL 10th, DMG)
+1 keen greatsword (Adventure, CL 10th, DMG)
large chain shirt (Adventure, non-magical, PHB)
large greataxe (Adventure, non-magical, PHB)
+1 large greataxe (Adventure, CL 3rd, PHB)
large greatclub (Adventure, non-magical, PHB)
+2 orc double axe (Adventure, CL 6th, DMG)
ring of mindshielding (Adventure, CL 3rd, DMG)
+1 spellstoring heavy mace (Adventure, CL 12th, DMG)
wand of color spray (Adventure, CL 1st, DMG)
wand of Melf's acid arrow (Adventure, CL 3rd, DMG)
wand of ray of enfeeblement (Adventure, CL 1st, DMG)

Appendix 1: APL 2

Encounter 2 (EL 3)

☛ **Ulendessee:** Female human Mnk4; CR 4; Medium-sized humanoid (human Suel); HD 14d8+28*; hp 31; Init +3; Spd 40 ft.; AC 16 (touch 16, flat-footed 13); Base Atk +3; Grp +9; Atk +5 melee (1d8+2, unarmed strike); Full Atk +3/+3 melee (1d8+2, unarmed strike); SA flurry of blows, unarmed strike, stunning fist 4/day (Fort save DC 15), ki strike (magic); SQ evasion, still mind, slow fall 20 ft.; AL LN; SV Fort +9, Ref +7, Will +7; Str 15, Dex 16, Con 14, Int 9, Wis 16, Cha 10.

Skills and Feats: Balance +6, Escape Artist +9, Jump +5, Listen +5, Sense Motive +8, Spot +5, Tumble +10; Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Stunning Fist

Possessions: Peasant outfit

*) Ulendessee fights as if she is lower level, forgoing full use of her abilities and occasionally letting her guard down. She is, however, still considered a 14th level character.

Encounter 4A (EL 5)

☛ **Valek:** Male human Clr1; CR 1; Medium-sized humanoid (human Flan); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +0; Grp +2; Atk +3 melee (1d8+2, heavy mace); Full Atk +3 melee (1d8+2, heavy mace); AL CE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +6, Intimidate +3, Knowledge (religion) +5, Speak Language (Abyssal), Spellcraft +5; Die Hard, Endurance, Weapon Focus(Heavy Mace)

Spells Prepared (4/3; base DC = 13 + spell level): 0—*detect magic, guidance, virtue*, 1st—*bane, divine favor, magic weapon**

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

Possessions: Heavy steel shield, full plate armor, heavy mace, dagger, silver unholy symbol of Erythnul.

☛ **Barbarians:** Male half-orc Bbn1; CR1; Medium-sized humanoid (half-orc); HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +5 melee (1d12+6/x3, greataxe); Full Atk +5 melee (1d12+6/x3, greataxe); SA Rage 1/day (lasts 7 rounds); SQ fast movement, illiteracy; AL CE; SV Fort +4, Ref +2, Will +0; Str 18, Dex 14, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +6, Intimidate +3, Jump +6; Power Attack

Possessions: Chain shirt, greataxe.

☛ **Archers:** Male human Ftr1; CR1; Medium-sized humanoid (human - Oeridian); HD 1d10+2; hp 14; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +1; Grp +3; Atk +3 melee (1d10+3/19-20, bastard sword) or +4 ranged (1d8/x3, composite longbow); Full Atk +3 melee (1d10+3/19-20, bastard sword) or +1/+1 ranged (1d8/x3, composite longbow); AL CE; SV Fort +4, Ref +3, Will +1; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +3, Ride +3; Weapon Focus (longbow), Point Blank, Rapid Shot

Possessions: Chainmail, composite longbow, 20 arrows, bastard sword.

☛ **The Hag:** Female human Wiz1; CR1; Medium-sized humanoid (human - Oeridian); HD 1d4+7; hp 11; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +0; Grp -1; Atk -1 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk -1 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +1, Ref +3, Will +3; Str 8, Dex 16, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +5, Hide +4, Knowledge (arcane) +7, Knowledge (history) +4, Knowledge (The Splintered Sun) +4, Knowledge (religion) +5, Listen +3, Spellcraft +7, Spot +3, Languages (Abyssal, Ancient Oeridian, Draconic, Flan); Alertness, Spell Focus (Enchantment), Scribe Scroll, Toughness

Spells Prepared (3/2; base DC = 13 + spell level): 0—*daze**, *flare*(x2), 1st—*charm person**, *enlarge person*.

*Because of Spell Focus (Enchantment), the base DC against these spells is 14 + spell level.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Toczia (toad familiar), *potion of cure light wounds*, ~~scroll of magic armor~~.

Encounter 4B (EL 5)

☛ **Kagarov:** Male human Clr1; CR 1; Medium-sized humanoid (human Oeridian); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +0; Grp +2; Atk +2 melee (1d8+2, heavy mace) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +2 melee (1d8+2, heavy mace); AL CE; SV Fort +4,

Ref +2, Will +5; Str 14, Dex 14, Con 14, Int 12, Wis 16, Cha 11.

Skills and Feats: Concentration +2, Hide +6, Knowledge (religion) +5, Move Silently +6, Speak Language (Abyssal), Spellcraft +5; Augmented Summoning, Spell Focus (Conjuration).

Spells Prepared (4/3; base DC = 13 + spell level): 0—*detect magic, guidance, resistance*, 1st—*bane, protection from good**/**, *summon monster I***.

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

** Evil spell, caster level 2nd.

Possessions: Heavy steel shield, breastplate, heavy mace, dagger, masterwork light crossbow, 10 bolts, silver unholy symbol of Erythnul.

☠**Barbarians:** Male half-orc Barb1; CR1; Medium-sized humanoid (half-orc); HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +5 melee (1d12+6/x3, greataxe); Full Atk +5 melee (1d12+6/x3, greataxe); SA Rage 1/day (lasts 7 rounds); SQ Fast movement, illiteracy; AL CE; SV Fort +4, Ref +2, Will +0; Str 18, Dex 14, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +6, Intimidate +3, Jump +6; Power Attack.

Possessions: Chain shirt, greataxe.

☠**Archers:** Male human Ftr1; CR1; Medium-sized humanoid (human - Oeridian); HD 1d10+2; hp 14; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +1; Grp +3; Atk +3 melee (1d10+3/19-20, bastard sword) or +4 ranged (1d8/x3, composite longbow); Full Atk +3 melee (1d10+3/19-20, bastard sword) or +1/+1 ranged (1d8/x3, composite longbow); AL CE; SV Fort +4, Ref +3, Will +1; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +3, Ride +3; Weapon Focus (longbow), Point Blank, Rapid Shot.

Possessions: chainmail, composite longbow, 20 arrows, bastard sword.

☠**The Warlock:** Male human Wiz1; CR1; Medium-sized humanoid (human - Oeridian); HD 1d4+7; hp 11; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +0; Grp -1; Atk -1 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk -1 melee (1d6-1, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +1, Ref +3, Will +3; Str 8, Dex 16, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Hide +4, Knowledge (arcane) +7, Knowledge (history) +4,

Knowledge (The Splintered Sun) +4, Knowledge (religion) +5, Listen +3, Spellcraft +7, Spot +3, Languages (Abyssal, Ancient Oeridian, Draconic, Flan); Alertness, Skill Focus (Concentration), Scribe Scroll, Toughness

Spells Prepared (3/2; base DC = 13 + spell level): 0—*daze, flare* (x2); 1st—*enlarge person, color spray*.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Aproxus (toad familiar), *potion of cure light wounds*, ~~*scroll of mage armor*~~.

Encounter 6 (EL 4)

☠**Aelin:** Male human Sor1; CR1; Medium human (Suel); HD 1d4; hp 4; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +0; Grp -1; Atk -1 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); Full Atk -1 melee (1d4-1/19-20, dagger); AL NE; SV Fort +0, Ref +3, Will +3; Str 9, Dex 16, Con 10, Int 13, Wis 12, Cha 18.

Skills and Feats: Bluff +8, Knowledge (arcana) +5, Listen +3, Move Silently +3, Speak Language (Halfling), Spellcraft +5, Spot +3; Alertness, Greater Spell Focus (enchantment), Spell Focus (enchantment).

Spells Known (5/3; base DC = 14 + spell level): 0—*acid splash, daze**, *flare, touch of fatigue*, 1st—*sleep**, *charm person**.

* Because of Greater Spell Focus (Enchantment), the base DC against these spells is 16 + spell level.

Possessions: Dagger, *scroll of Shield*.

Note: Aelin has *Mage Armor* cast (from a scroll) prior to the encounter. He will use the *Shield* scroll if needed.

☠**Familiar (weasel):** CR n.a.; xx add stats
Bonus feat: Weapon Finesse, add Agile

☠**Bowart:** Male halfling Rog1; CR1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +4; Spd 20 ft.; AC 17 (touch 15, flat-footed 13); Base Atk +0; Grp +0; Atk +2 melee (1d3/19-20, dagger) or +7 ranged (1d3/19-20, dagger); Full Atk +2 melee (1d3 /19-20, dagger); SA Sneak attack +1d6; SQ Trapfinding; AL CE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 19, Con 13, Int 13, Wis 12, Cha 8.

Skills and Feats: Climb +4, Disable Device +8, Hide +13, Intimidate +3, Jump +2, Listen +7, Move Silently +11, Search +5, Speak Language (Halfling, Gnome), Spot +5, Tumble +7, Use Magic Device +3; Stealthy, Weapon Focus (dagger).

Poison: Bowart has two daggers coated with carrion crawler brain juice poison (Save DC 11, initial damage Paralysis, secondary damage none).

Possessions: Leather armor, 8 daggers, tanglefoot bag, thunderstone, *dust of tracelessness*.

♦ **Thugs:** Male/female human War1; CR ½; Medium-sized humanoid (human - Mixed); HD 1d8+1; hp 9; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword); Full Atk +4 melee (1d8+2/19-20, longsword); AL CN; SV Fort +3, Ref +1, Will -1; Str 15, Dex 12, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +4, Intimidate +3, Ride +3; Dodge, Weapon Focus (longsword), Power Attack.

Possessions: Chainmail, longsword, heavy wooden shield.

♦ **Orwana Kestor:** Female human (Oeridian) Ari2; CR 1; Medium-sized humanoid (human); HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger); Full Atk +0 melee (1d4-1/19-20, dagger); AL CG; SV Fort +0, Ref +1, Will +4; Str 9, Dex 12, Con 10, Int 11, Wis 12, Cha 14.

Skills and Feats: Diplomacy +11, Knowledge (nobility and etiquette) +5, Listen +5, Perform (string instruments) +7, Ride +4, Sense Motive +7, Speak Language (Elf), Spot +5; Negotiator, Alertness.

Possessions: Dagger (from the night cabinet), evening dress.

Appendix 2: APL 4

Encounter 2 (EL 5)

☛ **Ulendessee:** Female human Mnk5/Drunken Master1; CR 6; Medium-sized humanoid (human Suel); HD 14d8+28*; hp 43; Init +3; Spd 40 ft.; AC 17 (touch 17, flat-footed 13); Base Atk +3; Grp +9; Atk +5 melee (1d8+2, unarmed strike) or +5 melee (1d8+1d4+2, tankard); Full Atk +4/+4 melee (1d8+2, unarmed strike); SA flurry of blows, improvised weapons, unarmed strike, stunning fist 5/day (Fort save DC 16), ki strike (magic); SQ drink like a demon, evasion, still mind, slow fall 20 ft.; AL LN; SV Fort +10, Ref +9, Will +7; Str 15, Dex 16, Con 14, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +6, Escape Artist +11, Jump +5, Listen +6, Sense Motive +10, Spot +6, Tumble +12; Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Mobility, Stunning Fist.

Drink like a demon (Ex): Ulendessee's body handles alcohol differently from other people's. She can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol she consumes during combat reduces her Wisdom and Intelligence by 2 points each, but Increases her Strength or Constitution (her choice) by 2 points. At this APL, Ulendessee benefits from only 1 drink. The duration of both the penalty and the bonus is 4 rounds.

Improvised weapons (Ex): While bottles and tankards are Ulendessee's preferred improvised weapons, she can use furniture, farm implements, or nearly anything else at hand to attack his foes. Ulendessee's improvised weapon deals as much damage as her unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When Ulendessee rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Possessions: Peasant Outfit

*) Ulendessee fights as if she is lower level, forgoing full use of her abilities and occasionally letting her guard down. She is, however, still considered a 14th level character.

Encounter 4A (EL 7)

☛ **Valek:** Male human Clr3; CR 3; Medium-sized humanoid (human Flan); HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +2; Grp

+4; Atk +6 melee (1d8+2, heavy mace); Full Atk +6 melee (1d8+2, heavy mace); AL CE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +8, Intimidate +4, Knowledge (religion) +5, Knowledge (the planes) +3, Speak Language (Abyssal), Spellcraft +7; Blind Fight, Die Hard, Endurance, Weapon Focus (Heavy Mace).

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*detect magic, guidance, resistance, virtue*, 1st—*bane, divine favor, magic weapon*, shield of faith*, 2nd—*bull's strength, sound burst, spiritual weapon**.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

Possessions: Heavy steel shield, masterwork full plate armor, masterwork heavy mace, dagger, silver unholy symbol of Erythnul, *cloak of resistance* +1.

☛ **Ogres:** CR3, Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +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 10ft/10ft; 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 +3; Toughness, Weapon Focus (greataxe).

Possessions: Large hide armor, large greataxe, 2 large javelins.

☛ **Archers:** Male human Ftr2; CR2; Medium-sized humanoid (human - Oeridian); HD 2d10+4; hp 22; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +2; Grp +4; Atk +4 melee (1d10+3/19-20, bastard sword) or +6 ranged (1d8+2/x3, masterwork composite long bow [+2 Str bonus]); Full Atk +4 melee (1d10+3/19-20, bastard sword) or +4/+4 ranged (1d8+2/x3, masterwork composite long bow [+2 Str bonus]); AL CE; SV Fort +5, Ref +3, Will +1; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +4, Ride +3; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

☛ **The Hag:** Female human Wiz3, CR3, Medium-sized humanoid (human - Oeridian); HD 3d4+9; hp 18; Init

+3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +0; Atk +0 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Hide +5, Knowledge (arcane) +9, Knowledge (history) +4, Knowledge (The Splintered Sun) +4, Knowledge (religion) +5, Listen +3, Spellcraft +11, Spot +3, Languages (Abyssal, Ancient Oeridian, Draconic, Infernal, Flan); Alertness, Dodge, Scribe Scroll, Spell Focus (Enchantment), Toughness

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*daze**, *flare (x2)*, *ghost sound*, 1st—*cause fear*, *charm person**, *enlarge person*, 2nd—*glitterdust*, *levitate*.

*Because of Spell Focus (Enchantment), the base DC against these spells is 15 + spell level.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Toczia (toad familiar), *potion of cure moderate wounds*, ~~scroll of mage armor~~, *wand of color spray*.

Encounter 4B (EL 7)

☛ **Kagarov:** Male human Clr3; CR 3; Medium-sized humanoid (human - Oeridian); HD 3d8+6; hp 24; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +2; Grp +4; Atk +5 melee (1d8+2, heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +5 melee (1d8+2, heavy mace); AL CE; SV Fort +6, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 12, Wis 16, Cha 11.

Skills and Feats: Concentration +4, Hide +9, Knowledge (religion) +5, Move Silently +9, Speak Language (Abyssal), Spellcraft +7; Augmented Summoning, Iron Will, Spell Focus (Conjuration).

Spells Prepared (4/3; base DC = 13 + spell level): 0—*detect magic*, *guidance*, *resistance*, *virtue*, 1st—*bane*, *cure light wounds*, *protection from good***, *summon monster I***, 2nd—*invisibility**, *shield other*, *summon monster II***.

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

** Evil spell, caster level 4th

Possessions: Heavy steel shield, masterwork breastplate, masterwork heavy mace, dagger, masterwork light crossbow, 10 bolts, silver unholy symbol of Erythnul, *cloak of resistance +1*.

☛ **Ogres:** CR3, Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +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 10ft/10ft; 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 +3; Toughness, Weapon Focus (greataxe).

Possessions: Large hide armor, large greataxe, 2 large javelins.

☛ **Archers:** Male human Ftr2; CR2; Medium-sized humanoid (human - Oeridian); HD 2d10+4; hp 22; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +2; Grp +4; Atk +4 melee (1d10+3/19-20, bastard sword) or +6 ranged (1d8+2/x3, masterwork composite long bow [+2 Str bonus]); Full Atk +4 melee (1d10+3/19-20, bastard sword) or +4/+4 ranged (1d8+2/x3, masterwork composite long bow [+2 Str bonus]); AL CE; SV Fort +5, Ref +3, Will +1; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +4, Ride +3; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

☛ **The Warlock:** Male human Wiz3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d4+9; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +0; Atk +0 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Hide +5, Knowledge (arcane) +9, Knowledge (history) +4, Knowledge (The Splintered Sun) +4, Knowledge (religion) +5, Listen +3, Spellcraft +11, Spot +3, Languages (Abyssal, Ancient Oeridian, Draconic, Infernal, Flan); Alertness, Dodge, Scribe Scroll, Skill Focus (Concentration), Toughness.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*daze*, *flare (x2)*, *ghost sound*, 1st—*cause fear*, *enlarge person*, *magic missile*, 2nd—*glitterdust*, *levitate*.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Aproxus (toad familiar), *potion of cure moderate wounds*, ~~scroll of mage armor~~, *wand of color spray*

Encounter 6 (EL 6)

◆ **Feex:** Male human Evo3; CR3; Medium humanoid (human - Flan); HD 3d4; hp 10; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Base Atk +1; Grp +0; Atk +0 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6, quarterstaff); AL CE; SV Fort +1, Ref +2, Will +5; Str 8, Dex 14, Con 11, Int 18, Wis 15, Cha 10.

