

KET5-04

All the Grafsmen

A One-Round D&D[®] LIVING GREYHAWK[™]

Regional Adventure set in Ket

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Circle Edit: Tim Sech

Graf Sarosh Tendulkar, of the Tuflik Province, has been hiring adventuring groups to expand his borders into the Banner Hills. The favor of a Graf, and his gold, are all it takes to bring you to the Town of Durva. An adventure with challenging combats and extensive role-playing opportunities for character levels 1 to 14. (APL's 2 to 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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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLS are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

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

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

History and Places

Slaves in Ket: Ushdari and Qashari

There are two forms of indentured servitude in Ket.

The first is civil indentured servitude for set terms and only for the payment of debts. Such service must conform to all of the practices of the Four Feet of the Dragon and is, by the demands of society, a dignified position.

The designation for such people is Ushdar (plural: Ushdari) and they are afforded all of the protections of the law and must be treated as family (albeit poor and impoverished relatives) by their patrons.

The second form of slavery is a permanent and harsh life in the copper mines in Polvar. This is considered punishment, not rehabilitation, with no apologies on the part of Ket society. All people sentenced to the mines are considered beyond redemption, having committed acts any civilized person would abhor.

They are given the name Qashar (plural: Qashari) although many curse words and similar feelings are vented when discussing them.

The designation is not hereditary, despite the impressions of some, and children born to Qashari are delivered to churches to be raised as citizens/immigrants.

There is no enjoyment in the use of the Qashari nor is it defended as anything other than the punishment that is intended.

However, for Qashari there is one place worse than the mines in Polvar, and that is the Hell Mines in Tuflik.

Hell Mines

The Hell Mines are an aptly named mining area in the Banner Hills. The mines in the Polvar Province are rich in silver and copper and take the majority of murderers and other such Qashari sentenced to a life in the mines.

However, for the truly nefarious criminals, or those the government simply wants to make disappear, the Hells Mines are their destination.

These mines have poor veins of ore so must be worked hard for little profit. Qashari are worked until they die. There is no hope for those sent to the Hell Mines and most officials turn a blind eye to the future of the men sent there. Even by Qashari standards, the life in the Hell Mines is brutal.

The Hell Mines are a reasonably new penal punishment. They were created by Graf Tendulkar of the Tuflik Province when he saw his mines running at a loss. Through them he saw a means to achieve cost effective labor, by turning it into a penal mine.

It is also a convenient means of dealing with certain criminals the authorities wish to forget about it, and all the Grafs make use of this punishment 'service'. This gains Graf Tendulkar just a little more of the respect and power he craves.

Asudan: The Miners Dream

Asudan is a drug used to keep Qashari docile during transporting, though it is not always effective. Safa, the Qashari in this adventure, has proved resilient to its effects.

Ket Hierarchy

Ket is a feudal system. The Beygraf is effectively like a king of Ket. He also controls the Lopolla Province. The other provinces are controlled by Grafs. These are equivalent to dukes.

Under the Grafs are the Beys. These are the nobles of Ket and generally rule over villages, towns, or hamlets.

The Jurats are judges within Ket and are not part of the official political infrastructure. However, they are also often Mullahs of the Church of Al'Akbar, giving the church a lot of power and influence.

Threshers are the police of Ket. They have the power to arrest. Generally the criminal is then sentenced by a Jurat.

The High Jurats (there is only a handful), a Graf, or the Beygraf, can overturn a Jurat sentencing, but it is very rare and has a lot of political ramifications.

Provinces of Ket

Ket is comprised of six provinces. These are: Lopolla, Molvar, Polvar, Falwur, Bramblewood and Tuflik.

Lopolla: The chief province, home to the capital city of the same name. It is ruled over by the Beygraf of Ket. The province has the best centers for learning. Much of the land is fertile and the province is dotted with farms. Lopolla is the most influential of the provinces.

Molvar: Molvar is the second most powerful of the provinces. The province derives a lot of its income through its trade route into Perrenland. The Molvar Province boasts a very militant attitude and many of the army's best officers hail from the province. Molvar province is the strongest supporter of the current Beygraf

Polvar: Polvar has a number of silver, copper and gem mines, making its Graf a wealthy and influential political figure. The Graf is a strong supporter of the Church of Al'Akbar.

Falwur: This province has very strong ties with the Muoqolad Consortium, due to the trade routes it controls to the Flanaess. Its power and wealth have fluctuated with the recent conflicts. As such it supports a more moderate political approach hoping to keep the status quo.

Bramblewood: This province controls the Eastern side of the Bramblewood forest. Yarpik Nuts, Bosq, and lumber harvests are the staple of this province's economy. The Beygraf's Irafa Road is the western edge of the province. The road, when it leaves Falwur and heads towards the Bramblewood, falls under the Bramblewood Province's control for a short distance. This gives it some supplementary income through trade and tax.

The province is a vocal ally of the Beygraf, though the Graf realizes his spheres of influence are less than some of the more wealthy Grafs.

Tuflik: Tuflik Province is on par with the Bramblewood Province in wealth and influence. Whilst it has the most landmass of any of the provinces, it is mostly comprised of the deadly Bramblewood Forest or the untamed Banner Hills.

The Graf of the Tuflik Province has the manticores as his heraldry and is often called The Manticore.

The Tuflik Province has some Yarpik Nut harvests, Bosq, lumber, plus some ore mines. The mines themselves are generally of a low grade and make little money after costs. Recently the Graf sought to increase his wealth and prominence with the opening of the Hell Mines for selected Qashari. This gives him free labor amongst other things.

The Tuflik Province is the only province not to control a section of a major trade road; a great source of income to the other provinces. The Graf has been investigating building a road through the Banner Hills. This would potentially aggravate the Falwur and Bramblewood Grafs.

The Tuflik Graf is a vocal supporter of the current Beygraf.

Ket Laws

All visitors and citizens of Ket are aware of the Ket laws. Town criers, public trials, posted copies of the laws, and lecturers from border guards, ensure ignorance is never an excuse.

The DM must warn the PCs of the basics of Ket law. The DM must warn the PC when they are about to commit a crime and warn them as to what the penalty is. For a more detailed description of the laws please refer to Appendix - Ket Laws.

Grafsmen

Grafsmen are men beholden to the Graf of their Province.

Most of the military might of Ket is in the Ket Army, which is loyal only to the Beygraf. This ensures no Graf could overtly oppose the Beygraf. However, each Graf has his own small, elite force of loyal guards and followers. These are called Grafsmen.

Durva Town

Population: 4,500 adults (large town)

Gold Cap: 3,000

Highest Level NPC Caster: 9th

Durva Town is the capital of the Tuflik Province. It is a strange collage of frontier town and wealthy exuberance. The Graf has spent a large amount of money trying to create a more modern city with the aim of impressing dignitaries from other Provinces and the few Ambassadors he can coax to visit.

In some quarters, artisans and builders are busy creating statues and beautifications for the government buildings. In other areas, hunters, trappers and farmers go about business as usual, living in nondescript homes and sparse lodgings.

The main streets are paved as is almost the entire Governing Quarter. The rest of the town has dirt roads.

At this stage, due to small coffers, the upgrades are purely cosmetic. However, the Graf does have grand plans for future development.

Village of Rish'Ak

Population: 500 adults (village)

Gold Cap: 200gp

Highest Level NPC Caster: 3rd

Special: The Bey of Rish'Ak wishes to honor former PCs of the village.

Owners of the Rish'Ak Hill Breed Heavy Warhorse from the Interactive: *Curse of the Brown Dragon and Friends* in year 593cy. Those who bring the horse during the adventure have access in game (not afterwards), to Horseshoes of Speed.

The Village of Rish'Ak has survived due to its unique and highly sought after herd of warhorses. However, with the Hell Mines nearby, a second and more profitable enterprise has presented itself. The Village is the main supply center for the Mines, and also serves as the entertainment destination for off duty guardsmen.

The Village is remote enough that it could be regarded as a frontier town.

Church of Hextor

The Church of Hextor was one of the accepted and premier Churches in Ket until 594 CY. At this time the Beygraf declared the Church of Hextor was no longer recognized as an official and accepted religion in Ket. This is still under dispute, but for the time being the Church land and possessions have been confiscated. Hextorities have continued secret worship of their God and are plotting revenge on those they deem responsible (The Beygraf and the powerful Church of Al'akbar the prominent targets).

The Hextorites featured in this adventure are non-citizens or former citizens. If the Hextorites are implicated in the plot to assassinate Safa (likely), the political arm of the church in Ket will state they were unsanctioned zealots. Unofficially it is likely the church supports their efforts.

DM Note: The situation and status of the church of Hextor in Ket may change during the playable life of this adventure. This will not however change the course of this adventure itself.

Currency of Ket

The coins used in Ket are: Bastion (pp), greatshield (gp), wagon (ep), lance (sp), helm (cp).

Bosq

Bosq is a potent alcoholic beverage similar to Vodka. It is distilled from roots of the Yarpik Nut tree.

Adventure Personalities

Bloody Safa

Bloody Safa is a notorious murderer, thief and smuggler. Upon a previous capture Safa has been previously rescued by his gang via a *teleport* 'snatch-and-grab'. Now

that the assassin has been captured again, the captors are hoping that such a gross underestimating of the law enforcement system will not be repeated. He has been bound with *dimensional shackles*.

Safa is known for his personal honor

Safa is suspected of the following crimes:

Assassination, murder, assault, smuggling and grand theft.

Safa is currently under the effects of a quest spell prohibiting him of speaking of his employers or his work for them. This effect runs out in 8 days.

The Mullah assigned to his questioning was unable to get information from Safa due to the quest spell, so has sent for a Mullah who is a high level Cleric of Al'Akbar from Lopolla. The Administrator and his superior have decided to move Safa to the mines and assassinate him enroot, before the quest spell is removed or expires. They are moving him under the pretense that it would be easier for his 'gang members' to rescue him knowing he is kept in Durva town.