Skills and Feats: Concentration +6, Craft (alchemy) +10, Knowledge (arcane) +10, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +10, Profession (botanist) +6, Speak Language (Ancient Sueloize, Draconic, Old Oeridian, Flan), Spellcraft +12; Spell Focus (Evocation), Spell Focus (Necromancy).

Possessions: quarterstaff, ~~scroll of mage armor~~, scroll of glitterdust

Spells Prepared (5/4/3; base DC = 14 + spell level):
0—acid splash, detect magic, flare, ray of frost*, touch of fatigue*, 1st—cause fear*, magic missile, ray of enfeeblement*, ~~shield~~ 2nd— flaming sphere*, protection from arrows, scorching ray*.

*Because of Spell Focus (Evocation) and Spell Focus (Necromancy), the base DC against these spells is 15 + spell level.

◆ **Thugs:** Male/female human Ftr; CR 2; Medium-sized humanoid (human - Mixed); HD 2d10+2; hp 18; Init +5; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, longsword); Full Atk +6 melee (1d8+2/19-20, longsword); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 14, Con 12, Int 9, Wis 11, Cha 9.

Skills and Feats: Climb +4, Intimidate +3, Ride +3; Dodge, Improved Initiative, Weapon Focus(longsword), Power Attack.

Possessions: Chainmail, masterwork longsword, short sword, heavy wooden shield.

◆ **Armenis Bregohan:** Male human (Oeridian) Ari3; CR 2; Medium-sized humanoid (human); HD 3d8+3; hp 21; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20, longsword); Full Atk +5 melee (1d8+1/19-20, longsword); AL CG; SV Fort +2, Ref +2, Will +3; Str 13, Dex 12, Con 12, Int 11, Wis 10, Cha 13.

Skills and Feats: Diplomacy +4, Knowledge (history) +5, Knowledge(The Splintered Sun) +5, Knowledge (Core) +3, Knowledge(religion) +3, Knowledge(nobility & etiquette) +6, Speak Language (Elf, Halfling), Ride+4, Sense Motive +5; Improved

Initiative, Mounted Combat, Weapon Focus(longsword).

Possessions: Masterwork breastplate, masterwork heavy shield, masterwork longsword.

Appendix 3: APL 6

Encounter 2 (EL 7)

☛ **Ulendessee:** Female human Mnk5/Drunken Master3; CR 8; Medium-sized humanoid (human Suel); HD 14d8+28*; hp 57; Init +3; Spd 40 ft.; AC 17 (touch 16, flat-footed 13); Base Atk +5; Grp +11; Atk +7 melee (1d8+2, unarmed strike) or +7 melee (1d8+1d4+2, tankard); Full Atk +6/+6 melee (1d8+2, unarmed strike); SA Flurry of blows, improvised weapons, unarmed strike, stunning fist 6/day (Fort save DC 17), ki strike (magic); SQ Drink like a demon, evasion, still mind, slow fall 20 ft., stagger, swaying waist; AL LN; SV Fort +11, Ref +10, Will +8; Str 15, Dex 16, Con 14, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +7, Escape Artist +13, Jump +6, Listen +6, Sense Motive +12, Spot +7, Tumble +14; Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Mobility, Stunning Fist.

Drink like a demon (Ex): Ulendessee's body handles alcohol differently from other people's. She can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol she consumes during combat reduces her Wisdom and Intelligence by 2 points each, but Increases her Strength or Constitution (her choice) by 2 points. At this APL, Ulendessee benefits from only 1 drink. The duration of both the penalty and the bonus is 4 rounds.

Improvised weapons (Ex): While bottles and tankards are Ulendessee's preferred improvised weapons, she can use furniture, farm implements, or nearly anything else at hand to attack his foes. Ulendessee's improvised weapon deals as much damage as her unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When Ulendessee rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger: By tripping, stumbling and staggering, Ulendessee can make a charge attack that surprises her opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though she can still move up to twice her speed. Second, if she makes a DC 15 Tumble check before beginning a charge, her movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): Ulendessee knows how to weave and bob during an attack, making him more difficult to hit. She gains a +2 dodge bonus to Armor Class against any one opponent she chooses during her turn.

Possessions: Peasant outfit.

*) Ulendessee fights as if she is lower level, forgoing full use of her abilities and occasionally letting her guard down. She is, however, still considered a 14th level character.

Encounter 4A (EL 9)

☛ **Valek:** Male human Clr5; CR 5; Medium-sized humanoid (human Flan); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +3; Grp +5; Atk +7 melee (1d8+2, heavy mace); Full Atk +6 melee (1d8+2, heavy mace); AL CE; SV Fort +7, Ref +3, Will +8; Str 15, Dex 12, Con 14, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +10, Intimidate +5, Knowledge (religion) +7, Knowledge (the planes) +4, Speak Language (Abyssal), Spellcraft +9; Blind Fight, Die Hard, Endurance, Weapon Focus (Heavy Mace)

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*detect magic, guidance x2, resistance, virtue*, 1st—*bane, divine favor, doom, magic weapon*, shield of faith*, 2nd—*bull's strength (x2), sound burst, spiritual weapon**; 3rd—*protection from energy, magic vestment*, prayer*.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

Possessions: dagger, masterwork heavy mace, silver unholy symbol of Erythnul, *cloak of resistance +1, full plate armor +1, heavy steel shield +1*.

Trolls: CR5; Large giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (touch 11, flat-footed 14); Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9/+9 melee (1d6+6, claws) and +4 melee (1d6+3, bite); Space/Reach 10ft/10ft; SA rend 2d6+9; SQ Darkvision 60', low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Possessions: None.

☛ **Archers:** Male human Ftr3; CR 3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init

+3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2/x3, masterwork composite long bow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2/x3, masterwork composite long bow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

◆ **The Hag:** Female human Wiz5; CR5; Medium-sized humanoid (human - Oeridian); HD 5d4+11; hp 26; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +2; Grp +1; Atk +1 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +5, Will +6; Str 8, Dex 16, Con 13, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Hide +6, Knowledge (arcane) +12, Knowledge (history) +6, Knowledge (The Splintered Sun) +7, Knowledge (religion) +7, Listen +3, Spellcraft +14, Spot +3, Languages (Abyssal, Ancient Oeridian, Draconic, Infernal, Flan); Alertness, Craft Wondrous Item, Dodge, Scribe Scroll, Spell Focus (Enchantment), Toughness.

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0—acid splash, *flare* (x2), *ghost sound*, 1st—*charm person**, *enlarge person*, ~~shield~~, *magic missile*; 2nd—*glitterdust*, *levitate*, *protection from arrows*; 3rd—*displacement*, *suggestion*.*

*Because of Spell Focus (Enchantment), the base DC against these spells is 15 + spell level.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Toczia (toad familiar), *cloak of resistance +1*, *potion of cure moderate wounds*, ~~scroll of mage armor~~, *wand of ray of enfeeblement*

Encounter 4B (EL 9)

◆ **Kagarov:** male human Clr5; CR 5; Medium-sized humanoid (human Oeridian); HD 5d8+10; hp 38; Init +2; Spd 20 ft.; AC 21 (touch 12, flat-footed 19); Base Atk +3; Grp +5; Atk +6 melee (1d8+2, heavy mace) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d8+2, heavy mace) or +5 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +7, Ref +4,

Will +10; Str 14, Dex 14, Con 14, Int 12, Wis 17, Cha 11.

Skills and Feats: Concentration +6, Hide +11, Knowledge (religion) +5, Move Silently +11, Speak Language (Abyssal), Spellcraft +9; Augmented Summoning, Iron Will, Spell Focus (Conjuration)

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*detect magic*, *cure minor wounds*, *guidance*, *resistance*, *virtue*, 1st—*bane*, *cure light wounds*, *entropic shield*, *protection from good**/**, *summon monster I***; 2nd—*invisibility**, *resist energy*, *shield other*, *summon monster II***; 3rd—*cure serious wounds*, *circle of protection from good**/**, *summon monster III***

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

** Evil spell, caster level 6th

Possessions: Dagger, masterwork heavy mace, masterwork light crossbow, 10 bolts, silver unholy symbol of Erythnul, *cloak of resistance +1*, *breastplate +1*, *heavy steel shield +1*.

◆ **Trolls:** CR5; Large giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (touch 11, flat-footed 14); Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9/+9 melee (1d6+6, claws) and +4 melee (1d6+3, bite); Space/Reach 10ft/10ft; SA rend 2d6+9; SQ Darkvision 60', low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Possessions: None.

◆ **Archers:** Male human Ftr3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite long bow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

☛ **The Warlock:** Male human Wiz5; CR5; Medium-sized humanoid (human - Oeridian); HD 5d4+11; hp 26; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +2; Grp +1; Atk +1 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +5, Will +6; Str 8, Dex 16, Con 13, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Hide +6, Knowledge (arcane) +12, Knowledge (history) +6, Knowledge (The Splintered Sun) +7, Knowledge (religion) +7, Listen +3, Spellcraft +14, Spot +3, Languages (Abyssal, Ancient Oeridian, Draconic, Infernal, Flan); Alertness, Dodge, Empower Spell, Scribe Scroll, Skill Focus (Concentration), Toughness.

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0—acid splash, *flare* (x2), *ghost sound*, 1st—*charm person*, *enlarge person*, ~~shield~~, *magic missile*, 2nd—*glitterdust*, *levitate*, *protection from arrows*, 3rd—*displacement*, *empowered magic missile*.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Aproxus (toad familiar), *cloak of resistance +1*, *potion of cure moderate wounds*, ~~scroll of mage armor~~, *wand of ray of enfeeblement*.

Encounter 6 (EL 8)

☛ **Rosy:** Female human Mnk1/Ftr2/Rog2/Assn1; CR6; Medium-sized humanoid (human-Oeridian); HD 2d10+1d8+3d6; hp 33; Init +8; Spd 30 ft.; AC 16 (touch 16, flat-footed 12); Base Atk +3; Grp +3; Atk +7 melee (1d6, unarmed strike); Full Atk +5/+5 melee (1d6, unarmed strike); SA sneak attack +2d6, death attack; SQ evasion, uncanny dodge; AL LE; SV Fort +4, Ref +11, Will +4; Str 10, Dex 16, Con 11, Int 13, Wis 14, Cha 10.

Skills and Feats: Bluff +9, Climb +2, Diplomacy +6, Disguise +8, Hide +9, Listen +4, Move Silently +8, Sense Motive +7, Speak Language (Ferral), Spot +4, Tumble +13; Combat Expertise, Improved Unarmed Strike, Stunning Blow, Dodge, Improved Feint, Improved Initiative, Mobility, Weapon Finesse.

Spells Known (1; base DC = 11 + spell level): 1st—*obscuring mist*, *true strike*.

Possessions: dagger, *ring of mindshielding*.

☛ **Berserk Warriors (Lothar, Ballyn, Wemel, Nom and Nolfar):** Male/female human Ftr3; CR 3; Medium-sized humanoid (human - Mixed); HD 3d10+9; hp 33; Init +1; Spd 20 ft.; AC 15 (touch 10, flat-footed 13); Base Atk +3; Grp +8; Atk +8 melee (1d4+5, unarmed strike) or +5 melee (1d6+5, improvised weapon); Full Atk +8 melee

(1d4+5, unarmed strike) or +5 melee (1d6+5, improvised weapon); SQ berserk; AL CG; SV Fort +4, Ref +2, Will +3; Str 20, Dex 14, Con 16, Int 9, Wis 11, Cha 9.

Skills and Feats: Climb +4, Intimidate +3, Ride +5; Combat Reflexes, Dodge, Power Attack, Toughness, Weapon Focus (longsword).

Berserk (Ex): Each warrior is under the influence of a berserk-inducing drug. This poison gives all the effects of a rage: +4 Str, +4 Con, +2 to Will saves, and -2 to AC (incorporated in the stats). These effects last 6 rounds, after which the warriors collapse from exhaustion.

Unlike a normal rage, the warriors cannot end their rage voluntarily. They indiscriminately attack everyone in sight as long as the drug is in effect.

A *neutralize poison* instantly ends the rage. *Slow poison* has no effect.

Possessions: Chainmail, heavy wooden shield (unused), *longsword +1* (unused).

☛ **Lord Meduxor:** male human (Mixed) Ari4, CR3, Medium-sized humanoid (human); HD 4d8; hp 23; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +3; Atk +3 melee (1d6, club); Full Atk +3 melee (1d6, club); AL LN; SV Fort +0, Ref +0, Will +6; Str 8, Dex 11, Con 10, Int 16, Wis 16, Cha 17.

Skills and Feats: Bluff +10, Diplomacy +21, Knowledge (History) +7, Knowledge (The Splintered Sun) +10, Knowledge (Nobility & Etiquette) +10, Intimidate +5, Listen +7, Sense Motive +10, Speak Language (Ancient Baklunish, Ancient Suel, Draconic, Dwarf, Elf, Flan, Halfling, Gnome, Old Oeridian), Spot +7; Negotiator, Persuasive, Skill Focus (Diplomacy).

Possessions: walking stick (treat as club), noble's outfit.

Appendix 4: APL 8

Encounter 2 (EL 9)

☛ **Ulendessee:** Female human Mnk6/Drunken Master4; CR 10; Medium-sized humanoid (human Suel); HD 14d8+28*; hp 71; Init +3; Spd 50 ft.; AC 18 (touch 17, flat-footed 14); Base Atk +7/+2; Grp +13; Atk +9 melee (1d8+2, unarmed strike) or +9 melee (1d8+1d4+2, tankard); Full Atk +8/+8/+3 melee (1d8+2, unarmed strike); SA flurry of blows, improvised weapons, improved improvised weapons, unarmed strike, stunning fist 7/day (Fort save DC 18), ki strike (magic); SQ drink like a demon, evasion, still mind, slow fall 30 ft., stagger, swaying waist; AL LN; SV Fort +13, Ref +12, Will +9; Str 15, Dex 16, Con 14, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +8, Escape Artist +15, Jump +7, Listen +7, Sense Motive +14, Spot +8, Tumble +16; Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist.

Drink like a demon (Ex): Ulendessee's body handles alcohol differently from other people's. She can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol she consumes during combat reduces her Wisdom and Intelligence by 2 points each, but Increases her Strength or Constitution (her choice) by 2 points. At this APL, Ulendessee benefits from only 1 drink. The duration of both the penalty and the bonus is 4 rounds.

Improved weapons (Ex): While bottles and tankards are Ulendessee's preferred improvised weapons, she can use furniture, farm implements, or nearly anything else at hand to attack his foes. Ulendessee's improvised weapon deals as much damage as her unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When Ulendessee rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger: By tripping, stumbling and staggering, Ulendessee can make a charge attack that surprises her opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though she can still move up to twice her speed. Second, if she makes a DC 15 Tumble check before beginning a charge, her movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): Ulendessee knows how to weave and bob during an attack, making him more difficult to hit. She gains a +2 dodge bonus to Armor Class against any one opponent she chooses during her turn.

AC Bonus (Ex): Ulendessee has a +1 bonus to Armor Class.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus to opponent disarm attempts. Finally large objects with broad, flat surfaces (such a stables) can be upended to become improvised tower shields.

Possessions: Peasant outfit.

*) Ulendessee fights as if she is lower level, forgoing full use of her abilities and occasionally letting her guard down. She is, however, still considered a 14th level character.

Encounter 4A (EL 11)

☛ **Valek:** Male human Clr7; CR 7; Medium-sized humanoid (human Flan); HD 7d8+21; hp 59; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +5; Grp +6; Atk +8 melee (1d8+3, *heavy mace +1*); Full Atk +8 melee (1d8+3, *heavy mace +1*); AL CE; SV Fort +8, Ref +4, Will +9; Str 15, Dex 12, Con 14, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +12, Intimidate +6, Knowledge (religion) +9, Knowledge (the planes) +4, Speak Language (Abyssal), Spellcraft +11; Blind Fight, Die Hard, Endurance, Improved Toughness, Weapon Focus (heavy mace).

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*detect magic, guidance (x2), resistance (x2), virtue*; 1st—*bane, divine favor, doom, deathwatch***; *magic weapon**, *shield of faith*; 2nd—*bull's strength (x2), death knell***, *sound burst, spiritual weapon**; 3rd—*blindness/deafness, protection from energy, magic vestment**, *prayer*; 4th—*divine power, smite good*/***.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

** Evil spell, caster level 8th

Possessions: dagger, silver unholy symbol of Erythnul, *cloak of resistance +1, full plate armor+1*,

heavy steel shield+1, heavy mace +1, potion of cure moderate, scroll of air walk.

👤 **Troll Fighter:** Male troll Ftr2; CR7, Large Giant; HD 6d8 + 2d10 + 64; hp 101; Init +4; Spd 20 ft.; AC 22 (touch 13, flat-footed 18); Base Atk +6/+1; Grp +18; Atk +14 melee (3d6+12/x3, large greataxe) or +13 melee (1d6+8, claw); Full Atk +14/+9 melee (3d6+12/x3, large greataxe) or +13/+13 melee (1d6+8, claw) and +8 melee (1d6+8, bite); Space/Reach 10ft/10ft; SA Rend, damage 2d6+12 SQ regeneration 5, scent; AL CE; SV Fort +14, Ref +6, Will +4; Str 26, Dex 18, Con 25, Int 6, Wis 10, Cha 5.

Skills and Feats: Climb +9, Listen +6, Spot +7; Cleave, Great Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or other body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Large chain shirt, large greataxe.

👤 **Vulgan the Ravager (while raging):** Male half-orc Brb1/Ftr4/Ravager2; CR7; medium humanoid (half-orc); HD 1d12 + 6d10 + 28; hp 76; Init +2; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +7/+2; Grp +13; Atk +15 melee (1d8+11, *orc double axe +1*); Full Atk +13/+9 melee (1d8+9, *orc double axe +1*) and +13 melee (1d8+6, *orc double axe*); SQ aura of fear 10 ft 1/day, pain touch 1/day, rage 1/day (7 rounds); AL CE; SV Fort +13, Ref +3, Will +3; Str 22, Dex 15, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +8, Knowledge (religion) +2, Survival +4; Improved Sunder, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Pain Touch (Su): Vulgan can make an unarmed touch attack that deals 1d8+2 points of damage. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4+2 extra points of damage. Vulgan can make one pain touch attack per day.

Aura of Fear (Su): Enemies within 10 feet of Vulgan take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is useable once per day. Each use lasts for 3 rounds.

Possessions: breastplate +1, orc double axe +1, amulet of natural armor +1, potion of cure moderate wounds, ~~potion of shield of faith +3.~~

For convenience, stats given are of Vulgan raging.

👤 **Archers:** Male human Ftr3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite long bow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

👤 **The Hag:** Female human Wiz7; CR7; Medium-sized humanoid (human - Oeridian); HD 7d4+13; hp 34; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +3; Grp +2; Atk +2 melee (1d6-1, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6-1, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +5, Will +6; Str 8, Dex 16, Con 13, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Hide +7, Knowledge (arcane) +15, Knowledge (history) +7, Knowledge (The Splintered Sun) +8, Knowledge (religion) +8, Listen +3, Spellcraft +17, Spot +4, Languages (Abyssal, Ancient Oeridian, Ancient Suel, Draconic, Infernal, Flan); Alertness, Craft Wondrous Item, Dodge, Greater Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment), Toughness

Spells Prepared (4/5/4/3/2; base DC = 15 + spell level): 0—acid splash, *flare* (x2), *ghost sound*, 1st—*charm person**, *enlarge person*, *magic missile* (x2), ~~*shield*~~, 2nd—*blindness/deafness*, *glitterdust*, *levitate*, *protection from arrows*, 3rd—*displacement*, *suggestion**, *summon monster III*; 4th—*crushing despair**, *lesser globe of invulnerability*.

Because of Greater Spell Focus (Enchantment), the base DC against these spells is 17 + spell level.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Toczia (toad familiar), *cloak of resistance +1*, *headband of intellect +2*, *potion of cure moderate wounds*, ~~*scroll of mage armor*~~, *wand of ray of enfeeblement*.

Encounter 4B (EL 11)

☛ **Kagarov**: Male human Clr7; CR 7; Medium-sized humanoid (human Oeridian); HD 7d8+14; hp 52; Init +2; Spd 20 ft.; AC 21 (touch 12, flat-footed 19); Base Atk +5; Grp +7; Atk +8 melee (1d8+3, *heavy mace +1*) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d8+3, *heavy mace +1*) or +7 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +8, Ref +5, Will +11; Str 14, Dex 14, Con 14, Int 12, Wis 17, Cha 11.

Skills and Feats: Concentration +8, Hide +13, Knowledge (religion) +5, Move Silently +13, Speak Language (Abyssal), Spellcraft +11; Augmented Summoning, Dodge, Iron Will, Spell Focus (Conjuration).

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*detect magic, cure minor wounds, guidance (x2), resistance, virtue*; 1st—*bane, cure light wounds, entropic shield, protection from good**/**, *summon monster I***; 2nd—*invisibility*, resist energy, shield other, summon monster II***; 3rd—*cure serious wounds, circle of protection from good**/**, *dispel magic, summon monster III***; 4th—*unholy blight**/**, *summon monster IV***

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

** Evil spell, caster level 8th

Possessions: Dagger, masterwork light crossbow, silver unholy symbol of Erythnul, *cloak of resistance +1, breastplate +1, heavy steel shield+1, heavy mace +1, potion of cure moderate, scroll of air walk*.

☛ **Troll Fighter**: Male troll Ftr2; CR7; Large Giant; HD 6d8 + 2d10 + 64; hp 101; Init +4; Spd 20 ft.; AC 22 (touch 13, flat-footed 18); Base Atk +6/+1; Grp +18; Atk +14 melee (3d6+12/x3, large greataxe) or +13 melee (1d6+8, claw); Full Atk +14/+9 melee (3d6+12/x3, large greataxe) or +13/+13 melee (1d6+8, claw) and +8 melee (1d6+8, bite); Space/Reach 10ft/10ft; SA Rend, damage 2d6+12 SQ regeneration 5, scent; AL CE; SV Fort +14, Ref +6, Will +4; Str 26, Dex 18, Con 25, Int 6, Wis 10, Cha 5.

Skills and Feats: Climb +9, Listen +6, Spot +7; Cleave, Great Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a lib or other body part,

the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Large chain shirt, large greataxe.

☛ **Tabor the Ravager (while raging)**: Male half-orc Brb5/Ravager2; CR7; medium humanoid (half-orc); HD 5d12 + 2d10 + 28; hp 80; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 20); Base Atk +7/+2; Grp +13; Atk +15 melee (2d6+9/19-20, *greatsword +1*); Full Atk +15/+11 melee (2d6+9/19-20, *greatsword +1*); SA Pain touch 1/day; SQ Aura of fear 10 ft 1/day, improved uncanny dodge, rage 2/day (7 rounds), trap sense +1; AL CE; SV Fort +13, Ref +3, Will +3; Str 22, Dex 15, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +10, Knowledge (religion) +4, Survival +8; Improved Sunder, Power Attack, Weapon Focus (greatsword).

Pain Touch (Su): Tabor can make an unarmed touch attack that deals 1d8+2 points of damage. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4+2 extra points of damage. Tabor can make one pain touch attack per day.

Aura of Fear (Su): Enemies within 10 feet of Tabor take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is useable once per day. Each use lasts for 3 rounds.

For convenience, stats given are of Tabor raging.

Possessions: *breastplate +1, greatsword +1, amulet of natural armor +1, potion of cure moderate wounds, ~~potion of shield of faith +3~~*.

☛ **Archers**: Male human Ftr3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword

☛ **The Warlock**: Male human Wiz7; CR7; Medium-sized humanoid (human - Oeridian); HD 7d4+13; hp 34; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +3; Grp +2; Atk +2 melee (1d6-1, quarterstaff)

or +7 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6-1, quarterstaff) or +7 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +5, Ref +5, Will +6; Str 8, Dex 16, Con 13, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +14, Hide +7, Knowledge (arcane) +15, Knowledge (history) +7, Knowledge (The Splintered Sun) +8, Knowledge (religion) +8, Listen +3, Spellcraft +17, Spot +4, Languages (Abyssal, Ancient Oeridian, Ancient Suel, Draconic, Infernal, Flan); Alertness, Dodge, Empower Spell, Great Fortitude, Scribe Scroll, Skill Focus (Concentration), Toughness.

Spells Prepared (4/5/4/3/2; base DC = 15 + spell level): 0—acid splash, *flare*(x2), *ghost sound*, 1st—*charm person*, *enlarge person*, *grease*, *magic missile*, ~~*shield*~~, 2nd—*blindness/deafness*, *glitterdust*, *levitate*, *protection from arrows*, 3rd—*displacement*, *ray of exhaustion*, *summon monster III*; 4th—*crushing despair*, *empowered scorching ray*.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Aproxus (toad familiar), *cloak of resistance +1*, *headband of intellect +2*, *potion of cure moderate wounds*, ~~*scroll of mage armor*~~, *wand of ray of enfeeblement*.

Encounter 6 (EL 10)

☞ **Sister Margot:** Female human Clr8; CR 8; Medium-sized humanoid (human Oeridian); HD 8d8+16; hp 58; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +6/+1; Grp +8; Atk +10 melee (1d10+4/x3, *bane (humanoids) glaive +1*) or +7 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d10+4/x3, *bane (humanoids) glaive+1*) or +7 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +8, Ref +3, Will +12; Str 14, Dex 12, Con 14, Int 13, Wis 18, Cha 12.

Skills and Feats: Bluff +2, Concentration +11, Knowledge (arcana) +6, Knowledge (The Splintered Sun) +3, Knowledge (religion) +7, Speak Language (Ancient Sueloise), Spellcraft +13; Combat Expertise, Improved Initiative, Improved Turning, Iron Will, Martial Weapon Proficiency (glaive) and Weapon Focus (glaive).

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0—*detect magic*, *cure minor wounds*, *guidance* (x2), *resistance*, *virtue*, 1st—*bane*, *bless*, *cure light wounds*, *protection from chaos**/**, *shield of faith*; 2nd—*bull's strength*, *desecrate*, *resist energy*, *sound burst*, *spiritual weapon**; 3rd—*cure serious wounds*, ~~*magic vestment*~~*, *dispel magic*, *prayer*, *summon monster III***; 4th—~~*order's wrath*~~*/**, *divine power*, *poison*

*Domain spell. *Domains:* Law (cast lawl spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

** Law spell, caster level 9th

Possessions: Heavy mace, dagger, light crossbow, 10 bolts, silver unholy symbol of Wastri, *full plate +1* [now +2 due to *magic vestment*], *bane (humanoids: elf) glaive +1*, *scroll of cure moderate wounds* (x2).

☞ **Giant Constrictor Snake:** CR5; Huge animal; HD 11d8+14; hp 63; Init +3; Spd 20 ft., Climb 20ft., Swim 20ft.; AC 15 (touch 11, flat-footed 12); Base Atk +8; Grp +23; Atk +13 melee (1d8+10, bite); Full Atk+13 melee (1d8+10, bite); SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (Hide), Toughness.

Possessions: None.

☞ **Ogre Zombies:** CR3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft. (can't run); AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam) or +1 ranged (1d8+6, javelin); Full Atk+9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam) or +1 ranged (1d8+6, javelin); Space/Reach 10ft/10ft; SQ single actions only, DR 5/slashing, darkvision 60ft, undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: Large greatclub.

☞ **Bendolar of the Jalindal (drained 6 levels):** male half-elf Rng13; CR7; Medium-sized humanoid (human - Oeridian); HD 7d8+7; hp -4 (38); Init +4; Spd 20 ft.; AC 20 (touch 15, flat-footed 14); Base Atk +13/+8/+3; Grp +9; Atk +10 melee (1d8+2/19-20, *longsword +1*) or +12 ranged (1d8+2/19-20, masterwork composite longbow [+1 Str bonus]); Full Atk +8/+3/-2 melee (1d8+2/19-20, *longsword +1*) and +8/+5/+0 melee (1d6+2/19-20, *short sword +1*), or +12 ranged (1d8+2/19-20, *composite longbow +1* [+1 Str bonus]); SQ camouflage, evasion, favored enemy (humanoid[aquatic]) +6, favored enemy (undead) +4, favored enemy (outsiders[evil]) +2, swift tracker, wild empathy, woodland stride; AL CG; SV Fort +3, Ref +6, Will +0; Str 13, Dex 19, Con 13, Int 13, Wis 14, Cha 12.

Skills and Feats: Handle Animal +3, Heal +0, Hide +6, Knowledge (The Splintered Sun) +1, Knowledge (nature) +3, Listen +12, Move Silently +6, Ride +6,

Speak Language (Draconic, Elf), Spot +12, Swim +3, Survival +6; Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Leadership, Track, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (longsword), Weapon Focus (short sword).

Possessions: Composite longbow +1 [+1 Str bonus], studded leather armor +2, longsword +1, short sword +1.

Note: due to 6 negative levels, Bendolar has a -6 on all skill and ability checks, attack rolls, and saving throws. He lost all spells and lost 30 hp due to level drain. Where possible these modifiers are included in his stat block. Remember that the casting time of a *restoration* spell is 3 rounds, and as such casting it during the battle might not be too smart an idea.

Appendix 5: APL 10

Encounter 2 (EL 11)

☛ **Ulendessee**: Female human Mnk8/Drunken Master4; CR 12; Medium-sized humanoid (human Suel); HD 14d8+28*; hp 85; Init +3; Spd 50 ft.; AC 18 (touch 17, flat-footed 14); Base Atk +9/+4; Grp +15; Atk +12 melee (1d8+2, unarmed strike) or +11 melee (1d8+1d4+2, tankard); Full Atk +11/+11/+6 melee (1d8+2, unarmed strike); SA flurry of blows, improvised weapons, improved improvised weapons, unarmed strike, stunning fist 9/day (Fort save DC 19), ki strike (magic); SQ drink like a demon, evasion, still mind, slow fall 40 ft., stagger, swaying waist, wholeness of body (16 hp); AL LN; SV Fort +14, Ref +13, Will +10; Str 15, Dex 16, Con 14, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +9, Escape Artist +17, Jump +8, Listen +8, Sense Motive +16, Spot +9, Tumble +18; Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist, Weapon Focus (unarmed strike).

Drink like a demon (Ex): Ulendessee's body handles alcohol differently from other people's. She can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol she consumes during combat reduces her Wisdom and Intelligence by 2 points each, but Increases her Strength or Constitution (her choice) by 2 points. At this APL, Ulendessee benefits from only 1 drink. The duration of both the penalty and the bonus is 4 rounds.

Improved weapons (Ex): While bottles and tankards are Ulendessee's preferred improvised weapons, she can use furniture, farm implements, or nearly anything else at hand to attack his foes. Ulendessee's improvised weapon deals as much damage as her unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When Ulendessee rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger: By tripping, stumbling and staggering, Ulendessee can make a charge attack that surprises her opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though she can still move up to twice her speed. Second, if she makes a DC 15 Tumble check before

beginning a charge, her movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): Ulendessee knows how to weave and bob during an attack, making him more difficult to hit. She gains a +2 dodge bonus to Armor Class against any one opponent she chooses during her turn.

AC Bonus (Ex): Ulendessee has a +1 bonus to Armor Class.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus to opponent disarm attempts. Finally large objects with broad, flat surfaces (such a stables) can be upended to become improvised tower shields.

Possessions: Peasant outfit.

*) Ulendessee fights as if she is lower level, forgoing full use of her abilities and occasionally letting her guard down. She is, however, still considered a 14th level character.

Encounter 4A (EL 13)

☛ **Valek**: Male human Clr9; CR 9; Medium-sized humanoid (human Flan); HD 9d8+34; hp 82; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+4, *heavy mace +1*); Full Atk +10/+5 melee (1d8+4, *heavy mace +1*); AL CE; SV Fort +12, Ref +5, Will +10; Str 16, Dex 12, Con 16, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +14, Intimidate +7, Knowledge (religion) +10, Knowledge (the planes) +5, Speak Language (Abyssal), Spellcraft +13; Blind Fight, Die Hard, Endurance, Great Fortitude, Improved Toughness, Weapon Focus (heavy mace).

Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level): 0—*detect magic, guidance (x2), resistance (x2), virtue*; 1st—*bane, divine favor, doom, deathwatch***; *magic weapon**, *shield of faith*; 2nd—*bull's strength (x2), death knell***, *hold person, sound burst, spiritual weapon**; 3rd—*bestow curse, blindness/deafness, protection from energy, magic vestment**, *prayer*; 4th—*divine power, poison, smite good*/***; 5th—*flame strike**, *righteous might*.

*Domain spell. *Domains*: Evil (cast evil spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

** Evil spell, caster level 10th

Possessions: Dagger, silver unholy symbol of Erythnul, *amulet of health +2*, *cloak of resistance +1*, *full plate armor +1*, *heavy steel shield +1*, *heavy mace +1*, *potion of cure moderate*, *scroll of air walk*.

🗡️**Troll Fighter:** Male troll Ftr4; CR9; Large Giant; HD 6d8 + 4d10 + 70; hp 127; Init +4; Spd 20 ft.; AC 22 (touch 13, flat-footed 18); Base Atk +8/+3; Grp +20; Atk +17 melee (3d6+15/x3, *large greataxe +1*) or +15 melee (1d6+8, claw); Full Atk +17/+12 melee (3d6+15/x3, *large greataxe +1*) or +15/+15 melee (1d6+8, claw) and +10 melee (1d6+8, bite); Space/Reach 10ft/10ft; SA Rend, damage 2d6+12 SQ regeneration 5, scent; AL CE; SV Fort +15, Ref +7, Will +5; Str 26, Dex 18, Con 25, Int 6, Wis 10, Cha 5.

Skills and Feats: Climb +11, Listen +6, Spot +7; Blindfight, Cleave, Great Cleave, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or other body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Large chain shirt, *large greataxe +1*.