Graf Sarosh Tendulkar:

Graf Sarosh Tendulkar is also called the Red Manticore, after his heraldry. The Graf is an opportunistic and ambitious man in his early forties.

Currently the Tuflik Province is the only province in Ket that does not have a trade route, and therefore lacks the sizeable tax revenue enjoyed by the other provinces. Even the Bramblewood Province, the most underdeveloped of all the provinces in Ket, rivals Tuflik for wealth simply through its trade route taxes.

Graf Tendulkar is aware that his Province of Tuflik is one of the poorest and least regarded in the realm, and seeks to change this. He has several overt and covert plans in motion to promote his province and his personal power.

One of the current undertakings is exploration and expansion into the Banner Hills. No-one truly know his motivations, but the current thought is he seeks to either find new, richer mines, or create a new trade route through his province. He is hiring adventurers to help in this endeavor and this is what originally brings the PCs to Durva Town.

Administrator Moti Gazzakar

Administrator Moti Gazzakar is one of the civil servants in the employ of Graf Tendulkar.

He is a wiry man, in his late thirties. His garb is meticulous and rich. His small goatee is oiled and

scented and his hands manicured. This is a man who is used to giving orders, not carrying them out.

His alignment is Lawful Neutral with Evil tendencies. He will not detect as Evil from divination spells such as detect evil.

He attempts to never speak falsehoods, preferring misdirection and innuendo. He also uses others to do his dirty work.

Administrator Gazzakar is reporting to someone higher up in the conspiracy but this is beyond the scope of this module.

The Administrator is a clever, charming man with a quick tongue and wit. He enjoys his position and the opulence it brings. He is content to be viewed as nothing more than a competent but indulgent bean counter by those outside his secret life.

Guard Tarim

Tarim is an over-weight man in his late fifties.

He is a loyal servant of Administrator Gazzakar and has been in his direct employ for over a decade.

Tarim is of a Neutral alignment. His usual role is spying and reporting. At heart he is a coward and prefers flight to fight.

Tarim will take no direct role in the combats during the adventure. He will use covert methods to assist the Hextorites. This includes unlocking doors and windows and distracting the guards.

As a rule, he is a likeable fellow who has made a comfortable living ingraining himself with people. He will pull out the charms to make sure the PCs do not suspect his involvement in the attacks.

Tarim speaks with a gruff but friendly voice and attempts to take on the role of the "old fatherly guard". He freely drinks from and shares around his Bosq.

Tarim is an experienced spy for the Administrator and so deliberately speaks no falsehoods or lies, to avoid magical or sense motive checks determining his true motives.

Tarim wears one magical item, a ring of lockpicking. Early in the adventure, Tarim will attempt to have the PCs believe it is a ring of featherfall.

Tarim has had quest cast on him before the mission, so cannot reveal his Hextor affiliations, the secret mission, nor his true motives for 16days.

Weather and Terrain

Through out this adventure, the wind will be deadly quiet. No spells or effects requiring wind will work.

The terrain in the Banner Hills is counted as difficult except on the Durva Road. The road is nothing more than a track, varying from 5 to 20 feet in width. It winds across the hills on its way to the Village of Rish'Ak and the Hell Mines.

The flora beside the road is mostly tough grasses, stunted bushes and the occasional thin bare tree. A large amount of scree and loose rocks litter the hills and large rocks of 5-10feet in diameter are not uncommon.

Mounts

Any mounted creature may travel along the road. At times it may need to squeeze but outside combat that is not a real problem.

If any mounted animal is ridden over the rough terrain outside the road, there is a 1 in 20 chance the mount breaks its leg. Nothing short of a heal spell will make the mount fit for travel.

However, characters with the Rish'Ak Hill Bred War Horse may move across the difficult ground without a chance of injuring the horse, as it is trained locally for these conditions. It still suffers the normal movement and charging penalties for difficult ground.

Taking mounts will not decrease the time required to travel between forts due to the winding and difficult nature of the path.

DM's should make this information known to players before they start their journey.

Flying over the Banner Hills

The Banner Hills have recently been infested with Half-Iron Golem Elite Griffons. (These have appeared in previous modules set in the Bramblewood, though the PCs do not know why they are now in the Banner Hills).

Numerous warnings and tales abound about the dangers of flying in the Banner Hills.

If the PCs insist on using spells such as Wind Walk, within 30 minutes they will be attacked by 1d3 + 1 Half-Iron Golem Elite Griffons as per the creatures in **Encounter 6**. If they continue to use flight, this will happen again after another 30 minutes and will continue every 30 minutes of flight. The Griffons are extremely aggressive and territorial and see any other flying creature bigger than a hawk as a threat.

Tarim will refuse to allow himself or Safa take this option. PCs will need to forcefully coerce or manipulate Tarim to proceed with this type of travel. Since this is an unheroic act, these are considered random encounters and are not factored into the EL structure.

If the PCs still insist on using these means of travel, the villains in **Encounters 9 and 10** will ambush them together at an appropriate spot, possibly at the handover.

Adventure Summary

Introduction: The PCs are hired by a representative of the Graf of the Tufflik Province to escort three prisoners to the town of Rish'Ak in the Banner Hills. At Rish'Ak the prisoner will be sent to the Hell Mines as Qashari. PCs may ask questions and garner more information about the task at hand.

Encounter One: The PCs meet Bloody Safa and their guide, Tarim. The rhythm and drone of a 10 day march is commenced through the repetitive landscape and the defining of the landscape and forts through the use of the battle mat.

Encounter Two: The PCs meet an old crone, a prophet of Istus, who speaks to them of the coming adventures. This is a role-playing encounter only, the implications of which may become apparent in future adventures.

Encounter Three: The PCs arrive at the aptly named First Fort. Here they meet the guards, and gain insight to the nature of the characters they must deal with during this adventure. This also gives the PCs their first opportunity to get acquainted with the layout of the forts. This is a role-playing encounter only.

Encounter Four: On the road, after a peaceful night at the First Fort, the PCs encounter a starving hyena and the remains of a fallen Archon. This encounter is potentially a role-playing encounter only, with the opportunity to gather some healing potions.

Encounter Five: The PCs arrive at the aptly named Second Fort. They meet up with a guard who had been left behind due to stomach illness who wishes to travel with them. The PCs can choose to bring Pishan along, or force him to go on his own. This is a role-playing encounter only.

Encounter Six: The PCs meet some of the dangers in the Banner Hills. This encounter contains combat.

Encounter Seven: Fresh from the victory of the last battle the PCs have continued on their way. They meet up with a young girl who has had a misfortunate event. She requests to join the PCs on their way to the Third Fort. This is a role-playing encounter only.

Encounter Eight: The PCs have arrived at the Third Fort. Here they meet with the two guards stationed at this fort. This encounter is the set up for **Encounter Nine**.

Encounter Nine: The first set of assailants enter the building and attempt to kill the prisoner. This encounter contains combat. The PCs either defeat the assailants or are themselves defeated.

Encounter Ten: With the defeat of the assailants the leader of the group rethinks his strategy and initiates negotiations with the PCs for the surrender of Bloody Safa. Regardless of compliance on behalf of the PCs, the leader will initiate combat. Combat is either to obtain and kill Safa, or to remove all witnesses of the exchange.

Conclusion 1: This conclusion assumes that the PCs have successfully completed their mission and delivered Safa to the town of Rish'Ak.

Conclusion 2: This conclusion assumes that the PCs have survived but that Bloody Safa was not so lucky.

Conclusion 3: This conclusion assumes that the PCs did not survive.

Introduction

Graf Sarosh Tendulkar, of the Tuflik Province, has been hiring adventuring groups to expand his borders into the Banner Hills. The favor of a Graf, and his gold, are all it takes to bring you to the Town of Durva.

The trip was uneventful but hot as an unusual calm has settled on the region. There is not a puff of wind to cool you.

Scattered across the inns of Durva, you each have the following experience as you make yourself comfortable following the midday meal. A young child, dressed as an Ushdar, hands you a note requesting your presence at once. The note bears the seal of the Graf.

The child has been sent by Administrator Moti Gazzakar. Administrator Gazzakar is a minor underling of Graf Tendulkar. The seal shows he is acting in the Graf's

authority. The child knows nothing about the request except he is to bring the adventurer immediately. For those curious or courteous enough here is the six children sent to meet the PCs individually:

Rahim is a boy of 8 with Baklunish features. His father was a cobbler who ran the family into debt to the Graf. He is soft spoken and polite.

Zarvan is a boy of 8 with Flan features. He is most talkative of the six, and is the most responsive to questions. He knows nothing about the reason for the summons, though he will state that his master was very insistent the adventurer come at once. A PC who tries to gather some of the general information during this encounter has a +5 circumstance bonus due to the gossiping nature of the child.

Massoud is a boy of 8 with Oeridian features. He is not the smartest of lads and tends to flinch whenever he is spoken to. He will merely state "Come, Come", whenever he is questioned.

Golnar is a girl of 9 with Tolv features. A polite girl who tends to be overly enthusiastic about bobbing her head whenever she answers a question. Her father is a blacksmith who enjoyed gambling too much.

Neda is a girl of 10 with Baklunish features. She has no tongue and will merely tug on the PCs sleeve when questioned and point at the parchment.

Amir is a boy of 10 with Baklunish heritage. He seems intelligent enough but resents being questioned and will only grudgingly speak to the PC. He is polite without being respectful.

When the PC's agree to come to meet Administrator Moti, read or paraphrase the following:

Following the young child, you enter a luxurious compound. The symbol of the Graf of Tulfik is inlaid in polished bronze on the two 15 foot high gates. In the courtyard men, women and young children wander about on seemingly important business.

Guards at the gate wear the Tulfik Province symbol of a Red Manticore on their small round shields. You recognize these men as Grafsmen; men beholden only to the Graf. Whilst the Ket army swears allegiance to the Beygraf alone, each Graf maintains his own small but fiercely loyal armed guards.

With a nod to the young child, the Grafsmen bar your entrance.

“Just a moment”, speaks the senior guard, “you’ll need to deposit your weaponry here. You may collect them upon your exit”.

The guard will brook no discussion in the matter. The PCs must leave their weapons at the gate, or be refused entry. The senior guard gives them a clay chit for their weapons.

Any PC wishing to hide a weapon on his or her person must make a Sleight of Hand opposed by a Spot check [+11] from the senior Graftsman. If he catches a PC trying to secret a weapon on his or her body, he will ask for it to be handed over and then warn the PC that they had better watch their step.

PCs that refuse to hand over their weapons are refused entry and the adventure is over for them. It is common place in Ket for weapons to be handed over when meeting important officials or visiting secured areas. Any Ketite, or anyone who has been in Ket would know that.

With your weapons handed over the young child directs you into one of the arched doorways leading from the courtyard. The room shouts wealth. Inside, large cushions lay scattered on plush carpets. On mahogany tables sit exquisite porcelain vases whilst animals carved from ivory fight battles frozen in time. Colorful curtains of the finest silk hang like lovers from the ceiling and a small banquet of imported fruits and breads lie on silver trays in the center of the room.

PCs may make an Appraise check.

[DC 5] Obviously the place is richly appointed

[DC 20] Much of the furnishings are in older styles and not up with the times.

[DC 30] Some of these items are reproductions or have been touched up and not as valuable as one might initially think.

Also in the room are several other people. Their garb and bearing mark them as kindred souls in the search for adventure.

Give the PCs time to do introductions.

As you are meeting those that share the room a wiry man, his head wrapped in a red turbin, enters with a smile. His grab is that of a Ket courtier; flowing silks, well tailored cloth, and gold threading. A confident tilt to his head announces him as your host.

“Ah, friends, thank you for heeding my summons. I am Administrator Moti Gazzakar, loyal servant of his most blessed radiance, Graf Sarosh Tendulkar, The Red Manticore.”

With that he bows to each of you in turn, and sits cross-legged on a plump cushion.

“Please, be seated”, the Administrator states, “We have much to discuss”.

“There is a man, a dangerous man, Bloody Safa is his name... perhaps you have you heard of him, yes?”

A Knowledge Local (VTF) or Bardic Knowledge at +5 of the listed DC will provide the following:

[DC 15] Bloody Safa is an assassin, known to ply his trade in Ket. He is wanted for murder, kidnapping, theft, and smuggling.

[DC 25] Bloody Safa is supposed to be a very honorable assassin, who never breaks his word, and never forgets a debt, for good or ill.

The Administrator continues, “He is the worst kind of evil; an assassin, a thief, a murderer. We had captured him once before but he escaped. This time we mean to see justice”.

The man smiles, “We do not want his gang rescuing him again. So, you brave few will see him escorted to the Hell Mines, yes? You’ll see justice is done, yes? You wouldn’t want to refuse the Graf’s own request, would you...?”

At this point the PCs may enter into discussion with Administrator Moti. Answers to common questions may be read or paraphrased from the below information.

What compensation is offered?

The glory of seeing an enemy of Ket finally brought to heel. Play this up for all Ket PCs, question their loyalty if they balk or ask for more compensation. Note: He will try and not offer the PCs monetary rewards at first, playing upon national pride and sense of duty. Non-Kettites and some Ket PCs may still ask for further compensation. That is when he will offer the favor below.

The favor of his most blessed radiance Graf Sarosh Tendulkar, The Red Manticore. “What price can one put on the friendship of a Graf?”

Finally, if the PCs continue to ask for monetary compensation, he offers them 50 Greatshields each. He is determined to have the PCs agree to undertake the mission and will be willing to increase the payment if needed. The payment can be increased with a successful Diplomacy check:

[DC 10] garners 75 Greatshields.

[DC 20] garners 100 Greatshields.

[DC 30] garners 125 Greatshields.

Note: since the Administrator goes missing at the end of the adventure, none of the PCs will receive this monetary reward. This is merely a roleplaying encounter.

Why do you need us, and not the Graftsmen or similar?

The Graf has few men to spare. Few of the Beygraf's army is stationed here as most have been recalled for duties along the Tusmit border or sent as part of the army to Perrenland. So, the Graf needs to spread his men around to keep the Banner Hills under control. Recently strange griffons made of iron have plagued several caravans and hamlets and this has caused the Graf's resources to be stretched thin.

A successful Sense Motive check [versus Bluff APL+6] reveals he isn't divulging all the information. If questioned further he will also say, "***Bloody Safa's gang has rescued him once before, we wish to make sure that capable PCs will be on hand to thwart their attempts***".

A second successful Sense Motive check [versus Bluff APL+6] reveals he still isn't divulging all the information, but he will not be forthcoming on any further questioning.

A detect thoughts or similar will reveal he must get the PCs to agree, orders from a superior, but he does not know why the Graftsmen or the Threshers are not escorting the prisoner.

What is the actual task?

To safely escort Safa, the guide and the supplies on the mules to the guard at the Village of Rish'Ak, just outside the Hell Mines.

What methods of transportation are available?

The path to the Hell Mines is a rough one, barely a track. Most people walk or ride mules. A few ride horses though the rough terrain has made more than a couple of horses lame. Wagons and carts are never taken as landslides, rains, and the rocky ground make for many broken axels and long delays.

Flying is heavily discouraged. Over the last few months several Archon wizards have been attacked by iron griffons. These griffons seem to have taken the southern Bramblewood and Banner Hills as their home. Most of the wizards have died.

The prisoner will be wearing *dimensional shackles* to prevent him being snatch and grabbed by his gang, as was

his previous method of rescue. Incidentally, this also prevents the PCs from using *teleport*, *dimension door*, etc the prisoner.

How long will this take?

The trek to the Hell Mines is a 10 day trip. At the end of each day there is a small fort with a stable. The 6th and 10th fort are well garrisoned strongholds. It is highly recommended the PCs do not spend nights outdoors. All manner of creatures and humanoids prowl the untamed Banner Hills.

The forts have been notified to expect a small, armed band escorting Bloody Safa and to provide them accommodations.

What is Bloody Safa wanted for?

Bloody Safa is wanted for numerous crimes against Ket, including the assassination of several Jurats and a civil servant. Other crimes include smuggling and assault.

How was Bloody Safa captured?

Several Jurats stumbled upon him during a separate investigation. A number of Jurats were injured during the capture.

Knowledge Local (VTF or Bardic Knowledge

A Knowledge Local (VTF) or Bardic Knowledge at +5 of the listed DC will provide the following:

[DC 5] A summons bearing the seal of the Graf should never be ignored.

[DC 10] The Tulfik Province is amongst the poorest of the Provinces.

[DC 10] The Grafts of the Tulfik Province are generally regarded as having an inferiority complex with the other Provinces.

[DC 15] Within Ket, there are three main political factions, the Beygraf, the Mullahs and the Mouqollad Consortium. This Graf is a vocal supporter of the Beygraf.

[DC 15] Without a trade route through the province the Graf is reliant on Yarpik nut harvests and slave mines for wealth. The mines have never been as fruitful as those in Polvar.

[DC 20] Some of the Tulfik Beys launched an unsuccessful raid into the Paynim in 594 CY, without the support of the Beygraf. (KET4-06, *At the Feet of the Dragon*)

Gather Information

A Gather Information attempt costs 2d4 greatshields (gp). If the PC tried to Gather Information from Zarvan the Ushdar, the cost is zero.

A successful Gather Information reveals (note to DM's some of these rumors may be false):

[DC 5] The road to the Hell Mines has been attacked a number of times recently.

[DC 10] The Graf has ordered his troops to begin clearing out the humanoids in the surrounding hills so he can find new mines and possibly establish a new trade route.

[DC 10] There has been a lot of political fighting over the Yarpik nut harvest between Elves, the houses of the Mouqollad Consortium, and the locals.

[DC 15] Flying griffons, made of metal, have recently attacked merchants and armed patrols.

[DC 20] The Beygraf is sleeping with the Graf's wives.

[DC 25] Some of the Graf's house secretly worships Hextor.

[DC 30] Rumors abound that the Graf secretly supported his Beys when they tried to invade the Paynim.

[DC 35] The former Beygraf had an heir and he is still alive somewhere in Tulfik.

Once the conversation is done and the PCs have agreed to the mission, read or paraphrase the following:

Once having accepted the mission, Administrator Gazzakar asks you report back at dawn to commence your escort of the prisoner. You are dismissed and your weapons are returned as you leave the compound.

The PCs may wish to gather information, purchase supplies, or simply wait until the following morning. It is possible for the PCs to Gather Information or recap what people know about the region with Knowledge Local (VTF).

Encounter One: Meeting Bloody Safa

The sun has barely opened its bleary yellow eye as you stand outside the compound. An aged, rotund man, dressed in the garb of a Manticore Graftsman, holds the reigns of several mules. At his feet squats a hulking figure. Administrator Gazzakar greets you with a forced smile.

"It is early, is it not friends?" he says, "Well better the shadows of early morning than the high noon when leaving with someone so sought after, yes?"

He motions to the aged, pot-bellied man holding the mules reigns, "This is Tarim, your guide through to Hell's Mines". And with barely a flick of his wrist he gestures disdainfully at a crouched figure, "And THAT thing is the package".

"Honored to meet you", says the old Graftsman. Then with a look towards the shadowy bulk, "On your feet Qashar, let the escort see the vile meat it has to drag to the mines".

The shadowed figure slowly unwinds itself, with a faint clank of the metal manacles. The figure straightens into a muscled Baklunish man, over six feet tall. The pools of his eyes are shadowed by his brow as he works his shoulders. Even manacled, hand and feet, he exudes power. Tarim takes an unconscious step back.

The man is obviously muscled and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Perhaps someone forgot to tell the strong, straight-backed man in front of you, that he is no longer Bloody Safa, now he is merely a possession.