🗡️**Vulgan the Ravager (while raging):** Male half-orc Brb1/Ftr4/Ravager4; CR9; medium humanoid (half-orc); HD 1d12 + 10d10 + 36; hp 96; Init +3; Spd 30 ft.; AC 23 (touch 14, flat-footed 20); Base Atk +9/+4; Grp +15; Atk +17 melee (1d8+11, *orc double axe +1*); Full Atk +15/+11 melee (1d8+9, *orc double axe +1*) and +15 melee (1d8+6, *orc double axe*); SQ aura of fear 10 ft 1/day, cruelest cut 1/day, pain touch 2/day, rage 1/day (7 rounds); AL CE; SV Fort +15, Ref +6, Will +5; Str 22, Dex 16, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +10, Knowledge (religion) +2, Survival +4; Combat Brute, Improved Sunder, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Pain Touch (Su): Vulgan can make an unarmed touch attack that deals 1d8+2 points of damage. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4+2 extra points of damage. Vulgan can make two pain touch attacks per day.

Cruelest Cut (Ex): Vulgan must declare he is making a cruelest cut attempt before he makes a melee

attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. Vulgan can use cruelest cut once per day.

Aura of Fear (Su): Enemies within 10 feet of Vulgan take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is useable once per day. Each use lasts for 3 rounds.

Possessions: *cloak of resistance +1*, *breastplate +2*, *orc double axe +1*, *amulet of natural armor +1*, *potion of cure moderate wounds*, *potion of haste*, ~~*potion of shield of faith +3*~~.

For convenience, stats given are of Vulgan raging.

🏹️**Archers:** Male human Ftr3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

🧙‍♀️**The Hag:** Female human Wiz9; CR9; Medium-sized humanoid (human - Oeridian); HD 9d4+24; hp 51; Init +3; Spd 30 ft.; AC 22 (touch 14, flat-footed 19); Base Atk +4; Grp +3; Atk +3 melee (1d6-1, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6-1, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +5, Ref +6, Will +9; Str 8, Dex 16, Con 14, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +13, Hide +8, Knowledge (arcane) +17, Knowledge (history) +8, Knowledge (The Splintered Sun) +9, Knowledge (religion) +8, Listen +4, Spellcraft +19, Spot +4, Languages (Abyssal, Ancient Oeridian, Ancient Suel, Draconic, Infernal, Flan); Alertness, Craft Wondrous Item, Dodge, Greater Spell Focus (Enchantment), Iron Will, Scribe Scroll, Spell Focus (Enchantment), Toughness

Spells Prepared (4/5/5/4/3/2; base DC = 15 + spell level): 0—acid splash, *flare(x2)*, *ghost sound*, 1st—*charm person**, *grease*, *magic missile (x2)*, ~~*shield*~~, 2nd—*blindness/deafness*, *glitterdust*, *levitate*, *Melf's*

acid arrow, protection from arrows, 3rd— dispel magic, displacement, suggestion, summon monster III; 4th— crushing despair*, lesser globe of invulnerability, mass enlarge person; 5th— dominate person*, waves of fatigue.*

* Because of Greater Spell Focus (Enchantment), the base DC against these spells is 17 + spell level.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Toczia (toad familiar), *cloak of resistance +1, headband of intellect +2, potion of cure moderate wounds, ring of protection +1, scroll of mage armor, wand of Melf's acid arrow.*

Encounter 4B (EL 13)

◆ **Kagarov:** Male human Clr9; CR 9; Medium-sized humanoid (human Oeridian); HD 9d8+18; hp 66; Init +3; Spd 20 ft.; AC 22 (touch 13, flat-footed 19); Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+3, *heavy mace +1*) or +10 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9/+4 melee (1d8+3, *heavy mace +1*) or +9 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +9, Ref +7, Will +13; Str 14, Dex 16, Con 14, Int 12, Wis 18, Cha 11.

Skills and Feats: Concentration +9, Hide +16, Knowledge (religion) +6, Move Silently +16, Speak Language (Abyssal), Spellcraft +13; Augmented Summoning, Dodge, Iron Will, Mobility, Spell Focus (Conjuration).

Spells Prepared (6/6/6/5/4/2; base DC = 14 + spell level): 0—*detect magic, cure minor wounds, guidance (x2), resistance, virtue*, 1st—*bane, cure light wounds, entropic shield, protection from good*/**, summon monster I***, 2nd—*resist energy, invisibility*, shield other, silence, summon monster II***, 3rd—*cure serious wounds, circle of protection from good*/**, dispel magic, summon monster III***, *wind wall*; 4th—*cure critical wounds, spell immunity, unholy blight*/**, summon monster IV***, 5th—*dispel good*/**, summon monster V***.

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

** Evil spell, caster level 10th

Possessions: Dagger, masterwork light crossbow, 10 bolts, silver unholy symbol of Erythnul, *gloves of dexterity +2, cloak of resistance +1, breastplate +1, heavy steel shield+1, heavy mace +1, potion of cure moderate, scroll of air walk.*

◆ **Troll Fighter:** Male troll Ftr4; CR9; Large Giant; HD 6d8 + 4d10 + 70; hp 127; Init +4; Spd 20 ft.; AC 22

(touch 13, flat-footed 18); Base Atk +8/+3; Grp +20; Atk +17 melee (3d6+15/x3, *large greataxe +1*) or +15 melee (1d6+8, claw); Full Atk +17/+12 melee (3d6+15/x3, *large greataxe +1*) or +15/+15 melee (1d6+8, claw) and +10 melee (1d6+8, bite); Space/Reach 10ft/10ft; SA Rend, damage 2d6+12 SQ Regeneration 5, scent; AL CE; SV Fort +15, Ref +7, Will +5; Str 26, Dex 18, Con 25, Int 6, Wis 10, Cha 5.

Skills and Feats: Climb +11, Listen +6, Spot +7; Blindfight, Cleave, Great Cleave, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or other body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Large chain shirt, *large greataxe +1.*

◆ **Tabor the Ravager (while raging):** Male half-orc Brb5/Ravager4; CR9; medium humanoid (half-orc); HD 5d12 + 4d10 + 36; hp 100; Init +3; Spd 30 ft.; AC 22 (touch 14, flat-footed 22); Base Atk +9/+4; Grp +15; Atk +17 melee (2d6+9/19-20, *greatsword +1*); Full Atk +17/+13 melee (2d6+9/19-20, *greatsword +1*); SQ aura of fear 10 ft 1/day, cruelest cut 1/day, improved uncanny dodge, pain touch 2/day, rage 2/day (7 rounds), trap sense +1; AL CE; SV Fort +15, Ref +6, Will +5; Str 22, Dex 16, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +12, Knowledge (religion) +4, Survival +8; Combat Brute, Improved Sunder, Power Attack, Weapon Focus (greatsword).

Pain Touch (Su): Tabor can make an unarmed touch attack that deals 1d8+2 points of damage. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4+2 extra points of damage. Tabor can make two pain touch attacks per day.

Cruelest Cut (Ex): Tabor must declare he is making a cruelest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. Tabor can use cruelest cut once per day.

Aura of Fear (Su): Enemies within 10 feet of Tabor take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is useable once per day. Each use lasts for 3 rounds.

Possessions: cloak of resistance +1, breastplate +2, greatsword +1, amulet of natural armor +1, potion of cure moderate wounds, potion of haste, ~~potion of shield of faith +3~~.

For convenience, stats given are of Vulgan raging.

🔱**Archers:** Male human Ftr3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

🔱**The Warlock:** Male human Wiz9; CR9; Medium-sized humanoid (human - Oeridian); HD 9d4+24; hp 51; Init +3; Spd 30 ft.; AC 22 (touch 14, flat-footed 19); Base Atk +4; Grp +3; Atk +3 melee (1d6-1, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6-1, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +7, Ref +6, Will +9; Str 8, Dex 16, Con 14, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Hide +8, Knowledge (arcane) +17, Knowledge (history) +8, Knowledge (The Splintered Sun) +9, Knowledge (religion) +8, Listen +4, Spellcraft +19, Spot +4, Languages (Abyssal, Ancient Oeridian, Ancient Suel, Draconic, Infernal, Flan); Alertness, Dodge, Empower Spell, Great Fortitude, Iron Will, Scribe Scroll, Skill Focus (Concentration), Toughness.

Spells Prepared (4/5/5/4/3/2; base DC = 14 + spell level): 0—acid splash, flare (x2), ghost sound, 1st—charm person, enlarge person, grease, magic missile, ~~shield~~, 2nd—blindness/deafness, glitterdust, levitate, Melf's acid arrow, protection from arrows, 3rd—dispel magic, displacement, ray of exhaustion, summon monster III, 4th—crushing despair, lesser globe of invulnerability, empowered scorching ray, 5th—baleful polymorph, waves of fatigue.

Possessions: quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Aproxus (toad familiar), cloak of resistance +1, headband of intellect +2, potion of cure moderate wounds, ring of

protection +1, ~~scroll of mage armor~~, wand of Melf's acid arrow.

Encounter 6 (EL 12)

🔱**Sniper:** Male human Rog7; CR7; Medium-sized humanoid (human - Oeridian); HD 7d6; hp 30; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 17); Base Atk +5; Grp +4; Atk +4 melee (1d6-1/19-20, short sword) or +10 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6-1/19-20, short sword) or +10 ranged (1d8/19-20, light crossbow); SA Sneak Attack +4d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL N; SV Fort +2, Ref +9, Will +4; Str 8, Dex 18, Con 11, Int 14, Wis 14, Cha 12.

Skills and Feats: Balance +9, Bluff +6, Climb +10, Disguise +6, Escape Artist +14, Hide +14, Knowledge (The Splintered Sun) +7, Listen +12, Move Silently +14, Sense Motive +12, Speak Language (Elf, Old Oeridian), Spot +14, Tumble +14, Use Magic Device +11; Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (light crossbow).

Poison: The sniper's bolt (the one intended for the target) is coated with Sassone leave residue (Save DC 16, initial damage 2d12 hp, secondary damage 1d6 Con).

Possessions: Masterwork studded leather armor, short sword, 2 daggers, light crossbow, 10 bolts, poison, ~~potion of invisibility~~.

🔱**Trackers:** Male human Rng8; CR8; Medium-sized humanoid (human - Oeridian); HD 8d8+8; hp 51; Init +4; Spd 30 ft.; AC 21 (touch 15, flat-footed 17); Base Atk +8/+3; Grp +9; Atk +11 melee (1d8+2/19-20, *longsword* +1) or +13 ranged (1d8+1/19-20, masterwork composite longbow [+1 Str bonus]); Full Atk +9/+6 melee (1d8+2/19-20, *longsword* +1) and +12/+9 melee (1d6+2/19-20, *short sword* +1), or +13 ranged (1d8+1/19-20, masterwork composite longbow [+1 Str bonus]); SQ animal companion, energy resistance (fire) 10, favored enemy (elf) +4, favored enemy (halfling) +2, wild empathy, woodland stride, swift tracker; AL LE; SV Fort +7, Ref +10, Will +4; Str 12, Dex 18, Con 13, Int 11, Wis 14, Cha 10.

Skills and Feats: Handle Animal +9, Heal +4, Hide +13, Knowledge (nature) +5, Listen +5, Move Silently +13, Ride +9, Spot +5, Survival +12; Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (longsword), Weapon Focus (short sword).

Spells Prepared (2/1; base DC = 12 + spell level): 1st—~~magic fang~~, ~~resist energy~~; 2nd—~~barkskin~~.

Effective spells (Su): The spells *barkskin* and *resist energy* are in effect (caster level 4, incorporated in stats).

Possessions: Masterwork composite longbow [+1 Str bonus], *studded leather armor +1*, *longsword +1*, *short sword +1*.

🐾 **Animal companions (riding dogs):** CR n.a, Medium-sized animal; HD 4d8+8; hp 27; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18); Base Atk +3; Grp +6; Atk +7 melee (1d6+5, bite); Full Atk +7 melee (1d6+5, bite); SA trip; SQ low-light vision, energy resistance (fire) 10, evasion, link, scent, share spells; AL N; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +10, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track, Weapon Focus (bite).

Shared spells (Su): The spells *barkskin*, *magic fang* and *resist energy* are in effect on the animal companion (caster level 4, incorporated in stats). If the companion ever strays further than 5 feet from the ranger, the *barkskin* and *resist energy* spells are dispelled (which lowers the companion's natural armor bonus by 2).

Trip (Ex) A companion that hits with its 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 companion.

🗡️ **Fuenkin:** Male human Ftr9; CR9; Medium-sized humanoid (human - Suel); HD 9d10+18; hp 76; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +9/+4; Grp +13; Atk +16 melee (1d10+7/17-20, *keen bastard sword +1*) or +11 ranged (1d6+4, composite mighty +4 shortbow); Full Atk +16/+11 melee (1d10+7/17-20, *keen bastard sword +1*) or +11/+6 ranged (1d6+4, composite mighty +4 shortbow); AL N; SV Fort +8, Ref +4, Will +6; Str 18, Dex 12, Con 14, Int 11, Wis 12, Cha 13.

Skills and Feats: Bluff +4, Intimidate +7, Ride +7, Sense Motive +4; Exotic Weapon Proficiency (bastard sword), Cleave, Greater Weapon Focus (bastard sword), Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Possessions: masterwork composite +4 mighty shortbow, 20 arrows, spiked gauntlet, dagger, *full plate +1*, *heavy steel shield +1*, *keen bastard sword +1*;

Cletis of Eyedrin: Male human Clr2/Ftr5; CR7; Medium-sized humanoid (human - Oeridian); HD 2d8+5d10+14; hp 30 (58); Init +5; Spd 20 ft.; AC 18

(touch 11, flat-footed 17); Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+5, *flail +1*); Full Atk +10/+5 melee (1d8+5, *flail +1*); AL LN; SV Fort +8, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 11, Wis 15, Cha 14.

Skills and Feats: Bluff +5, Intimidate +10, Knowledge (nobility & etiquette) +4, Knowledge (religion) +6, Ride +7, Sense Motive +8; Blind Fight, Combat Reflexes, Improved Initiative, Improved Shield Bash, Persuasive, Weapon Focus (heavy flail), Weapon Focus (spiked gauntlet), Weapon Specialisation (heavy flail)

Spells Prepared (4/4; base DC = 12 + spell level): 0—*detect magic*, ~~*guidance*~~, *resistance*, *virtue*, 1st—~~*bane*~~, *cause fear*, ~~*entropic shield*~~, *protection from chaos**/**.

*Domain spell. **Domains:** Law (cast law spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

** Law spell, caster level 3rd

Possessions: masterwork spiked breastplate, spiked heavy steel shield, spiked gauntlet, dagger, *cloak of resistance +1*, *longsword +1*;

👁️ **Eyedrin Guards:** Male human Ftr1; CR1; Medium-sized humanoid (human - Oeridian); HD 1d10+2; hp 14; Init +7; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2, heavy flail) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+2, heavy flail) or +4 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 9, Wis 10, Cha 9.

Skills and Feats: Intimidate +2, Listen +3, Ride +3, Spot +3; Alertness, Improved Initiative, Weapon Focus (heavy flail).

Possessions: Spiked scalemail, heavy shield, light crossbow, 10 bolts, heavy flail.

Appendix 6: APL 12

Encounter 2 (EL 13)

☛ **Ulendessee:** Female human Mnk10/Drunken Master4; CR 14; Medium-sized humanoid (human Suel); HD 14d8+28*; hp 99; Init +3; Spd 50 ft.; AC 19 (touch 18, flat-footed 15); Base Atk +10/+5; Grp +16; Atk +13 melee (1d8+2, unarmed strike) or +12 melee (1d8+1d4+2, tankard); Full Atk +13/+13/+8 melee (1d8+2, unarmed strike); SA flurry of blows, improvised weapons, improved improvised weapons, unarmed strike, stunning fist 11/day (Fort save DC 20), ki strike (lawful), ki strike (magic); SQ drink like a demon, improved evasion, still mind, slow fall 50 ft., stagger, swaying waist, wholeness of body (20 hp); AL LN; SV Fort +14, Ref +13, Will +10; Str 15, Dex 16, Con 14, Int 11, Wis 16, Cha 10.

Skills and Feats: Balance +9, Escape Artist +19, Jump +9, Listen +9, Sense Motive +18, Spot +9, Tumble +20; Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist, Weapon Focus (unarmed strike).

Drink like a demon (Ex): Ulendessee's body handles alcohol differently from other people's. She can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol she consumes during combat reduces her Wisdom and Intelligence by 2 points each, but Increases her Strength or Constitution (her choice) by 2 points. At this APL, Ulendessee benefits from only 1 drink. The duration of both the penalty and the bonus is 4 rounds.

Improved weapons (Ex): While bottles and tankards are Ulendessee's preferred improvised weapons, she can use furniture, farm implements, or nearly anything else at hand to attack his foes. Ulendessee's improvised weapon deals as much damage as her unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When Ulendessee rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger: By tripping, stumbling and staggering, Ulendessee can make a charge attack that surprises her opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though she can still move up to twice her speed. Second, if she makes a DC 15 Tumble check before beginning a

charge, her movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): Ulendessee knows how to weave and bob during an attack, making him more difficult to hit. She gains a +2 dodge bonus to Armor Class against any one opponent she chooses during her turn.

AC Bonus (Ex): Ulendessee has a +1 bonus to Armor Class.

Improved Improvised Weapons (Ex) : A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus to opponent disarm attempts. Finally large objects with broad, flat surfaces (such a stables) can be upended to become improvised tower shields.

Possessions: Peasant outfit.

*) Ulendessee fights as if she is lower level, forgoing full use of her abilities and occasionally letting her guard down. She is, however, still considered a 14th level character.