At this point the PCs can talk to Tarim, the Administrator, or attempt conversation with Bloody Safa.

Tarim bobs his head, is amiable, and has the ever slight smell of garlic cloves on his breath. If Tarim is spoken to he will tell the PCs his woeful tale of his pending retirement and this one last mission due to shortages of good guides.

Tarim wears one magical item, a *ring of lockpicking*. Early in the adventure, Tarim will freely declare he has a precious magical item gifted to him for services rendered (true). He will then invite the PCs to try and determine its nature as a sort of guessing game.

The ring detects as faint transmutation. As the PCs try and guess he will mention offhand that he once fell down a cliff and floated like a feather (true, but because of a *feather fall* spell, not a ring). The PCs may then guess the ring is a *ring of featherfall*. At that point Tarim will say something along the lines of "Clever Chap!" and then

suggest they get moving before the sun rises. (He avoids confirming the ring is a *ring of featherfall* just leaves it to the PCs to draw that conclusion).

If the PC has a legitimate reason to doubt Tarim or is highly suspicious, allow a Sense Motive check. A successful Sense Motive [DC 20] gives the PC a hunch something is up but nothing further. Tarim will continue the masquerade and is not easily intimidated.

All APLs

♣**Tarim**; male human Rog2; hp 10; See Appendix One

APL 2 (EL 1)

♣**Safa**: male human Rog1; hp 7; See Appendix One

APL 4 (EL 3)

♣**Safa**: male human Rog3; hp 17; See Appendix One

APL 6 (EL 5)

♣**Safa**: male human Rog5; hp 27; See Appendix One

APL 8 (EL 7)

♣**Safa**: male human Rog5/Asn2; hp 37; See Appendix One

APL 10 (EL 9)

♣**Safa**: male human Rog5/Asn4; hp 47; See Appendix One

APL 12 (EL 11)

♣**Safa**: male human Rog5/Asn6; hp 57; See Appendix One

The Administrator suffers no more delays and promptly returns to his rooms. Safa says very little at this point.

Once the PCs have exhausted the little conversation available, Tarim will suggest they embark.

Encounter Two: Prophecy

The trail twists and turns through the hills, taking the path of least resistance. At times four men can walk abreast, at other times the mules can barely fit between boulders and thorny scrub. The flora is harsh, dry and wretched. Why the Graf wants to expand into these hills is anyone's guess. Whatever wealth it contains must be buried.

Terrain

The trail is normal movement, varying from 20 to 5 feet wide at various points. The area off the road is difficult ground, with no 5 foot step option. PCs with abilities such as Wilderness Stride are not affected by the terrain. The weather continues to be hot with no wind at all.

The first two days of traveling are to lull the PCs into a rhythm. These encounters are intended to establish marching orders and simulate the effects of getting into a routine on a march.

Suggestion when running this module:

The next several encounters are likely not to involve combat but are greatly heightened by using a battlemap of the road. Have the PCs place their figures and establish a marching order. After several such encounters without combat, paranoid PCs may become overly wary and some may lapse into complacency, simulating the effects of a dreary 20 day march. The pretext of rolling for random encounters will add to the feeling of imminent danger. These conditions are intended to enhance **Encounter Six: A Dangerous Road** and the adventure as a whole.

The first day the PCs will meet the crone. The second day will reveal the skeleton. The morning of the third day the ambush will happen and then in the afternoon, the girl in distress will be met.

As the hot sun beats down, not a trickle of wind to cool your brow, you spy a huddled shape beside the road about 100 feet ahead. It is hard to tell due to the cloak but it looks vaguely human shaped.

Allow the PCs a moment to decide what they want to do.

At 30 feet, a successful Spot check [DC 10] reveals she is a very old woman, white thin hair beneath a black cloak. She is sitting down, huddled deep within the folds of the cloak and her hood is down. Spot checks cannot be made at a further distance due to her voluptuous cowl.

Another successful Spot check [DC 10] reveals a holy symbol around her neck.

A successful Knowledge (religion) [DC 5] recognizes it as a symbol of Istus. Clerics of a Baklunish god will automatically recognize the symbol.

When the PCs approach her or speak to her, her eyes roll back into her head and she speaks first.

Some of her phrases are:

A storm is coming. The strands are gathering. The weave has begun. A storm is coming.

If anyone displaying a holy symbol of Al'akbar is present, she will turn to one of them and say,

Will you tighten the weave or unravel it? Questions will be asked you will never hear.

If anyone is displaying a holy symbol of Mouqol, she will turn to one of them and say,

The wind tugs one way and the other. The clasp that holds the cloak together will bend, but will it break?

If anyone is displaying a holy symbol of Zilchus, she will turn to one of them and say,

Some count chickens that have not hatched, and hatch foul that should not be counted. Beware the storm.

If no-one is displaying a holy symbol of the above Gods, she turns to the least charismatic of the characters and says,

The old tree sends its roots deep and survives. Find something to believe in or you will be swept away.

She will then point at each of the PCs in turn and say,

A storm is coming. Be prepared. It will lash you from every side. Choose your path wisely. Indecision sinks many ships.

Her eyes then roll back and she blinks several times.

Priestess Haleh of Istus will refuse offers of help or payment and says she remembers nothing of the prophecy. She just knew she had to sit beside the road and now she is done.

She will get up and slowly wander back down the road towards Durva.

Tarim will have the mules and Safa well back whilst the exchange is happening and will interpose the mules between him and the Priestess, without it being an obvious slight. He doesn't trust the fickle ways of foresight and prophecy and would rather his secrets not be revealed.

If the PCs try to continue to question her or offer aid, she will simply pat their arm and say "***Not the brightest boy. Your path leads the other way.***"

The rest of the day remains uneventful.

Your first day draws to a close as you spy a solid wooden, two-story building, complete with palisade.

"Ah, at last", speaks Tarim, "that be the First Fort. Not a creative name for the first fort along the road, but aptly named none the less. Come let us go inside, I'm already sick of these mules".

The fort is drawn in the *Appendix Four - Maps*.

Place the battlemap of the fort during this encounter so the PCs have the opportunity to become familiar with the typical fort layout.

The two soldiers on duty are detailed below. They are part of the Beygraf's army. Oft times this fort would house 8 to 10 men at a time, but the province garrison has been stripped bare as other duties take precedence.

As you enter the compound, Tarim introduces you to the guards. One of them, Nadir, looks at Safa and laughs.

"Oh, Mighty Safa, now reduced to no more than a dog!"

"WOOF!" Safa barks loudly lunging at the man.

Nadir jumps back white-faced and falls on his backside.

Safa smirks and says nothing further.

All APLs

☞ **Ahura, Kursh (2)**; male human Ftr1; hp 11; See the Standard Guards in Appendix One.

Ahura has a large nose and good posture.

Kursh is bald with a jagged scar on his cheek.

This is an opportunity for the PCs to work out a strategy for night watches etc, to guard against a rescue attempt. Tarim will dismiss the importance of watches, citing that they are in a fort and safe. However he does not want to raise suspicions and will not be overly vehement in his objections. He will even take a share of the watches if the PCs decide to have them despite the objections.

Suggestion when running this module:

Using the fort battlemap the first two nights will allow the PCs opportunity to develop stratagems against a possible rescue attempt and to become familiar with the layout. It is also intended to simulate that the PCs do not know which night, or even if they will be attacked whilst in the fort. This is intended to build tension and potentially simulate complacency. Listen checks during watches may also add to the tension.

Encounter Three: First Fort

Tarim will share watch duty. During it he approaches the PC that seemed most amenable. He offers to share a swig of his Bosq (the one without magical supplements) and swaps some tales. Tarim continues to present his poor, old, retiring soldier persona and attempts to endear himself to the PC. He speaks of his family, children, loves, hopes. He appears very open and honest but aged and not the most useful fighter. Nothing he says is an actual lie, so any Sense Motive reveals he is being honest.

A successful Sense Motive [DC 10] on the guards will reveal they are scared of Bloody Safa, though they put on a brave show.

Other than giving the PCs their first look at a fort, building suspense, and fleshing out Tarim and Safa, nothing further happens during the night.

Encounter Four: Skeleton

You awake on the second day to another dead calm morning. Not a rustle in the leaves, not a wisp of dust stirs. It will be another hot day of travel.

Tarim has the mules packed. Once the PCs are ready, he will lead on. If the PCs wish to delay for any reason he explains it is a long march to the Second Fort and it is not wise to be outside during the evening.

Read or paraphrase the following,

It is just past noon, where your fast was broken with rations and water. Continuing along the path you hear someone cackle oddly.

A successful Knowledge Nature check [DC 15] reveals the sound as that of a Hyena.

A successful Listen check [DC 3] locates the noise as coming from behind a large boulder 30 feet off to the right of the road.

The hyena is alone trying to gnaw the very last of the flesh from bones of a dead Archon.

At 15 feet it yaps and growls menacingly.

At 10 feet, it scampers off with a whimper.

The hyena is starved and not very bold for its kind. If attacked, however, it fights to the death, crazed by lack of food and its wounds.

PCs with animal empathy or other means of achieving the same effect, may attempt to pacify it.

Tarim will stay with the mules and Safa.

All APLs

This fight is not intended to incur and is not factored into the EL's. The hyena is the same for all APL's.

☛ **Hyena; medium animal**; hp 13, see *Monster Manual* page 274.

When the PCs investigate what the Hyena was trying to eat, read or paraphrase the below text;

A skeleton, broken, and gnawed on, lies scattered at your feet. Shredded robes are barely intact enough to recognize they once belonged to an Archon.

A successful Search check [DC 15] reveals a small piece of metal imbedded in the skull, as though it had broken off from something larger. It also reveals several broken potion bottles and a snapped wand. Two bottles still seems intact and reads in Ancient Baklunish, Elixir of Healing. (They are Potions of Cure Moderate Wounds).

A successful Knowledge Architecture and Engineering [DC 15], Craft Armor or Weapons [DC 10], or any Dwarf will recognize the metal imbedded in the skull as a piece of iron.

A successful Knowledge (arcane) [DC 20] will recognize its properties as belonging to some sort of construct.

A successful Heal check [DC 25] reveals the Archon died from extensive physical injuries consistent with large claws and bites about 5 days ago.

If the Heal DC is successfully beaten by 5 or more, it is revealed the Archon plummeted from a great height after death.

If the piece of iron is discovered, reduce the Heal check DC by 10.

The Archon was actually flying around the area, and was killed by a Half-Iron Griffon construct and then fell after he died.

Once the area has been explored the PCs find nothing further.

PCs may want to return the remains to the Archons or a Baklunish temple. Doing so is a good deed, but no further reward will be received.

Treasure:

Encounter Four: Skeleton

APL 2 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

APL 4 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds x2* (25 gp per character each)

APL 6 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds x2* (25 gp per character each)

APL 8 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds x2* (25 gp per character each)

APL 10 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds x2* (25 gp per character each)

APL 12 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds x2* (25 gp per character each)

Encounter Five: Second Fort

Finally the second day of travel comes to another hot end. A familiar sight greets your eyes towards dusk, that of a Ket fort.

“Second Fort”, says Tarim shrugging, “Told you they weren’t creative with the names”.

The fort is exactly the same layout as the First Fort. The two guards on duty have the same statistics as the previous guards.

Pishan, was left behind by the supply train due to an upset stomach. He was supposed to make his way to the Dustwatch, the middle stronghold with the supply train. He hopes the PCs allow him to join them on their journey. Otherwise he needs to wait for the next supply train with doesn’t arrive for another eight days.

Taking Pishan is completely up to the PCs. Tarim will suggest leaving the guard behind, but won’t insist. If the PCs do take Pishan, he is an extra set of eyes when things get interesting the following day.

All APLs

☞ **Pishan; Male human:** Ftr2; hp 14; See Appendix One

☞ **Nushu, Tiz (2); male human Ftr1;** hp 11 each; as per the Standard Guard in Appendix One

Nushu is moody and very thin.

Tiz walks with a limp and smiles alot.

Encounter Six: A Dangerous Road

The third day starts like all the others, hot, windless and tiresome.

Place the battlemap and have the PCs place themselves on the trail as usual.

The road is 10 feet wide at this point. Hard, rocky ground covers the area around the road. Thorny bushes averaging 2 feet high are scattered across the area. A few trees and a number of boulders make up the terrain collage.

APL 2 (EL 3)

☞ **Medium Monstrous Scorpion (3):** hp 13 each; See *Monster Manual*

APL 4 (EL 5)

☞ **Medium Monstrous Scorpion (3):** hp 13 each; See *Monster Manual*

☞ **Large Monstrous Scorpion (4);** hp 32 each; See *Monster Manual*

APL 6 (EL 7)

☞ **Medium Monstrous Scorpion (3):** hp 13 each; See *Monster Manual*

☞ **Large Monstrous Scorpion (3):** hp 32 each; See *Monster Manual*

APL 8 (EL 9)

☞ **Half-Iron golem elite griffon:** hp 85; See Appendix One.

APL 10 (EL 11)

☞ **Half-Iron golem elite griffon (2):** hp 85 each; See Appendix One.

APL 12 (EL 13)

☞ **Half-Iron golem elite griffon (4):** hp 85 each; See Appendix One.

Tactics

APLs 2-6:

The scorpions start 60 feet away from the first PCs in the marching order. The scorpions are on both sides of the trail.

If the party is somehow traveling without touching the ground, the scorpions cannot use *tremorsense* to

automatically detect the PCs. Otherwise they know the PCs location and proceed to attack.

The first round is a surprise round. A successful Spot Check [DC scorpions Hide + circumstance modifier of 6 due to 60 feet distance] allows that PC to act in the surprise round. The terrain gives the scorpions cover until they are within 10 feet of the road. The scorpions will use the surprise round to close some of the distance. The ground off the road is difficult, even for the scorpions.

The scorpions are vermin and aggressive. They will fight to the death.

APLs 8-12:

The Half-Iron Golem Elite Griffon(s) is approaching from the sun direction and is 380 feet away and 60 feet off the ground.

A successful Spot check versus the griffon(s) Hide check allows the PCs to initiate combat with the griffons at this distance. The spot check is at -38 due to distance. If the PCs fail the spot check, combat starts with the griffons at 60 feet from the PCs.

PCs who actively state they are watching the sky during their march, receive a +10 circumstance modifier to their spot checks.

The Half-Iron Golem Elite Griffon(s) was designed for war purposes and attacks those they see as a threat. The griffon(s) recognizes PCs wearing armor as the biggest initial military threat and will attack them in the first round. If no PC is wearing armor, randomly select a target from the PCs.

They are not mentally stable and will attack the same target until it is dead, then attack the next biggest threat (likely whoever has dealt it the most damage).

Tarim escapes the initial attack because he is not wearing metal armor. He remains out of the battle and 'protects' the mules. Safa and the mules are likewise not considered a threat.

Pishan is not initially targeted but rushes to aid the PCs once the battle commences. He will help any PC but when faced with a choice, will prefer to assist fellow Kettities and women.

The griffons, mentally affected, will fight until the death and not use their flight and pounce again, unless PCs use flying abilities or similar.

Encounter Seven: A Girl

Reminded of the dangers that exist in the Banner Hills, you make your way towards your next night stop. As the early afternoon sun meanders overhead, you see a young Baklunish girl sitting on the carcass of a dead horse. She looks up at you down the length of her loaded crossbow.

"So, who are you", she asks.

The girl is Jasmina. She is 19 years old, and lives on a small farm a couple of hours into the Bramblewood. It is a dangerous place to live, but the small Yarpik Nuts harvest is profitable. She, and her family, make some moonshine Bosq on the side and sell it to the local guards. She calls her brew, Jasmine Bosq.

She has a shortspear and a light crossbow, and knows how to use both. She has shoulder length brown hair, untidy but not unclean. Her clothes look worn and well used, though all the tears are patched and sewn well.

Her pony broke its leg on the trail so she sliced its throat to put it out of its misery. Over the last 30 minutes she's been deciding if she can continue on to the Third Fort to sell her homemade Bosq, or just to head home.

When she learns the PCs are traveling through Third Fort, she will ask to tag along, figuring safety in numbers. She is a polite girl, but capable of looking after herself and will not take kindly to insult. She would however rather leave with spiteful words than fight the PCs and will not initiate combat.

She will not be overly friendly until she learns the PCs are really in the employ of the Graf and not brigands (the Grafman Tarim is wearing a surcoat with the Red Manticore emblazoned, but even brigands can masquerade and since the party majority is not thus dressed she will check the group out first).

A successful Diplomacy check [DC 10] will allay her fears.

At 20 feet of the pony a successful Spot Check [DC 7] notices flies buzzing around a bloody wound to the neck of the pony. The broken leg is hidden below the carcass and not yet visible.

A successful Search check [DC 10] of the pony finds the broken leg.

A successful Spot check [DC 10] of the saddlebags notices several large clay jugs with cork stoppers stuffed inside the bags.

If the PCs deny her the escort to the Third Fort she leaved back down the path, with her bulging saddlebags over her shoulders and a glare at the PCs.

If the PCs allow her to tag along, and she knows they work for the Graf, she becomes a little more jovial, even likeable, and offers them all a swig of her Jasmine Bosq.

She won't willingly reveal the name of her hamlet, not its location. Nor will she reveal that it is evading taxes. It is unlikely, though possible, for the PCs to discover this through some method. If they do so, they may wish to turn her over to the authorities as a criminal.

A successful Knowledge (local - VTF) [DC 10] will let the PC realize avoiding taxes is a criminal offence and lawful citizens are expected to report this to the authorities.

During this encounter, the PCs have four options:

- Attack the girl (an evil act, she is just wary).
- Refuse the girl when she asks to accompany the PCs. She will leave.
- Allow the girl to accompany them.
- Take the girl into custody to be handed over for breaking the law (not paying her taxes).

All APLs

♣ **Jasmina**: Female human Com2; hp 7; see *Appendix One*.

Encounter Eight: Third Fort

Another hot, windless day draws to a close as the silhouette of another Ket fort greets you.

"Bet you can't guess what they've named this place, aye?" grins Tarim.

Place the battlemat and have the PCs place themselves on the fort as usual.

There are another two guards at this fort.

All APLs

♣ **Adeeb and Yousef (2)**; male human Ftr1; hp 11 each; as per the Standard Guard in Appendix One

Adeeb is careless but well mannered.

Yousef is a passionate fisherman and has wooden teeth.

This night, again go through the watches etc. If the PCs have picked up Pishan and/or Jasmina, include them in the plans. Pishan will offer to take a watch. Jasmina will be flirtatious with the most endearing of the male PCs. She will offer to give everyone a swig of her Jasmine Bosq.

Tarim's actions

During Tarim's watch (or the first) he secretly unlocks either the outside door near the cells or the outside door in the barracks. This will happen once the majority of the PCs are asleep. If confronted he will indicate the nearby privy as his destination.

He then attempts to distract the PC closest to that area with his usual tall tales and passing around of his Bosq. He will attempt to get the PC well into his cups.

His purpose is to distract the PC. If the PC is compliant and allows Tarim to babble on, this distraction gives the PC a penalty to his listen and spot checks to notice the approaching trio.

If the PCs set no watches, he secretly unlocks the door leading outside that is nearest the cells and then returns to bed to feign sleep.

If he is caught sneaking around he states he needs to relieve himself and the PC should avoid getting old, it makes a man feeble. (He does need to relieve himself so he is not speaking lies).

Encounter Nine: Probe

A couple of hours after sundown, the ambushers arrive. They creep up the road until 500 meters before the fort, and then spread through the undergrowth. They work their way around the fort to different positions 70 feet from the fort.