Encounter 4A (EL 15)

☛ **Valek:** Male human Clr11; CR 11; Medium-sized humanoid (human Flan); HD 11d8+40; hp 98; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 24); Base Atk +8/+3; Grp +10; Atk +12 melee (1d8+4, *spell storing heavy mace +1*); Full Atk +11/+6 melee (1d8+4, *spell storing heavy mace +1*); AL CE; SV Fort +13, Ref +5, Will +11; Str 16, Dex 12, Con 14, Int 12, Wis 16, Cha 13.

Skills and Feats: Concentration +16, Intimidate +8, Knowledge (religion) +10, Knowledge (the planes) +7, Speak Language (Abyssal), Spellcraft +15; Blind Fight, Die Hard, Endurance, Great Fortitude, Improved Toughness, Weapon Focus (heavy mace).

Spells Prepared (6/7/6/6/4/3/2; base DC = 13 + spell level): 0—*detect magic, guidance (x2), resistance (x2), virtue*, 1st—*bane, bless, divine favor, deathwatch***, *doom, magic weapon**, *shield of faith*, 2nd—*bull's strength (x2), death knell***, *hold person, sound burst, spiritual weapon**; 3rd—*bestow curse, blindness/deafness, deeper darkness, protection from energy, magic vestment**, *prayer*; 4th—*divine power, imbue with spell ability, poison, smite good*/***, 5th—*flame strike**, *righteous might, slay living*, 6th—*blade barrier**, *harm*.

*Domain spell. *Domains*: Evil (cast evil spells at +1 caster level); War (free Martial Weapon proficiency and Weapon Focus with deity's weapon).

** Evil spell, caster level 12th

Possessions: dagger, silver unholy symbol of Erythnul, *amulet of health* +2, *cloak of resistance* +1, *full plate armor* +1, *heavy steel shield* +1, *spellstoring heavy mace* +1, *ring of protection* +1, *potion of cure moderate*, *scroll of air walk*

Note: The first time Valek hits someone with his *heavy mace of spell storing*, that person is affected by an *inflict serious wounds* spell (save DC 16, damage 3d8+11).

👤 **Troll Fighter**: Male troll Ftr6; CR11; Large Giant; HD 6d8 + 6d10 + 96; hp 165; Init +4; Spd 20 ft.; AC 23 (touch 13, flat-footed 19); Base Atk +10/+5; Grp +22; Atk +19 melee (3d6+15/x3, *large greataxe* +1) or +17 melee (1d6+8, claw); Full Atk +19/+14 melee (3d6+15/x3, *large greataxe* +1) or +17/+17 melee (1d6+8, claw) and +12 melee (1d6+8, bite); Space/Reach 10ft/10ft; SA Rend, damage 2d6+12 SQ regeneration 5, scent; AL CE; SV Fort +16, Ref +8, Will +6; Str 26, Dex 18, Con 26, Int 6, Wis 10, Cha 5.

Skills and Feats: Climb +13, Listen +6, Spot +7; Blindfight, Cleave, Great Cleave, Dodge, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or other body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: *Large chain shirt* +1, *large greataxe* +1.

👤 **Vulgan the Ravager (while raging)**: Male half-orc Brb1/Ftr4/Ravager6; CR11; medium humanoid (half-orc); HD 1d12 + 12d10 + 44; hp 116; Init +3; Spd 30 ft.; AC 24 (touch 15, flat-footed 21); Base Atk +11/+5; Grp +17; Atk +20 melee (1d8+12, *orc double axe* +1); Full Atk +18/+14 melee (1d8+10, *orc double axe* +1) and +18 melee (1d8+7, *orc double axe*); SA Pain touch 2/day; SQ Aura of fear 20 ft 2/day, cruelest cut 2/day, rage 1/day (7 rounds); AL CE; SV Fort +17, Ref +8, Will +7; Str 22, Dex 16, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +12, Knowledge (religion) +2, Survival +4; Combat Brute, Improved Sunder, Power Attack, Two-Weapon Defence, Two-

Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Pain Touch (Su): Tabor can make an unarmed touch attack that deals 1d8+2 points of damage. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4+2 extra points of damage. Tabor can make two pain touch attacks per day.

Cruellest Cut (Ex): Tabor must declare he is making a cruelest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. Tabor can use cruelest cut twice per day, but may make only one cruelest cut attempt per round.

Aura of Fear (Su): Enemies within 20 feet of Tabor take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is useable twice per day. Each use lasts for 3 rounds.

For convenience, stats given are of Vulgan raging.

Possessions: *Cloak of resistance* +2, *breastplate* +2, *orc double axe* +2, *amulet of natural armor* +1, *potion of cure moderate wounds*, *potion of haste*, ~~*potion of shield of faith* +4~~.

👤 **Archers**: Male human Ftr3; CR3; Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

👤 **The Hag**: Female human Wiz11; CR11; Medium-sized humanoid (human - Oeridian); HD 11d4+28; hp 61; Init +3; Spd 30 ft.; AC 22 (touch 14, flat-footed 19); Base Atk +5; Grp +4; Atk +4 melee (1d6-1, quarterstaff) or +9 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6-1, quarterstaff) or +9 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +5, Ref +6, Will +10; Str 8, Dex 16, Con 14, Int 22, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Hide +9, Knowledge (arcane) +20, Knowledge (history) +10, Knowledge (The Splintered Sun) +11, Knowledge

(religion) +9, Listen +4. Spellcraft +22, Spot +5, Languages (Abyssal, Ancient Oeridian, Ancient Suel, Draconic, Infernal, Flan); Alertness, Craft Wondrous Item, Dodge, Greater Spell Focus (Enchantment), Iron Will, Scribe Scroll, Silent Spell, Spell Focus (Enchantment), Toughness.

Spells Prepared (4/5/5/5/4/3/2; base DC = 16 + spell level): 0—acid splash, *flare* (x2), *ghost sound*, 1st—*charm person**, *grease*, *magic missile* (x2), ~~*shield*~~, 2nd—*blindness/deafness*, *glitterdust*, *levitate*, *Melf's acid arrow*, *protection from arrows*, 3rd—*dispel magic*, *displacement*, *ray of exhaustion*, *summon monster III*, *suggestion**, 4th—*crushing despair**, *lesser globe of invulnerability*, *fire shield*, *mass enlarge person*; 5th—*break enchantment*, *dominate person**, *waves of fatigue*; 6th—*chain lightning*, *repulsion*.

*Because of Greater Spell Focus (Enchantment), the base DC against these spells is 18 + spell level.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Toczia (toad familiar), *cloak of resistance* +1, *headband of intellect* +4, *potion of cure moderate wounds*, *ring of protection* +1, ~~*scroll of mage armor*~~, *wand of Melf's acid arrow*.

Encounter 4B (EL 15)

☛ **Kagarov**: Male human Clr11; CR 11; Medium-sized humanoid (human Oeridian); HD 11d8+22; hp 80; Init +3; Spd 20 ft.; AC 23 (touch 14, flat-footed 20); Base Atk +8/+3; Grp +10; Atk +11 melee (1d8+3, *spell storing heavy mace* +1) or +12 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6 melee (1d8+3, *spell storing heavy mace* +1) or +11 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +10, Ref +7, Will +14; Str 14, Dex 16, Con 14, Int 12, Wis 18, Cha 11.

Skills and Feats: Concentration +11, Hide +18, Knowledge (religion) +6, Move Silently +18, Speak Language (Abyssal), Spellcraft +15; Augmented Summoning, Dodge, Mobility, Iron Will, Spell Focus (Conjuration).

Spells Prepared (6/7/6/6/5/3/2; base DC = 14 + spell level): 0—*detect magic*, *cure minor wounds*, *guidance* (x2), *resistance*, *virtue*, 1st—*bane*, *bless*, *cure light wounds*, *entropic shield*, *protection from good**/**, *summon monster I****, 2nd—*resist energy*, *invisibility**, *shield other*, *silence*, *summon monster II****, 3rd—*cure serious wounds*, *circle of protection from good**/**, *dispel magic*, *invisibility purge*, *summon monster III****, *wind wall*; 4th—*cure critical wounds*, *imbue with spell ability*, *spell immunity*, *unholy blight**/**, *summon monster IV****, 5th—

*dispel good**/**, *insect plague*, *summon monster V****, 6th—*mislead**, *summon monster VI***

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

** Evil spell, caster level 12th

Possessions: Dagger, masterwork light crossbow, 10 bolts, silver unholy symbol of Erythnul, *gloves of dexterity* +2, *cloak of resistance* +1, *breastplate* +1, *heavy steel shield* +1, *spell storing heavy mace* +1, *ring of protection* +1, *potion of cure moderate*, *scroll of air walk*.

Note: The first time Kagarov hits someone with his *heavy mace of spell storing*, that person is affected by an *inflict serious wounds* spell (save DC 16, damage 3d8+11)

☛ **Troll Fighter**: Male troll Ftr6; CR11; Large Giant; HD 6d8 + 6d10 + 96; hp 165; Init +4; Spd 20 ft.; AC 23 (touch 13, flat-footed 19); Base Atk +10/+5; Grp +22; Atk +19 melee (3d6+15/x3, *large greataxe* +1) or +17 melee (1d6+8, claw); Full Atk +19/+14 melee (3d6+15/x3, *large greataxe* +1) or +17/+17 melee (1d6+8, claw) and +12 melee (1d6+8, bite); Space/Reach 10ft/10ft; SA Rend, damage 2d6+12 SQ regeneration 5, scent; AL CE; SV Fort +16, Ref +8, Will +6; Str 26, Dex 18, Con 26, Int 6, Wis 10, Cha 5.

Skills and Feats: Climb +13, Listen +6, Spot +7; Blindfight, Cleave, Great Cleave, Dodge, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d6+12 points of damage.

Regeneration (ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or other body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: *Large chain shirt* +1, *large greataxe* +1.

☛ **Tabor the Ravager (while raging)**: Male half-orc Brb5/Ravager6; CR11; medium humanoid (half-orc); HD 5d12 + 4d10 + 36; hp 120; Init +3; Spd 30 ft.; AC 23 (touch 15, flat-footed 23); Base Atk +11/+6; Grp +17; Atk +19 melee (2d6+9/17-20, *keen greatsword* +1); Full Atk +19/+15 melee (2d6+9/17-20, *keen greatsword* +1); SA Pain touch 2/day; SQ aura of fear 20 ft 2/day, cruelest cut 2/day, improved uncanny dodge, rage 2/day (7 rounds), trap sense +1; AL CE; SV Fort +17,

Ref +8, Will +7; Str 22, Dex 16, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +14, Knowledge (religion) +4, Survival +8; Combat Brute, Improved Sunder, Power Attack, Weapon Focus (greatsword).

Pain Touch (Su): Tabor can make an unarmed touch attack that deals 1d8+2 points of damage. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4+2 extra points of damage. Tabor can make two pain touch attacks per day.

Cruellest Cut (Ex): Tabor must declare he is making a cruelest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. Tabor can use cruelest cut twice per day, but may make only one cruelest cut attempt per round.

Aura of Fear (Su): Enemies within 20 feet of Tabor take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is useable twice per day. Each use lasts for 3 rounds.

Possessions: Cloak of resistance +2, breastplate +2, keen greatsword +1, amulet of natural armor +1, potion of cure moderate wounds, potion of haste, ~~potion of shield of faith +4~~.

For convenience, stats given are of Tobar raging.

🏹 **Archers:** male human Ftr3, CR3, Medium-sized humanoid (human - Oeridian); HD 3d10+6; hp 30; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +3; Grp +5; Atk +5 melee (1d10+3/19-20, bastard sword) or +7 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +5 melee (1d10+3/19-20, bastard sword) or +5/+5 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); AL CE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 9.

Skills and Feats: Climb +4, Intimidate +6, Ride +5; Weapon Focus (longbow), Point Blank, Precise Shot, Rapid Shot, Sharp Shooting.

Possessions: Chainmail, masterwork composite longbow [+2 Str bonus], 20 arrows, bastard sword.

🧙 **The Warlock:** Male human Wiz11; CR11; Medium-sized humanoid (human - Oeridian); HD 11d4+28; hp 61; Init +3; Spd 30 ft.; AC 22 (touch 14, flat-footed 19); Base Atk +5; Grp +4; Atk +4 melee (1d6-1, quarterstaff) or +9 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6-1, quarterstaff) or +9 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +7, Ref +6, Will +10; Str 8, Dex 16, Con 14, Int 22, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Hide +9, Knowledge (arcane) +20, Knowledge (history) +10, Knowledge (The Splintered Sun) +11, Knowledge (religion) +9, Listen +4, Spellcraft +22, Spot +5, Languages (Abyssal, Ancient Oeridian, Ancient Suel, Draconic, Infernal, Flan); Alertness, Dodge, Empower Spell, Great Fortitude, Iron Will, Maximize Spell, Scribe Scroll, Skill Focus (Concentration), Toughness.

Spells Prepared (4/5/5/5/4/3/2; base DC = 15 + spell level): 0—acid splash, *flare* (x2), *ghost sound*, 1st—*charm person*, *enlarge person*, *grease*, *magic missile*, ~~shield~~, 2nd—*blindness/deafness*, *glitterdust*, *levitate*, *Melf's acid arrow*, *protection from arrows*, 3rd—*dispel magic*, *displacement*, *empowered magic missile*, *ray of exhaustion*, *summon monster III*; 4th—*crushing despair*, *lesser globe of invulnerability*, *fire shield*, *empowered scorching ray*; 5th—*baleful polymorph*, *waves of fatigue*, *maximized scorching ray*; 6th—*chain lightning*, *repulsion*.

Possessions: Quarterstaff, spellbook, 2 daggers, light crossbow, 10 bolts, familiar pocket containing Aproxus (toad familiar), *cloak of resistance +1*, *headband of intellect +4*, *potion of cure moderate wounds*, *ring of protection +1*, ~~scroll of mage armor~~, wand of Melf's acid arrow.

Encounter 6 (EL 14)

🐉 **Essheryx, Ice Devil:** CR13; Large outsider (Baatezu, extraplanar, evil, lawful); HD 14d8 + 84; hp 147; Init +5; Spd 40 ft.; AC 32 (touch 14, flat-footed 27); Base Atk +14/+9/+4; Grp +24; Atk +20 melee (2d6+9/x3 plus slow, spear) or +19 melee (1d10+6, claw); Full Atk +20/+15/+10 melee (2d6+9/x3 plus slow, spear) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); or +19/+19 melee (1d10+6, claw) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); Space/Reach 10ft/10ft; SA Fear aura, slow, spelllike abilities, summon baatezu; SQ DR 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, SR 25, telepathy 100ft; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5, Intimidate +24, Jump +27, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (religion) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Speak Languages (Celestial, Draconic, Infernal), Spellcraft +23, Spot +25, Survival +6; Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear).

Fear Aura (Su): Essheryx can radiate a 10-foot radius fear-aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a fear spell (caster level 13th). A creature that successfully saves cannot be affected again by Essheryx' aura for 24 hours. Other baatezu are immune to the aura. The save DC is charisma based.

Slow (Su): A hit from Essheryx' tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution based.

Spell-like abilities: At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport*, *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19); Caster level 13th. The save DCs are Charisma based.

Summon Baatezu (Sp): Essheryx already used his power to summon baatezu.

Regeneration (Ex): Essheryx takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Possessions: Large spear.

☛ **Bone devil:** CR9; Large outsider (Baatezu, extraplanar, evil, lawful); HD 10d8 + 50; hp 95; Init +9; Spd 40 ft.; AC 25 (touch 14, flat-footed 20); Base Atk +10/+5; Grp +19; Atk +14 melee (1d8+5, bite) or +12 melee (3d4+2 plus poison, sting); Full Atk Atk +14 melee (1d8+5, bite) and +12/+12 melee (1d4+2, claw) and +12 melee (3d4+2 plus poison, sting); Space/Reach 10ft/10ft; SA Fear aura, poison, summon baatezu; SQ DR 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 21, telepathy 100ft; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2, Hide +14, Intimidate +17, Knowledge (planes) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Speak Languages (Celestial, Draconic, Infernal), Spot +17, Survival +2; Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): A bone devil can radiate a 5-foot radius fear-aura as a free action. A creature in the area must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is charisma based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution based.

Spell-like abilities: At will—*greater teleport*, *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*, Caster level 12th. The save DC is Charisma based.

Summon Baatezu(Sp): The bone devils are summoned so cannot summon baatezu themselves.

Possessions: None.

☛ **Reynallen (exhausted):** Female human (Oeridian) Clr15; CR 15; Medium-sized humanoid (human); HD 15d8+30; hp 45 (108); Init +7; Spd 10 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +11/+6; Grp +10; Atk +12 melee (1d8, *holy longsword* +1) or +12 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8, *holy longsword* +1) or +12 ranged (1d8/19-20, light crossbow); AL CG; SV Fort +12, Ref +5, Will +16; Str 8 (14), Dex 10 (16), Con 15, Int 13, Wis 18, Cha 15.

Skills and Feats: Concentration +12, Diplomacy +4, Heal +12, Knowledge (arcana) +9, Knowledge (history) +7, Knowledge (planes) +7, Knowledge (The Splintered Sun) +5, Knowledge (religion) +11, Spellcraft +11, Tumble +5; Combat Reflexes, Combat Expertise, Improved Initiative, Iron Will, Leadership, Martial Weapon Proficiency (longsword), Weapon Focus (longsword).

Spells Prepared (6/7/7/7/6/5/4/3/2; base DC = 14 + spell level): 0—create water, *detect magic*, *detect poison*, *guidance* (x2), *resistance*, *virtue*, 1st—~~bleed~~, *detect evil*, ~~divine favor~~, *entropic shield*, *magic weapon*, *sanctuary**, *shield of faith*, 2nd—*align weapon*, ~~bull's strength~~, *hold person*, *lesser restoration*, *remove paralysis*, *shield other**, *status*; 3rd—~~create food and water~~ (x2), *dispel magic*, *invisibility purge*, ~~magic circle against evil~~*, *prayer*, *protection from energy*; 4th—*air walk*, *divination*, *freedom of movement*, ~~restoration~~, *holy smite**, *tongues*; 5th—*break enchantment*, *disrupting weapon*, ~~flame strike~~, ~~righteous might~~, *spell resistance**; 6th—*anti-magic field**, ~~heal~~, *heroes' feast*, *mass bear's endurance*; 7th—*greater restoration*, *greater scrying*, ~~repulsion~~*; 8th—*antimagic field*, *mind blank*.*

*Domain spell. **Domains:** Good (cast good spells at +1 caster level); Protection (protective ward: add +15 enhancement bonus to one save one/day [his ability has already been used]).

** Good spell, caster level 16th

Possessions: Dagger, light crossbow, 4 bolts, *holy longsword* +1.

Note: Reynallen is exhausted after few nights without sleep and a battle with the Ravagers. This is reflected in the statblock.

Appendix 7: Monster Summonings

Monster Summoning I

➤ **Small Fiendish Monstrous Hunting Spider (augmented):** CR 1/2, Small magical beast (extraplanar); HD 1d8+2; hp 6; Init +3; Spd 40 ft. Climb 30ft.; AC 14 (touch 14, flat-footed 11); Base Atk +0; Grp -4; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA smite good, poison, web; SQ darkvision 60 ft, resistance cold and fire 5, tremorsense 60 ft, vermin traits, SR 6; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11, Jump +10, Spot +12; Weapon Finesse

Smite Good (Ex): Once per day the spider can make a normal melee attack roll to deal 1 hp extra damage against a good foe.

Poison (Ex): Injury, Fortitude DC 12, initial damage 1d3 Str, secondary damage 1d3 Str. The save DC is Constitution based.

Web (Ex): This is a hunting spider and as such cannot use its web to entangle.

Tremorsense (Ex): A monstrous spider can contact and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's web.

Skills: A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders either use their Strength or Dexterity modifier for Climb checks, whichever is higher.

Monster Summoning II

➤ **Medium Fiendish Monstrous Scorpion (augmented):** CR 1, Medium magical beast (extraplanar); HD 2d8+8; hp 17; Init +0; Spd 40 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +4; Atk +4 melee (1d4+3, claw); Full Atk +4/+4 melee (1d4+3, claw) and -1 (1d4+1 plus poison, sting); SA constrict 1d4+3, improved grab, smite good, poison; SQ darkvision 60 ft, resistance cold and fire 5, tremorsense 60 ft, vermin traits, SR 7; AL NE; SV Fort +7, Ref +0, Will +0; Str 17, Dex 10, Con 18, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +7, Hide +4, Spot +4; -

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength or its

Dexterity modifier for grapple checks, whichever is better.

Smite Good (Ex): Once per day the spider can make a normal melee attack roll to deal 2 hp extra damage against a good foe.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d3 Con, secondary damage 1d3 Con. The save DC is Constitution based.

Tremorsense (Ex): A monstrous scorpion can contact and pinpoint any creature or object within 60 feet in contact with the ground.

Monster Summoning III

➤ **Huge Fiendish Monstrous Centipede (augmented):** CR 3, Medium magical beast (extraplanar); HD 6d8+18; hp 45; Init +2; Spd 40 ft., Climb 40 ft.; AC 16 (touch 10, flat-footed 14); Base Atk +4; Grp +17; Atk +6 melee (2d6+6 plus poison, bite); Full Atk +7 melee (2d6+6 plus poison, bite); Space/Reach: 15ft/10ft; SA smite good, poison; SQ darkvision 60 ft, resistance cold and fire 5, DR 5/magic, vermin traits, SR 11; AL NE; SV Fort +8, Ref +4, Will +2; Str 21, Dex 15, Con 16, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +13, Hide +2, Spot +4; -

Smite Good (Ex): Once per day the spider can make a normal melee attack roll to deal 6 hp extra damage against a good foe.

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution based.

Skills: A monstrous centipede can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous centipedes either use their Strength or Dexterity modifier for Climb checks, whichever is higher.

Monster Summoning IV

➤ **Howler (augmented):** CR 3, Large outsider (chaotic, evil, extraplanar); HD 6d8+24; hp 51; Init +7; Spd 60 ft.; AC 17 (touch 12, flat-footed 14); Base Atk +6; Grp +17; Atk +12 melee (2d8+7, bite); Full Atk +12 melee (2d8+7, bite) and 1d4 +7 melee (1d6+3, quills); Space/Reach: 10ft/5ft; SA quills, howl; SQ darkvision 60 ft; AL CE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 17, Con 20, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +16, Hide +8, Listen +13, Move Silently +12, Search +7. Spot +13, Survival +2; Alertness, Combat Reflexes, Improved Initiative

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is dexterity based.

A quill can be removed safely with a DC 20 Heal check, otherwise, removing the quill deals an extra 1d6 points of damage.

Howl (Ex): Summoned howlers never get to use this ability.

Monster Summoning V

🐉 **Fiendish Dire Boar (augmented):** CR 5, Large magical beast (extraplanar); HD 7d8+35; hp 66; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); Base Atk +5; Grp +19; Atk +14 melee (1d8+15, gore); Full Atk +14 melee (1d8+15, gore); Space/Reach: 10ft/5ft; SA ferocity, smite good; SQ low-light vision, darkvision 60 ft, resistance cold and fire 5, DR 5/magic, scent, SR 12; AL NE; SV Fort +10, Ref +5, Will +8; Str 31, Dex 10, Con 21, Int 3, Wis 13, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Endurance, Iron Will

Smite Good (Ex): Once per day the spider can make a normal melee attack roll to deal 7 hp extra damage against a good foe.

Ferocity (Ex): A dire boar is such a tenacious opponent that it continues to fight even while disabled or dying.

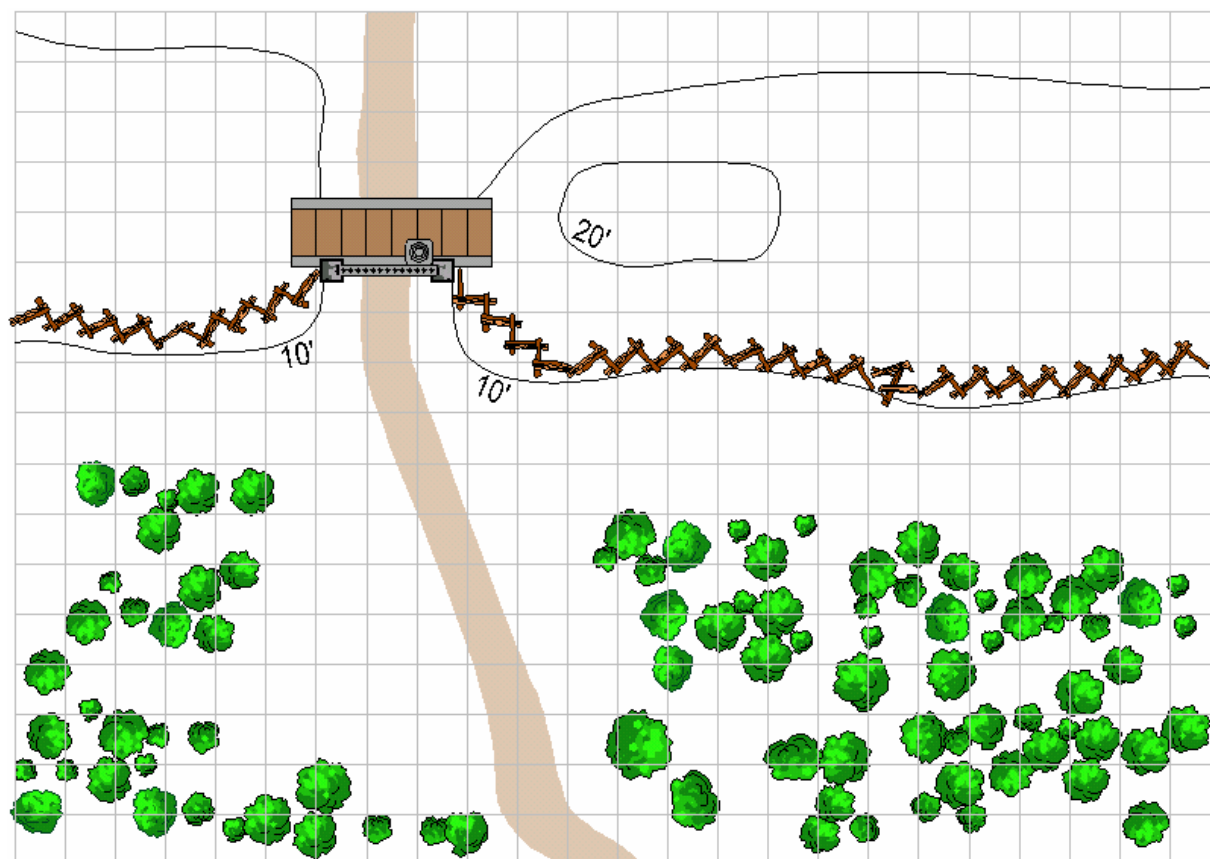
Monster Summoning VI

🐉 **Fiendish Giant Constrictor Snake (augmented):** CR5, Huge animal; HD 11d8+36; hp 85; Init +3; Spd 20 ft., Climb 20ft., Swim 20ft.; AC 15 (touch 11, flat-footed 12); Base Atk +8; Grp +25; Atk +15 melee (1d8+13, bite); Full Atk+15 melee (1d8+13, bite); SA Constrict 1d8+13, improved grab; SQ darkvision 60 ft, resistance cold and fire 10, DR 5/magic, SR 16, scent; AL N; SV Fort +10, Ref +10, Will +4; Str 29, Dex 17, Con 17, Int 1, Wis 12, Cha 2.

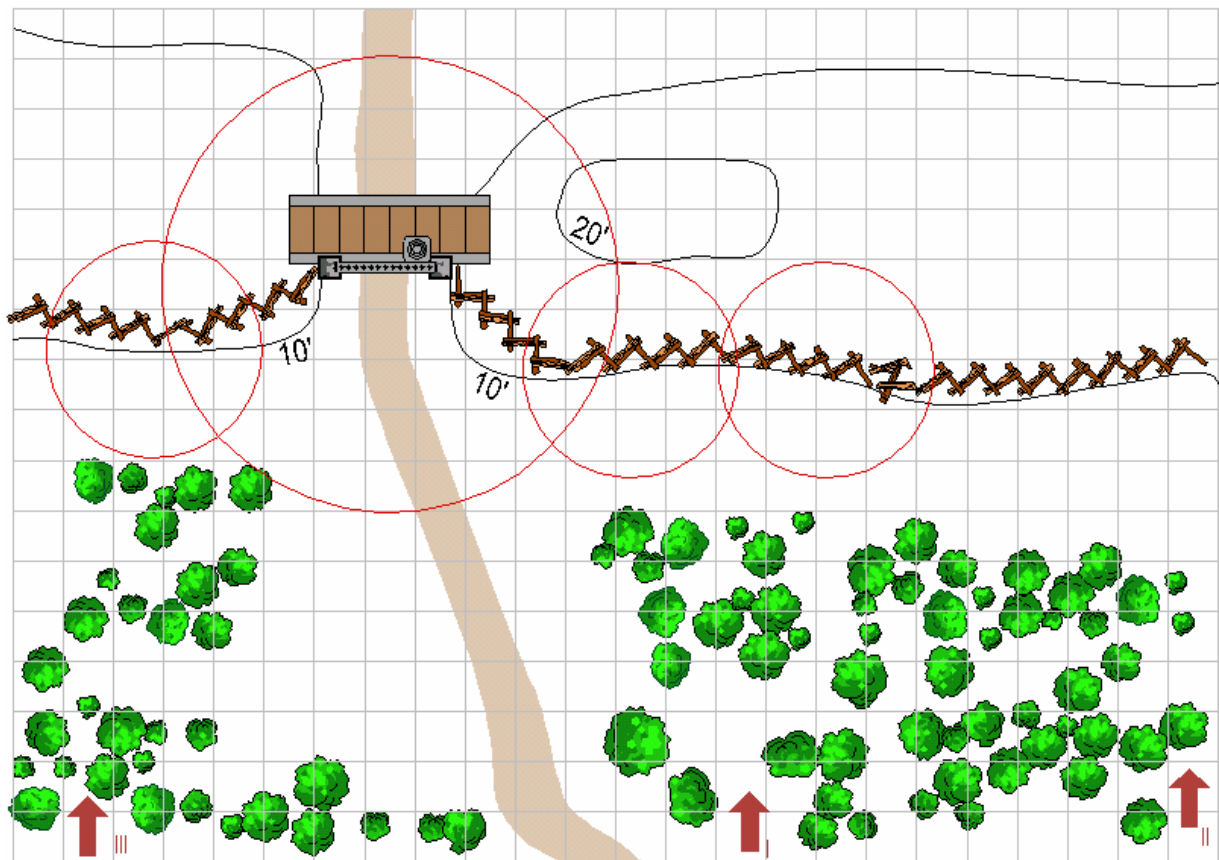
Skills and Feats: Balance +11, Climb +19, Hide +10, Listen +9, Spot +9, Swim +18; Alertness, Endurance, Skill Focus (Hide), Toughness

Smite Good (Ex): Once per day the spider can make a normal melee attack roll to deal 11 hp extra damage against a good foe.

Encounter 4a: The Stand at the Bump



Encounter 4a: The Stand at the Bump (DM Map)