The moon is half full. The wind is still non-existent.

The following combat has been adjusted by -1 due to the beneficial circumstances that the PCs are defending a fortified area and have at their disposal several NPCs who may come to their aid.

These NPCs potentially include the two guards stationed at the tower, Pishan and Jasmina.

APL 2 (EL 4)

♣ **Jamal**: Male half-orc Mnk2; hp 17; see Appendix One

☛ **Kavas:** Male human Rog3; hp 14; see Appendix One

☛ **Zita:** Female dwarf Drd1; hp 9; see Appendix One

APL 4 (EL 6)

☛ **Jamal:** Male half-orc Mnk3; hp 24; see Appendix One

☛ **Kavas:** Male human Rog5; hp 22; see Appendix One

☛ **Zita:** Female dwarf Drd3; hp 21; see Appendix One

APL 6 (EL 8)

☛ **Jamal:** Male half-orc Mnk5; hp 38; see Appendix One

☛ **Kavas:** Male human Rog5/MsTh1/Asn1; hp 31; see Appendix One

☛ **Zita:** Female dwarf Drd5; hp 38; see Appendix One

APL 8 (EL 10)

☛ **Jamal:** Male half-orc Mnk6; hp 45; see Appendix One

☛ **Kavas:** Male human Rog5/MsTh1/Asn1/Ftr1/ShD1; hp 42; see Appendix One

☛ **Zita:** Female dwarf Drd5/Rog1/DsSh2; hp 56; see Appendix One

APL 10 (EL 12)

☛ **Jamal:** Male half-orc Mnk6/Tat2; hp 59; see Appendix One

☛ **Kavas:** Male human Rog5/Mst3/Asn1/Ftr1/ShD1; hp 52; see Appendix One

☛ **Zita:** Female dwarf Drd5/Rog1/DsSh3/BstM1; hp 70; see Appendix One

APL 12 (EL 14)

☛ **Jamal:** Male half-orc Mnk6/Tat4; hp 73; see Appendix One

☛ **Kavas:** Male human Rog5/MsTh3/Asn2/Ftr1/ShD1; hp 56; see Appendix One

☛ **Zita:** Female dwarf Drd5/Rog3/DsSh4/Bst1; hp 114; see Appendix One

Enemy Tactics

Jamal, Zita, and Kavas will be attempting to infiltrate the compound and murder Safa. If they accomplish this without raising the alarm, they will proceed to attack the PCs, preferably one at a time and quietly.

Their mission is to kill Safa and as many PCs as possible without raising the alarm. Once the alarm is raised they fight until their mission is accomplished or they die. Due

to fear of Hextor's wrath, or their own self honor, none of the trio will consider retreat or surrender an option.

The trio has three options for entering the building. The primary option is the two Southern doors to the building, entering the Barracks or the Cell Corridor. One of these should be unlocked by Tarim, though the PCs may have prevented it. The secondary option is to unlatch a window along the Southern wall and enter the Barracks. The last option is to scale the walls, climb along the roof and drop down into the Inner Courtyard.

The trio approaches the compound from the South and move cautiously. They have magical and natural abilities to hide them from the PCs.

Characters actively watching the area south of the compound may make a Spot check versus the Hide of the trio.

The trio has consumed their elixirs and potions making it very difficult for the PCs to notice their approach.

The following circumstance modifiers to the Spot check DC may apply:

+5 if distracted by Tarim.

+1 per 10 feet of distance (they start 60feet away from the building).

When the trio enters the compound, through the door, window, or courtyard, a successful Listen check versus the trio's Move Silently notifies the PC something or someone approaches.

Factors that may increase the Listen check DC are:

+5 if Tarim is distracting the PC

+1 per 10 feet of distance

+5 if there is an intervening wall or door.

If a PC does raise the alarm, the trio will continue with the plan, but Jamal and Zita will abandon stealth and rush the compound via whichever method is most practical at the time. Kavas will attempt to stay unnoticed and use sneak attack (or at higher levels assassination) on spell casters.

This encounter can go a number of ways, depending on the measures the PCs take, the success of Tarim unlocking a door, the ease of access to Safa, etc.

If all the PCs perish, proceed to **Conclusion: Catastrophe.**

If the PCs defeat The Trio, regardless of whether or not Safa lives, proceed to **Encounter Ten: Negotiations.**

Treasure:

APL2 – L: 186 gp, C: 0 gp, M: *elixir of hiding* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of cure light wounds* (4 gp per character), *elixir of hiding* (21 gp per character)

APL 4 – L: 186 gp, C: 0 gp, M: *elixir of hiding* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *potion of owl's wisdom* (25 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +1* (83 gp per character), *potion of cure light wounds* (4 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character)

APL 6 – L: 60 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *potion of owl's wisdom* (25 gp per character), *bracers of quickstrike* (100 gp per character), *elixir of sneaking* (21 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* 63 gp per character, *potion of cure serious wounds* (63 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +1* (83 gp) per character, *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (58 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character), *+1 dagger* (192 gp per character)

APL 8 – L: 175 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *potion of owl's wisdom* (25 gp per character), *bracers of quickstrike* (100 gp per character), *elixir of sneaking* (21 gp per character), *gloves of fortunate striking* (167 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure serious wounds* (63 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +1* (83 gp per character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (63 gp per character), *bracers of quickstrike* (100 gp per character), *gloves of dexterity +2* (333 gp per

character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character), *+1 dagger of frost* (692 gp per character)

APL 10 – L: 84 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *periapt of wisdom +2* (333 gp per character), *bracers of quickstrike* (100 gp per character), *elixir of sneaking* (21 gp per character), *gloves of fortunate striking* (167 gp per character), *dust of disappearance* (292 gp per character), *elixir of sneaking* (21 gp per character), *+1 mithral chainshirt* (175 gp per character), *potion of cure serious wounds* (63 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +2* (333 gp per character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (63 gp per character), *bracers of quickstrike* (100 gp), *gloves of dexterity +2* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character), *+1 spell-storing dagger of frost* (1525 gp per character)

APL 12 – L: 84 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure serious wounds* (63 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *periapt of wisdom +2* (333 gp per character), *elixir of sneaking* (21 gp per character), *gloves of fortunate striking* (167 gp per character), *elemental gem (air)* (188 gp per character), *ring of counterspells* (333 gp per character), *dust of disappearance* (292 gp per character), *elixir of sneaking* (21 gp per character), *+1 mithral chainshirt* (175 gp per character), *potion of cure serious wounds* (63 gp per character), *vest of resistance +2* (333 gp per character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (63 gp per character), *bracers of quickstrike* (100 gp per character), *gloves of dexterity +2* (333 gp per character), *amulet of prevailing fortune* (667 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +2* (333 gp), *+1 spell-storing dagger of frost* (1525 gp per character), *amulet of health +4* (1333 gp per character)

Encounter Ten: Negotiations

As soon as the PCs defeat The Trio read or paraphrase the following:

“Defenders, well done!” yells a voice from outside. “I wish to negotiate with you, please listen to my request”.

Those outside do not know whether or not Safa is dead, and are assuming he is still alive. They wish to negotiate for Safa to be handed over in exchange for safe passage for the PCs. If the PCs state Safa is dead, they want his body. They care not for the bodies of their fallen comrades.

The negotiator is Omar, the Cleric of Hextor, and leader of the ‘rescue’ of Safa. He is standing 60 feet from the main entrance to the fort, shadowy in appearance unless the PC has low-light vision or darkvision.

Omar is a charismatic leader with a ready smile and pleasant demeanor. He is also a devious, deadly, blood-thirsty cleric of the Herald of Hell, Hextor. None rise to prominence and longevity in the Church of Hextor without mastering both the tongue and the flail. His men as much fear him as admire him.

Omar will seek to negotiate the release of Safa in exchange for safe passage for the PCs. He will be the only one of his force actively making themselves visible, and he will constantly point out that the place is surrounded and the PCs have no chance (he is not above exaggerating). He will state he simply wishes to avoid unnecessary bloodshed (true – his own).

The rest of Omar’s force is hidden in different places 70 feet from the fort. They are using cover, the darkness, and not moving to hide, making it very difficult for anyone to try and spot them. Elixirs of Hiding and Sneaking and other buffs that aid concealment (which last more than 20 minutes) have been activated before Omar started his speech.

If a PC is deliberately trying to Spot other hidden foes, ask which direction they are looking and then allow them to roll a Spot check. The DC is the opponents Hide check, modified as follows:

+7 for distance.

+20 for darkness (only +10 versus spotters with low-light vision, and no bonus versus spotters with Darkvision of 70 feet or more).

+5 if spotter paying attention to Omar’s speech.

+10 for concealment.

Omar will make no mention of why he wants Safa released. If the PCs confront him on this point, he will avoid answering, asking why they would give their lives

for a murderer. If the PCs realize that this is no rescue attempt and make mention of such, Omar will concede that they are here to punish the man because he has no honor (partly true – Safa is very honorable but they are here to kill him).

Omar’s plan is to convince the PCs to let Safa go. He will then execute Safa. Then he will order the attack on the PCs if they attempt to leave with his ‘safe passage’ or order the assault on the compound 20 minutes later if the PCs do not leave. He has orders from superiors to have no witnesses.

During this process, if Tarim is still alive, he suggests they give up the prisoner. The other guards and the girl will be convinced by the highest Diplomacy check (or strongest means) used on them. If no one has died yet (except for the Trio), the PCs have a +5 circumstance modifier to their Diplomacy check.

If the PCs refuse to give up their charge, Omar will state the following,

“I give you one hour to reconsider”.

He will then move back into cover and then wait 20 minutes, and then his team will buff up on spells and consumables and attack. He waits the 20 minutes so the PCs minute spells fade, and has no intention of waiting the full hour, that was merely a ploy to try and catch the PCs unawares when he does attack. Omar is not a fool and is very knowledgeable on tactics.