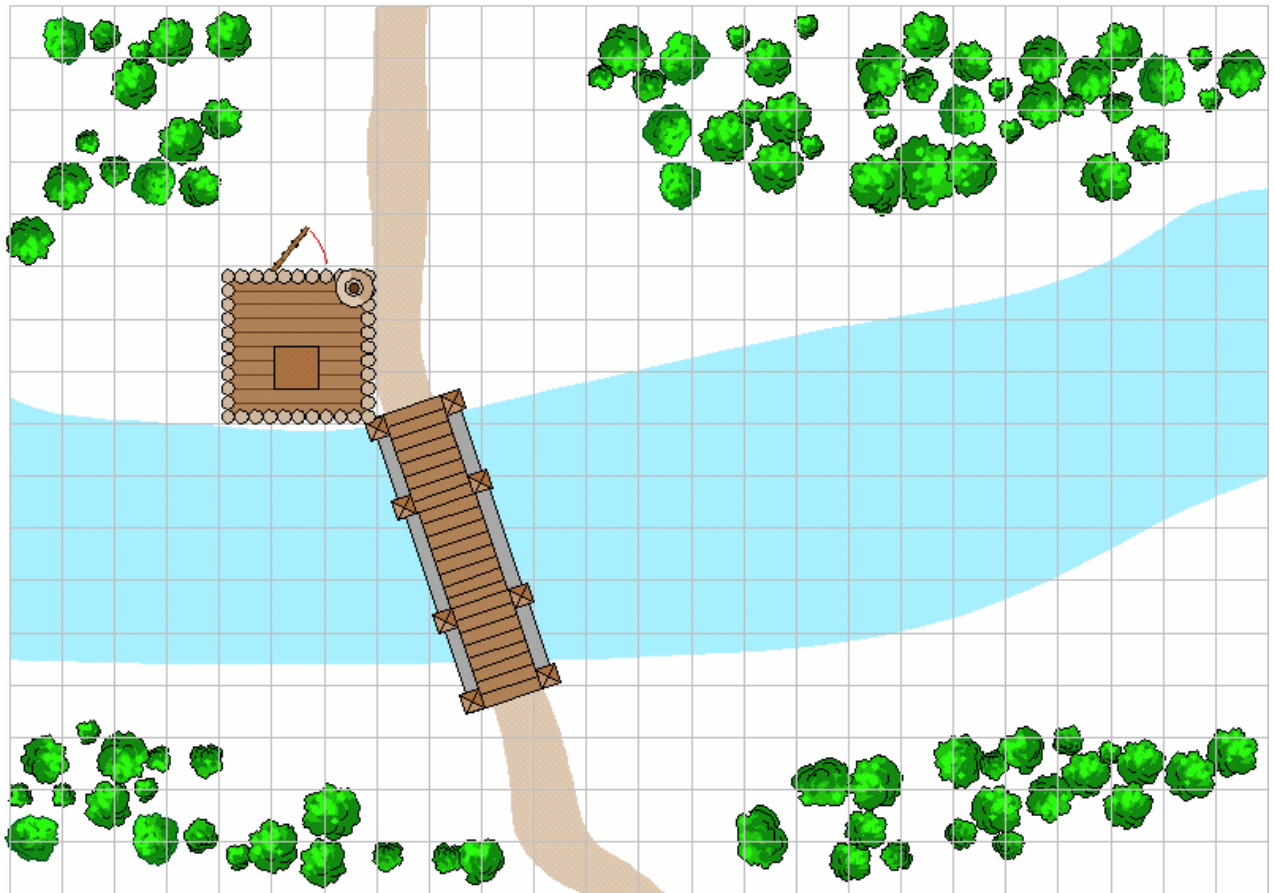
I : Valek and Warriours

II : The Hag

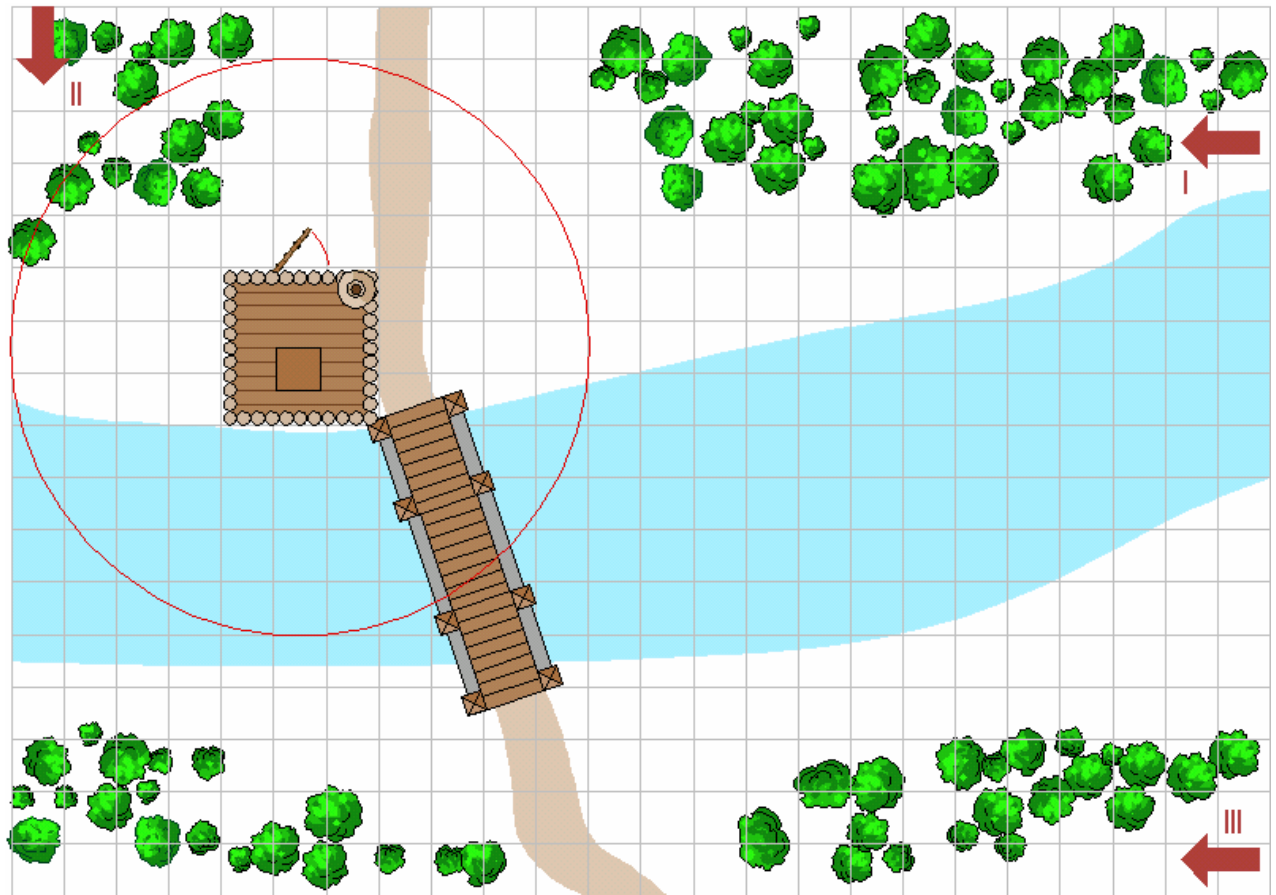
III: Archers

The circles indicates the zones of light provided by the torches on the Dump.

Encounter 4b : The Stand at the Bridge



Encounter 4b : The Stand at the Bridge (DM Map)



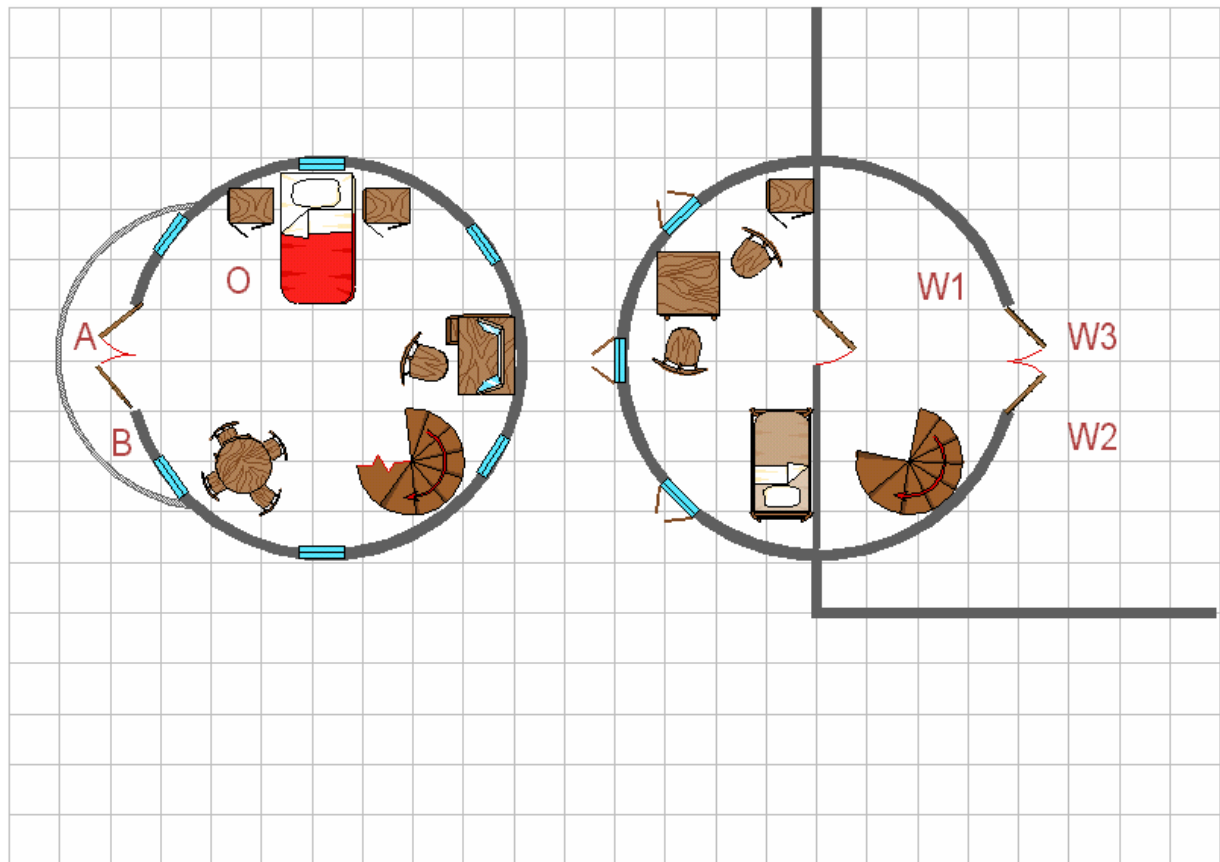
I : Kagarov and Warriors

II : The Warlock

III: Archers

The circle indicates the zone of light provided by the torches on the tower.

Encounter 6a Saving Rowana Kestor



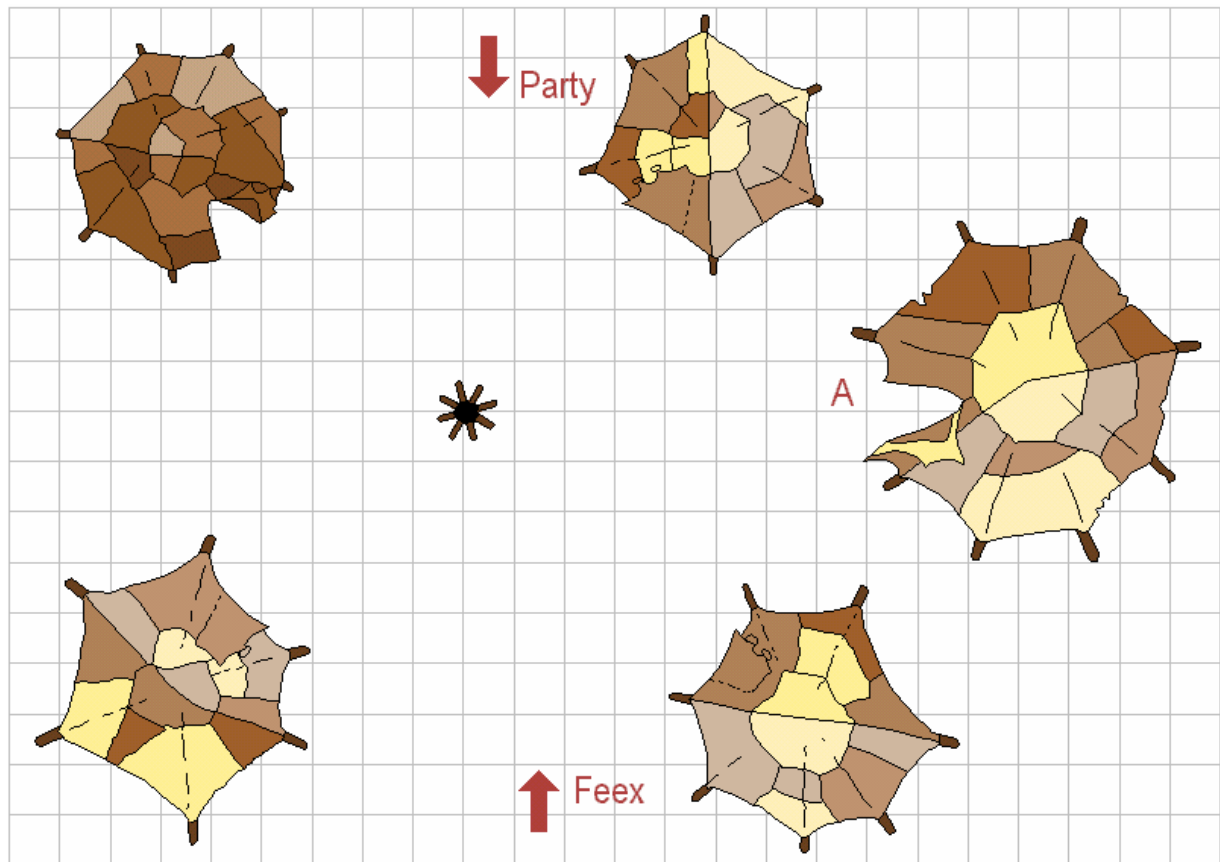
A: Aelin

B: Bowart

O: Orwana Kestor

T1-T3: Thugs nr 1 – Thugnr3

Encounter 6b: Saving Armenis Bregohan

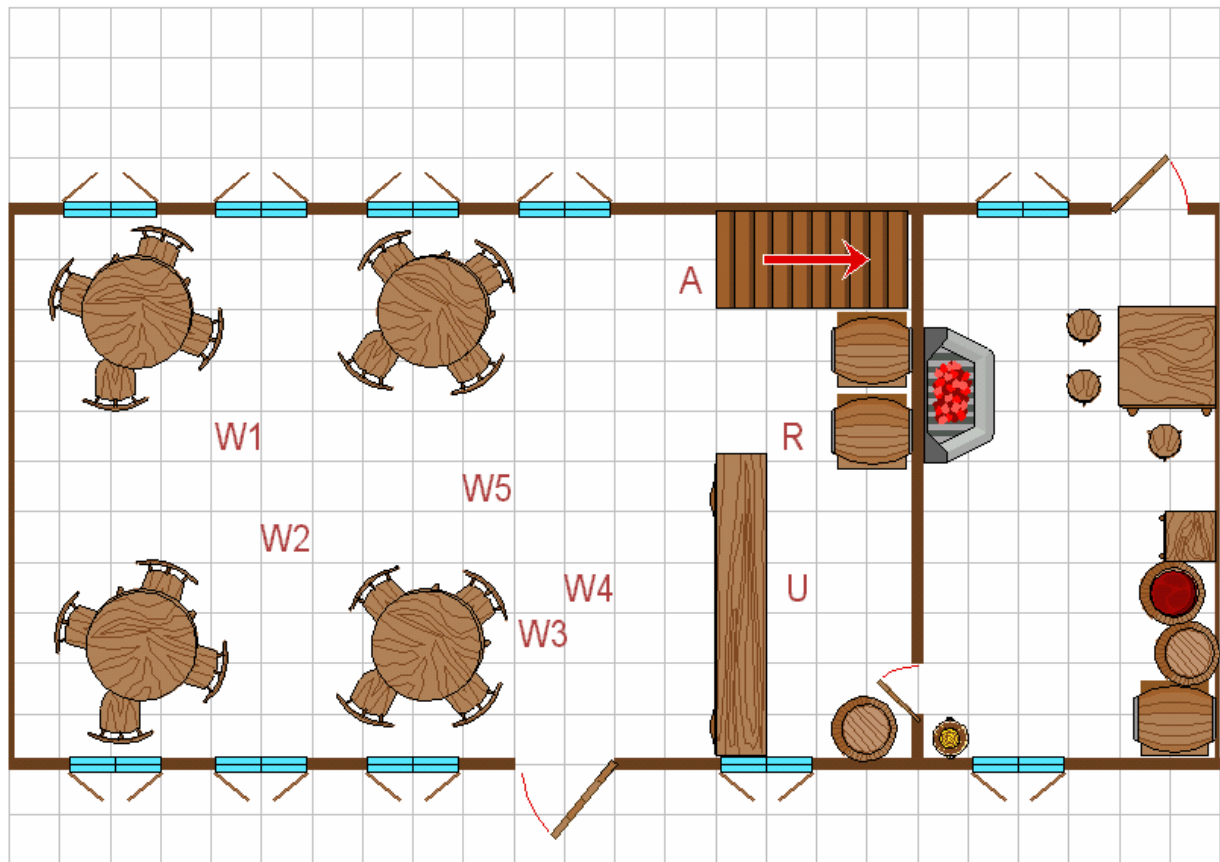


A: Armenis Bregohan.

Party: direction from where the party arrives

Feex: direction from where Feex and his thugs arrive

Encounter 6c: Saving The Ahlissan Emissionary



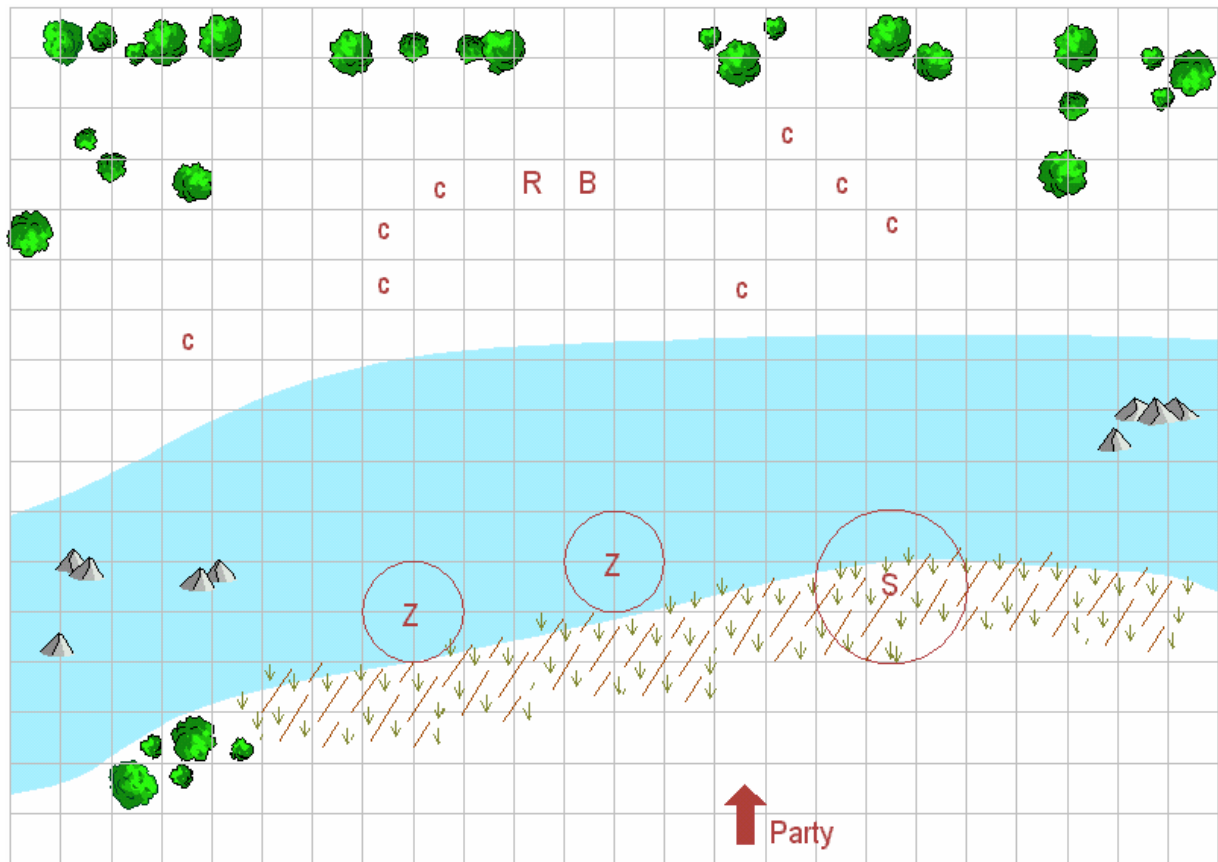
W1-W5: Berserk warriors

A: Ahlissan emissary

R: Rosy

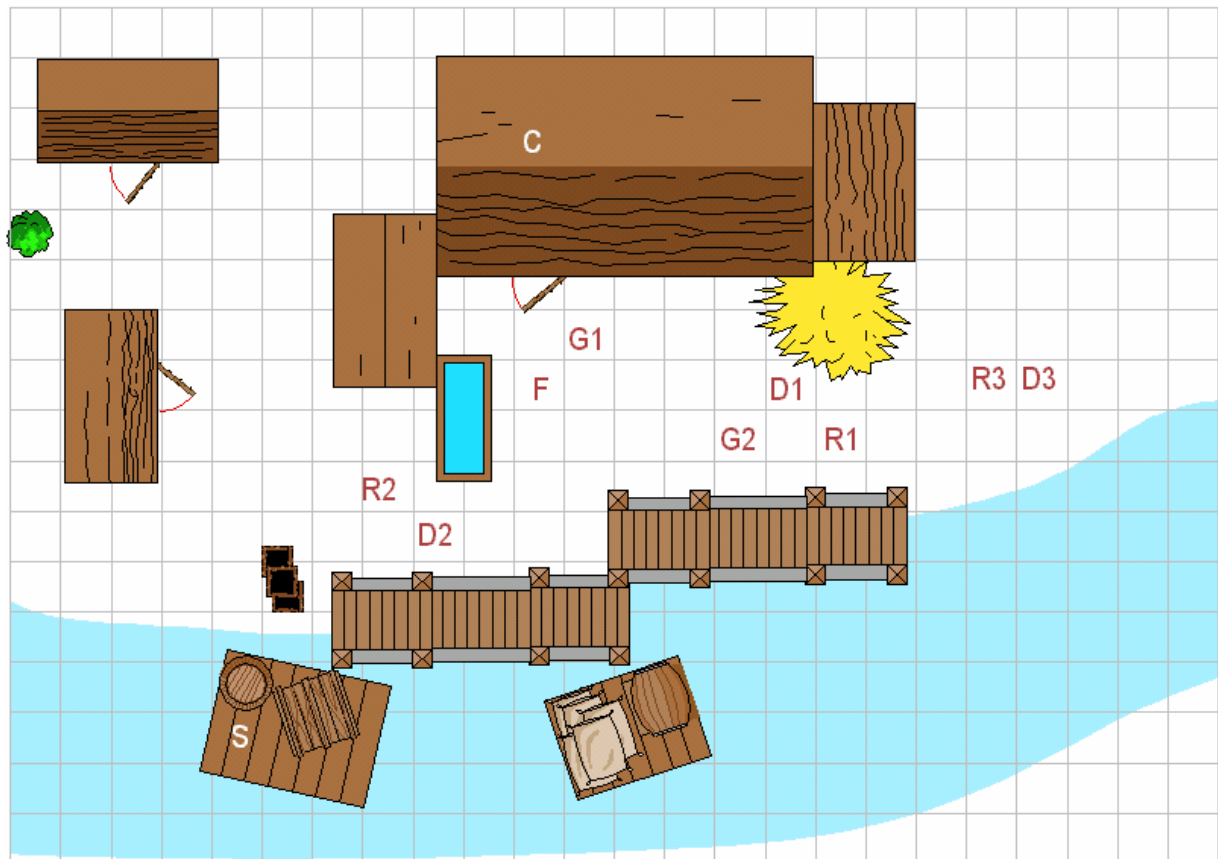
U: Ulqus

Encounter 6d Saving Bendolar of the Jalindal



- c: corpses (zombies and Bendolar's men)
- B: Bendolar
- R: Sister Rose
- Z: Ogre Zombies (circle indicates size)
- S: Giant Constrictor Snake (circle indicates size)

Encounter 6e Saving Cletis of Eyedrin



C: Cletis of Eyedrin (inside dockhouse)

G1-G2: Eyedrin Guards

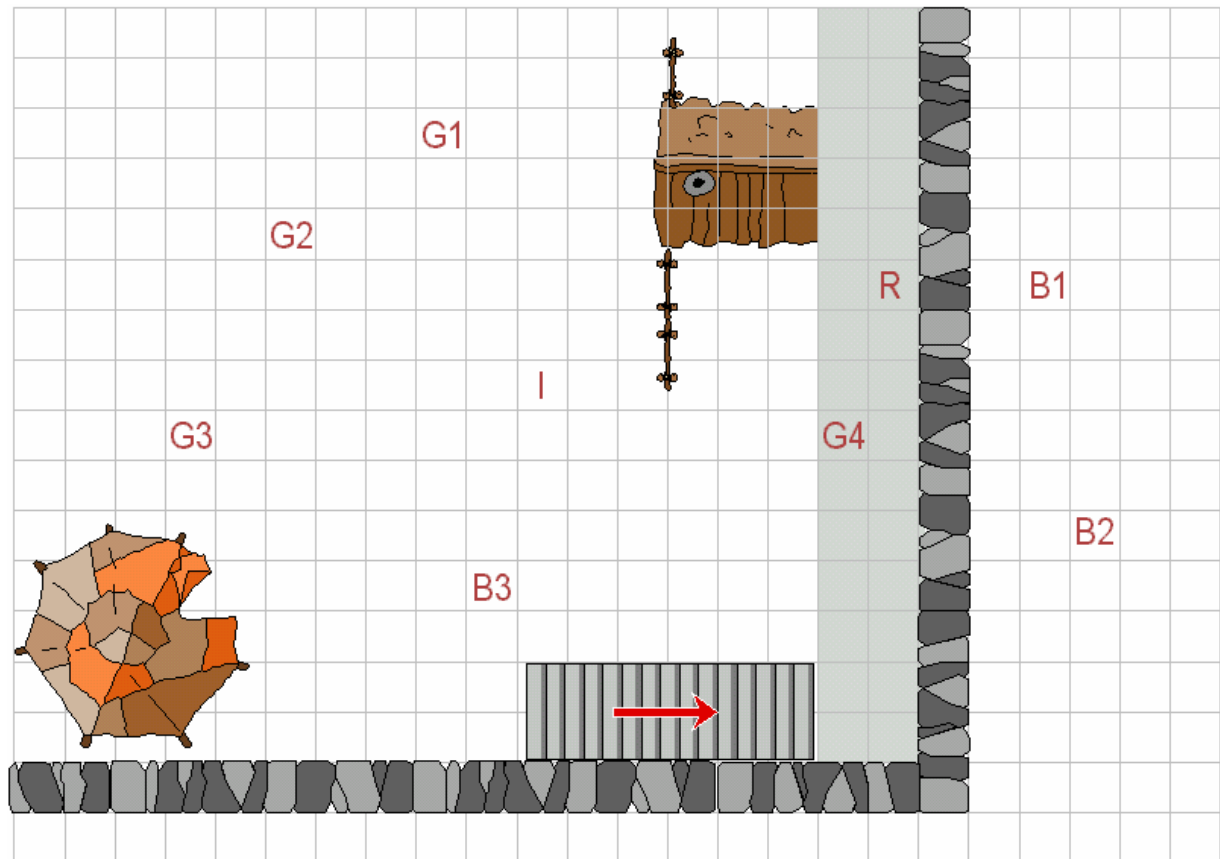
R1-R3: Rangers

D1-D3: Dog animal companions

F: Fuenkin

S: Sniper (invisible)

Encounter 6f Saving Reynallen



R: Reynallen
B1-B3 : Bone Devils
G1-G4: Guards
I: Ice Devil

Appendix 9

New Rules Items

New Feats

Combat Brute [Tactical]

You employ strength and leverage to great effect in battle

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush attempt moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would get a +2 bonus 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. If you do so, you gain an immediate additional melee attack against the foe. The additional attack is 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 role 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 are 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 role, 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

Source: Complete Warrior, page 101

Improved Toughness [General]

You are significantly tougher than normal

Prerequisites: Base Fortitude save bonus +2

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

you lose a HD (such as by losing a level), you lose 1 hit point permanently

Special: A fighter may select Improved Toughness as one of his fighter bonus feats

Source: Complete Warrior, page 101

Sharp Shooting [General]

Your skill with ranged weapons lets you score hits others would miss due to an opponents cover

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3

Benefit: Your target only receive +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats

Source: Complete Warrior, page 105

Drunken Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Drink like a demon, improvised weapons
2 nd	+1	+3	+3	+0	Stagger
3 rd	+2	+3	+3	+1	Swaying waist
4 th	+3	+4	+4	+1	AC bonus +1, improved improvised weapons
5 th	+3	+4	+4	+1	Greater improvised weapons
6 th	+4	+5	+5	+2	Improved Feint
7 th	+5	+5	+5	+2	Improved Grapple
8 th	+6	+6	+6	+2	<i>For medicinal purposes</i>
9 th	+6	+6	+6	+3	AC bonus +2, corkscrew rush, superior improvised weapons
10 th	+7	+7	+7	+3	<i>Breath of flame</i>

Drunken Master

Martial arts students face a bewildering array of martial arts schools, each with its own adherents and detractors. However, few schools are as unusual – or as controversial – as drunken boxing. By weaving and staggering about as if inebriated, drunken boxers avoid many blows. Likewise, their stumbling, lurching attacks catch their opponents off guard. Moreover, when they actually imbibe alcohol, drunken masters can perform truly prodigious feats of strength and bravery.

This ability garners a drunken master little respect among adherents of other martial arts schools, because drunken boxing exalts a toll on its users. Drunken masters may remain intoxicated for hours after a fight, and they are often found half-asleep in taverns, mumbling incoherently. This flies in the face of other schools' ascetic principles. Members of rival schools must be wary – they never know when the tipsy lout at the bar is just a harmless thug, and when he is a nigh-unstoppable drunken master.

Monks form the backbone of the drunken boxing school. A monk loses some face with its original school or monastery for becoming a drunken master, but a brilliant display of drunken fighting can sometimes silence critics in one's former school. Members of other classes become drunken masters only rarely, although students often tell the tale of a barbarian from the north who became a phenomenal drunken master.

Prospective students are studied at a distance by other drunken masters, then treated to a display of the power of drunken boxing. If the student expresses enthusiasm for learning the new techniques, a group of drunken masters takes him or her from tavern to tavern, getting rip-roaring drunk, causing trouble, and passing along the first secrets of the technique. Those

who survive the revelry are welcomed as new drunken masters.

NPC drunken masters are often found in taverns and bars. They rarely pick fights there, but are quick to come to the aid of someone overmatched in a tavern brawl. Most keep a low profile, although some are famous – or infamous – for the deeds they have performed while under the influence.

Source: Complete Warrior, page 27

Hit Die: d8

Requirements

To qualify to become a drunken master, a character must fulfill all the following criteria.

Skills: Tumble 8 ranks.

Feats: Dodge, Great Fortitude, Improved Unarmed Strike (or the monk's unarmed strike ability)

Special: Flurry of blows ability, evasion ability, must be chosen by existing drunken masters and survive a night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

Class Skills

The drunken master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Wis), Profession (Int), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the drunken master prestige class.

Weapon and Armor Proficiency: Drunken master gain no proficiency with any weapons or armor.

Drink like a demon (Ex): A drunken master's body handles alcohol differently from other people's. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but Increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3.

Improvised weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger: At By tripping, stumbling and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): At 3rd level, a drunken master knows how to weave and bob during an attack, making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (Ex): At 4th level, a drunken master gains a +1 bonus to Armor Class. This bonus improves to +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus to opponent disarm attempts. Finally large objects with broad, flat surfaces (such a stables) can be upended to become improvised tower shields.

Greater improvised weapons (Ex): At 5th level and higher, a drunken master wielding an improvised

weapon deals an extra 1d8 points of damage instead of 1d4.

Improved Feint (Ex): A drunken master who attains 6th level gains Improved Feint as a bonus feat even if he does not meet the prerequisites.

Improved Grapple (Ex): A drunken master who attains 7th level gains Improved Grapple as a bonus feat even if he does not meet the prerequisites.

For Medicinal Purposes (Sp): At 8th level, a drunken master gains the ability to convert a single alcoholic drink he has ingested into a *potion of cure moderate wounds*, as if he had just drunk a dose of the potion. To use this ability, the character must be under the effect of an alcoholic drink (see Drink Like a Demon, above). When he converts one drink of alcohol into one dose of the potion, his ability scores change (+2 to Intelligence and Wisdom, -2 to Strength or Constitution) as if the duration of the alcohol's effect had expired. This ability can be used up to three times per day. It is a standard action that does not provoke an attack of opportunity.

Corkscrew Rush (Ex): A drunken master of 9th level or higher can perform this maneuver, leaping forward and twisting his body in mid-air as he attempts to head-butt an opponent. When making a charge attack he can, in addition to dealing normal damage, initiate a bull rush (without provoking an attack of opportunity). If the bull rush attempt succeeds, the opponent is stunned unless he makes a Will save (DC 10 + the drunken master's class level + the drunken master's Wis modifier). However, if the bulrush attempt fails, the drunken master lands prone in front of the opponent.

Superior Improvised Weapons (Ex): At 9th level and higher, a drunken master wielding an improvised weapon deals an extra 1d12 points of damage instead of 1d8.

Breath of Flame (Sp): A 10th level drunken master can ignite some of the alcohol within his body and spew it forth from his mouth as a free action. This *breath of flame* deals 3d12 points of fire damage to all within the 20 foot cone, or half damage to those who make a Reflex save (DC 10 + the drunken master's class level + the drunken master's Con modifier). Each time a drunken master uses *breath of flame*, it consumes one drink's worth of alcohol from within his body, lessening the penalty to his Wisdom and Intelligence scores and reducing the bonus to his Strength or Constitution score (character's choice).

Multiclass Note: A monk who becomes a drunken master may continue advancing as a monk.

Ravager

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Pain Touch 1/day
2 nd	+2	+3	+0	+0	Aura of fear 10 ft. 1/day
3 rd	+3	+3	+1	+1	Cruellest cut 1/day
4 th	+4	+4	+1	+1	Pain Touch 2/day
5 th	+5	+4	+1	+1	Aura of fear 20 ft. 2/day
6 th	+6	+5	+2	+2	Cruellest cut 2/day
7 th	+7	+5	+2	+2	Pain Touch 3/day
8 th	+8	+6	+2	+2	Aura of fear 30 ft. 3/day
9 th	+9	+6	+3	+3	Cruellest cut 3/day
10 th	+10	+7	+3	+3	Visage of Terror

Ravager

Feared by many and understood by few, the infamous ravager is an individual who has dedicated himself to the service of Erythnul, deity of slaughter. Living a life of violence and savagery, the ravager seeks to spread this deity's malignant influence wherever he goes, never resting long in one place, lest the forces of good and law pursue him.

Ravagers who come from the ranks of fighters and barbarians find that the ravager's offensive capabilities enhance their combat skills, while wizard, sorcerer, cleric, and druid ravagers find that their ability to cause terror in their foes is a very useful defensive measure. Ravagers spend much of their time with others of their kind, roaming the land in small, close-knit warbands, striking unsuspecting communities without warning, and retiring back into the wilderness to plan their next terrible raid. Sometimes the clergy of Erythnul commands a lone ravager to undertake some mission or project that obliges the ravager to join up with other individuals, but such alliances are usually temporary and must be managed carefully, lest they lead to quarrels or worse.

NPC ravagers are usually encountered in small warbands if from two to six individuals, but sometimes a lone ravager may be encountered when undertaking a special mission.

All ravagers are readily identified by the bizarre and fearsome facial tattoos they wear to mark themselves as Erythnul's instruments.

Source: Complete Warrior, page 73

Hit Die: d10

Requirements

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

Alignment: Chaotic evil or neutral evil

Base Attack Bonus: +5.

Skills: Intimidate 3 ranks, Knowledge (religion) 3 ranks, Survival 4 ranks.

Feats: Improved Sunder, Power Attack

Special: Must survive the ravager initiation rites.

Class Skills

The ravager's class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (religion) (Int), Move Silently (Dex), Profession (Int), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the ravager prestige class.

Weapon and Armor Proficiency: Ravagers gain no proficiency with any weapons or armor.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a Ravager of 2nd level or higher take a –2 morale penalty on all saving throws for as long as they remain within range. This ability is useable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grants him a cruel precision with his melee attacks. The character must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4

points of Constitution damage to the target, in addition to any other damage the attack may cause. A ravager can use cruelest cut once per day for every three levels of ravager he has attained, but may make only one cruelest cut attempt per round.

Visage of Terror (Sp): A 10th-level ravager has plumbed the true depths of horror and hopelessness. Once per day, he can trigger a spell-like ability similar to the arcane spell phantasmal killer (save DC 10 + the ravager's class level + the ravager's Cha bonus) as a standard action. To the foe the ravager selects, he seems to take on the visage of what the target fears most. In all other respects, this ability functions as the spell described in the *Players Handbook*.