It is assumed that in this time the PCs prepare the fort against an invasion. In this time, Safa will offer to help (if there are any PCs around to hear his plea). The Guards and any NPCs inside the fort will also offer their help. Tarim will, once again, try to distance himself on a patrol to unlock a door or window for the attacking force. He will keep up the appearance of being helpful.

PCs that decide to strike first may do so, and Omar’s group will be caught unbuffed. The PCs will lose the benefit of a defensible position, but gain the element of surprise.

The following combat has been adjusted by -1 due to the situation, as the PCs are defending a fortified area and have at their disposal several NPCs who may come to their aid.

These NPCs include the two guards stationed at the tower, Pishan, Jasmine and even potentially Safa.

APL 2 (EL 5)

☛ **Dina:** Male Half-Orc Ftr1; hp 12; see Appendix One

☛ **Hosh:** Male Human Sct1; hp 9; see Appendix One

☛ **Mohsen:** Male Human Conj4; hp 25; see Appendix One

☛ **Navid:** Male Human Bard1; hp 8; see Appendix One

☛ **Omar:** Male Human Clr1; hp 9; see Appendix One

APL 4 (EL 7)

☛ **Dina:** Male Half-Orc Ftr4; hp 36; see Appendix One

☛ **Hosh:** Male Human Sct2; hp 15; see Appendix One

☛ **Mohsen:** Male Human Conj5/Alien1; hp 37; see Appendix One

☛ **Navid:** Male Human Brd1; hp 8; see Appendix One

Omar: Male Human Clr1; hp 9; see Appendix One

APL 6 (EL 9)

☛ **Dina:** Male Half-Orc Ftr6; hp 52; see Appendix One

☛ **Hosh:** Male Human Sct2/Ftr2; hp 29; see Appendix One

☛ **Mohsen:** Male Human Conj5/Alien3; hp 49; see Appendix One

☛ **Navid:** Male Human Brd1; hp 8; see Appendix One

☛ **Omar:** Male Human Clr4; hp 27; see Appendix One

APL 8 (EL 11)

☛ **Dina:** Male Half-Orc Ftr6/Ptemp2; hp 68; see Appendix One

☛ **Hosh:** Male Human Sct2/Ftr4; hp 43; see Appendix One

☛ **Mohsen:** Male Human Conj5/Alien5; hp 64; see Appendix One

☛ **Navid:** Male Human Brd3; hp 20; see Appendix One

☛ **Omar:** Male Human Clr6; hp 39; see Appendix One

APL 10 (EL 13)

☛ **Dina:** Male Half-Orc Ftr6/Ptemp4; hp 84; see Appendix One

☛ **Hosh:** Male Human Sct2/Ftr4/OotB2; hp 55; see Appendix One

☛ **Mohsen:** Male Human Conj5/Alien7; hp 76; see Appendix One

☛ **Navid:** Male Human Brd5; hp 32; see Appendix One

☛ **Omar:** Male Human Clr8; hp 51; see Appendix One

APL 12 (EL 15)

☛ **Dina:** Male Half-Orc Ftr6/Ptemp4; hp 84; see Appendix One

☛ **Hosh:** Male Human Sct2/Ftr4/OotB4; hp 67; see Appendix One

☛ **Mohsen:** Male Human Conj5/Alien9; hp 91; see Appendix One

☛ **Navid:** Male Human Brd7; hp 44; see Appendix One

☛ **Omar:** Male Human Clr12; hp 75; see Appendix One

General Tactics

When battle ensues Omar will give orders and directly aid all his team except Mohsen. Omar is wary of Mohsen, despite his professed loyalty to Hextor. He realizes his great tactical advantage in having the Conjurer Mohsen but lets him fight his own way. Area effect spells that help allies will also help Mohsen, but no individual beneficial spells will be used on Conjurer Mohsen by Omar (such as a *cure light wounds*). The rest of the team is coordinated and experienced with each other and work well together, flanking as required, etc. They are aware of each others strengths and weaknesses.

For his part, Mohsen is a self-serving coward with not a complete grasp of reality. He once served the Church of Hextor with passion, but is becoming more and more aloof as he chases the power of the 'beyond'. He is a very smart man and knows his abilities and summoned creatures intimately and should be played as such. However he is not willing to give his life for Omar or the Church of Hextor and will attempt to escape if he is badly injured. His pride and poor grasp of reality do not permit him to surrender however and he will use everything he has if cornered.

If Jasmine was with the PCs at the Third Fort, and both she and at least one PC survive, she gives each of her brave PCs a bottle of her Bosq. Award the PCs **Jasmine Bosq** favor on their Adventure Record.

If the PCs survive, and Safa survives: **Conclusion 1: Success**

If the PCs survive, but Safa is dead: **Conclusion 2: Survival**

If the PCs die: **Conclusion 3: Catastrophe.**

Treasure:

APL 2 – L: 335 gp, C: 0 gp, M: *potion of enlarge person* (21 gp per character), *potion of cure light wounds* x2 (4 gp per character each), *spellbook* (158 gp per

character), *rod of metamagic, extend (lesser)* (250 gp per character), *potion of cure light wounds* (4 gp per character), *wand of cure light wounds (10 charges)* (10 gp per character)

APL 4 – L: 335 gp, C: 0 gp, M: *potion of enlarge* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +1* (83 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of cure light wounds x2* (4 gp per character each), *vest of resistance +1* (83 gp per character), *spellbook* (250 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type I)* (138 gp per character), *potion of cure moderate wounds* (4 gp per character), *scroll summon monster I* (2 gp per character), *scroll summon monster II* (13 gp per character), *potion of cure light wounds* (4 gp per character), *wand of cure light wounds (10 charges)* (10 gp per character)

APL 6 – L: 364 gp, C: 0 gp, M: *+1 heavy flail* (193 gp per character), *potion of enlarge* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +1* (83 gp per character), *potion of cure moderate wounds x2* (25 gp per character each), *potion of cure light wounds x2* (4 gp per character each), *vest of resistance +1* (83 gp per character), *spellbook* (342 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type I)* (138 gp per character), *scroll fireball (5th)* (31 gp per character), *scroll invisibility sphere* (31 gp per character), *cloak of elemental protection* (83 gp per character), *potion of darkvision* (25 gp per character), *potion of cure light wounds* (4 gp per character), *cloak of resistance +1* (83 gp per character), *potion of resist energy (fire)* (25 gp per character)

APL 8 – L: 207 gp, C: 0 gp, M: *+1 breastplate* (113 gp), *+1 heavy flail* (192 gp), *potion of enlarge* (21 gp), *bracers of quickstrike* (100 gp), *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp), *gauntlets of ogre power* (333 gp), *+1 composite longbow (str +2)* (217 gp), *potion of cure moderate wounds* (25 gp), *vest of resistance +1* (83 gp), *spellbook* (500 gp), *rod of metamagic, extend (lesser)* (250 gp), *necklace of fireballs (type I)* (138 gp), *potion of cure moderate wounds* (25 gp), *scroll fireball (5th)* (31 gp), *scroll invisibility sphere* (31 gp), *cloak of elemental protection* (83 gp), *potion of darkvision* (25 gp), *headband of intellect +2* (333 gp), *vest of resistance +2* (333 gp), *+1 chainshirt* (104 gp), *potion of cure light wounds* (4 gp)

APL 10 – L: 247 gp, C: 0 gp, M: *+1 mithral breastplate* (433 gp per character), *+1 heavy flail* (192 gp per character), *potion of enlarge person* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +2* (333 gp per character), *potion of*

cure serious wounds (63 gp per character), *gauntlets of ogre power* (333 gp per character), *potion of protection from energy (electricity)* (63 gp per character), *potion of rage* (63 gp per character), *+1 composite longbow (str +2)* (133 gp per character), *potion of cure moderate wounds* (25 gp per character), *vest of resistance +1* (83 gp per character), *gloves of dexterity +2* (333 gp per character), *spellbook* (767 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type I)* (138 gp per character), *potion of cure moderate wounds* (25 gp per character), *scroll fireball (5th)* (31 gp per character), *scroll invisibility sphere* (31 gp per character), *cloak of elemental protection* (83 gp per character), *potion of darkvision* (25 gp per character), *headband of intellect +2* (333 gp per character), *vest of resistance +2* (333 gp per character), *ring of protection +2* (667 gp per character), *+1 chainshirt* (104 gp per character), *potion of cure light wounds* (4 gp per character), *circlet of persuasion* (375 gp per character), *+1 full plate* (221 gp per character), *cloak of resistance +2* (333 gp per character), *potion of resist energy (fire)* (25 gp per character), *periapt of wisdom +2* (333 gp per character)

APL 12 – L: 141 gp, C: 0 gp, M: *+1 mithral breastplate* (433 gp per character), *+1 heavy flail* (192 gp per character), *potion of enlarge person* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +2* (333 gp per character), *potion of cure serious wounds* (63 gp per character), *gauntlets of ogre power* (333 gp per character), *potion of protection from energy (electricity)* (63 gp per character), *potion of rage* (63 gp per character), *+1 mithral chainshirt* (175 gp per character), *potion of cure moderate wounds* (25 gp per character), *vest of resistance +1* (83 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of elvenkind* (208 gp per character), *elixir of hiding* (21 gp per character), *potion of jump* (4 gp per character), *spellbook* (1117 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type II)* (225 gp per character), *potion of cure moderate wounds* (25 gp per character), *scroll fireball (5th)* (31 gp per character), *scroll invisibility sphere* (31 gp per character), *cloak of elemental protection* (83 gp per character), *potion of darkvision* (25 gp per character), *headband of intellect +4* (1333 gp per character), *vest of resistance +2* (333 gp per character), *ring of protection +2* (667 gp), *+1 chainshirt* (104 gp per character), *potion of cure light wounds* (4 gp per character), *circlet of persuasion* (375 gp per character), *cloak of resistance +1* (83 gp per character), *+2 full plate* (471 gp per character), *+2 heavy steel shield* (348 gp per character), *cloak of resistance +2* (333 gp per character), *potion of resist energy (fire)* (25 gp per character), *periapt of wisdom +4*

(333 gp per character), *potion of blur* (25 gp per character), *ring of protection +1* (167 gp per character)

Conclusion 1: Success

This conclusion is for groups that successfully defeat the Hextorites and deliver Safa alive to garrison at the town of Rish'Ak.

It has been days since your fight with the Hextorites. You are nearing the end of your escort mission. The afternoon sun brings a pleasing sight, that of the Town of Rish'Ak.

The captain of the garrison welcomes you in, providing lodging and comfort. He and his men listen intently to your tales and are in awe of your adventure.

The garrison commander, Ishamek, asks for details of what the PCs know and what happened. He asks about those the PCs fought. If it is clear the PCs used lethal force the guards wince, and note it for their report. If the guards or Tarim are alive then the garrison commander will be informed through them.

PCs that have the Ri'Shak Hill Bred Heavy Warhorse from the Curse of the Brown Dragon interactive, and brought the horse with them, are given the Favor: Bey of Ri'Shak on their Adventure Record.

The town will buy the PCs a number of Bosq drinks and celebrate their prowess.

Deceased PCs are able to be resurrected here by a priest of Al'Akbar, at the usual costs.

When the PCs are sated on their status as celebrities, read or paraphrase the following:

Safa is escorted the next day to the Abyss Mines, a place he will spend the rest of his days.

Upon your return to Durva Town, you discover Administrator Gazzakar has fled into hiding.

Graf Tendulkar himself sends you a written letter, expressing his gratitude for foiling this evil plot and revealing the culprits. He offers each of you a special reward, a specially tailored vest available only to those the Graf considers worthy of notice.

Award the PCs the **Notice of the Manticore** on their Adventure Record.

If the PCs discover Tarim's involvement and he is handed over to the authorities:

As you celebrate your success, you hear rumors in the street of a macabre murder in the prison. Apparently the deceased was a former Graftsmen called Tarim.

Give the PCs Tarim's Ring favor on their Adventure Record if they discovered Tarim's involvement in the plot and either looted his corpse or handed him over to the authorities.

If the PCs used lethal force at any point during the module on Safa or on any citizens of Ket (all the Hextorities are citizens, as is Tarim), and the authorities have evidence of it (confession or garrison report) then read or paraphrase the below:

As you relax in Durva Town, several Threshers and a Jurat come to your table. They are here to arrest you for your crimes.

Allow the PCs to ask questions at this point, and try to explain their actions.

Ket laws and a description of their punishments can be found in **Appendix Five**.

Conclusion 2: Survival

This conclusion is for groups that at least some members survived but do not, or cannot, deliver Safa alive to the garrison at Ri'Shek.

This assumes the PCs continue to Ri'Shek. They may turn back to Durva. If so, adjust accordingly.

The sun is low as you finally make your weary way into the Town of Ri'Shek. The garrison commander, Ishamek, approaches and asks you what has happened.

Allow the PCs the opportunity to recount their tale. Take note if the PCs admit to killing or using lethal force on the Hextorities. The captain is dutiful and will report such to the Mullahs.

PCs that have the Ri'Shak Hill Bred Heavy Warhorse from the Curse of the Brown Dragon interactive, and brought the horse with them, are given the Favor: Bey of Ri'Shak on their Adventure Record.

Deceased PCs are able to be resurrected here by a priest of Al'Akbar, at the usual costs.

When the PCs have finished, read or paraphrase the following:

You are given adequate lodging for the night and a good meal. Few people take much notice of you and you're glad to be on your way the next day.

Arriving back in Durva Town days later, a young lad delivers you a letter bearing the seal of the Manticore Graf. It thanks you for uncovering the Hextortities plot but expresses his disappointment in not securing the safe passage of the prisoner. He expects that you will offer yourselves in the future to redeem this stain on your record. The letter also explains that Administrator Gazzakar has gone into hiding and is being hunted by the Mullahs for crimes against Ket.

If the PCs discover Tarim's involvement and he is handed over to the authorities:

That night, as you mull over your failure to garner the pleasure of a Graf, you hear rumors in the street of a macabre murder in the prison. Apparently the deceased was a former Grafsmen called Tarim.

Give the PCs Tarim's Ring favor on their Adventure Record if they discovered Tarim's involvement in the plot and either looted his corpse or handed him over to the authorities.

If the PCs broke any of the laws of Ket, and the authorities have evidence of it, either through the PCs explanations of what happened or from prisoners or guards, then read or paraphrase the below:

As you relax in Durva Town, several Threshers and a Jurat come to your table. They are here to arrest you for your crimes.

Allow the PCs to ask questions at this point, and try to explain their actions.

Ket laws and a description of their punishments can be found in **Appendix Five**.

Conclusion 3: Catastrophe

This conclusion is only for entire parties that are killed.

You have failed. You are dead.

A week later, a patrol finds your corpses, stripped bare. All your equipment is gone. You are taken to the Church of Al'Akbar in Durva and the priest invites your soul back into its body.

The PCs are given the option of being resurrected at 50% cost reduction. The Manticore Graf Tendulkar is funding half of the resurrection costs. At this point the PCs only know their equipment is gone, they have been slain and now they have the option of coming back at 50% cost.

Ask all the PCs which option they chose before continuing.

For PCs that decide not to come back:

Your soul travels beyond. You would feel ashamed for leaving as a failure but shame doesn't exist where you go... or at least not in a mortal sense.

For PCs that decide to accept the resurrection:

You feel a strong pull and then a sense of being disassociated. You feel pain. Pain. You are alive. Gasping for breath, you exhale weeks old air.

Looking around you, you spy the bodies of your comrades, laying on stone tables similar to yours. Then you notice you are naked. Alive but naked. A pauper. Your life savings were invested in your equipment, in your livelihood as an adventurer. What now? Time to start over or retire?

Give the PCs a few moments to grasp the reality of losing all their equipment. The feelings of despair, anger, loss. Then, read the following:

Entering from a hallway, several priests of Al'Akbar carry a chest. They place it in front of the stone tables and open it. Inside is your equipment! Most of it seems to be in there!

One of the priests addresses you, "Your slayers were found by the Graf and bought to justice. They hang from giblets in front of the town. These items we believe belong to you."

The PCs who chose to be resurrected are given back all their items except one of their consumables. The most expensive consumable on their Magic Items Log sheet is crossed out, as it was lost or used by their slayers. If the PC had no consumables (potions, scrolls, etc) but has wands, half the charges are gone from their most expensive wand.

As the PCs are revived and checking their gear, read the following:

Gathering together your belongings, you realize you have a visitor. A young boy places a parchment into your hand. It bears the seal of the Manticore. It reads, "Friends, it is good that once more you are well. I have paid a generous sum to bring you back into this world, despite your failures. I trust when the time comes you will remember to whom you owe your life.

I must thank you, however, for helping me uncover traitors in my midst. Administrator Gazzakar has gone into hiding but he'll be found. I will call on you soon, so you can repay my generosity and mercy. Graf Tendulkar the Manticore.

PCs that were resurrected are given **Manticore's Debt** on their Adventure Record.

If the PCs broke any of the laws of Ket, and the authorities have evidence of it, either through the PCs explanations of what happened or from prisoners or guards, then read or paraphrase the below:

As you relax in Durva Town, several Threshers and a Jurat come to your table. They are here to arrest you for your crimes.

Allow the PCs to ask questions at this point, and try to explain their actions.

Ket laws and a description of their punishments can be found in **Appendix Five**.

If any PC asks to see the corpses hanging outside town read or paraphrase the following:

You once walk again under the brilliant sun. For once the heat is welcome. You work your way towards the corpses of those that caused your death. Then you stop. These men were not the ones you slayed. Yet, they apparently had your equipment! So many questions unanswered. But for now, time to breath that dusty, dry, beautiful air again.

The End

Experience Point Summary

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

Encounter Six: A Dangerous Road

For defeating the creatures on the path

APL 2	90xp
APL 4	150xp
APL 6	210xp
APL 8	270xp

APL 10	330xp
APL 12	390xp

Encounter Nine: Probe

For successfully defeating the infiltrators

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

Encounter Ten: Negotiations

For successfully defeating the Hextorites

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

Story Award

Delivering Bloody Safa to the mines, alive

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

Discretionary roleplaying award

APL 2	45 xp
APL 4	67 xp
APL 6	90 xp
APL 8	112 xp
APL 10	135 xp

APL 12	157 xp
Total possible experience:	
APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Four: Skeleton

APL 2 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

APL 4 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

APL 6 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

APL 8 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

APL 10 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

APL 12 – L: 0 gp, C: 0 gp, M: *potion of cure moderate wounds* x2 (25 gp per character each)

Encounter Nine: Probe

APL 2 – L: 186 gp, C: 0 gp, M: *elixir of hiding* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith* +4 (50 gp per character), *potion of spider climb* (25 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of cure light wounds* (4 gp per character), *elixir of hiding* (21 gp per character)

APL 4 – L: 186 gp, C: 0 gp, M: *elixir of hiding* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith* +4 (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin* +3 (50 gp per character), *potion of owl's wisdom* (25 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure moderate wounds* (25 gp per character),

potion of invisibility (25 gp per character), *vest of resistance +1* (83 gp per character), *potion of cure light wounds* (4 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character)

APL 6 – L: 60 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *potion of owl's wisdom* (25 gp per character), *bracers of quickstrike* (100 gp per character), *elixir of sneaking* (21 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* 63 gp per character, *potion of cure serious wounds* (63 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +1* (83 gp per character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (58 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character), *+1 dagger* (192 gp per character)

APL 8 – L: 175 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *potion of owl's wisdom* (25 gp per character), *bracers of quickstrike* (100 gp per character), *elixir of sneaking* (21 gp per character), *gloves of fortunate striking* (167 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure serious wounds* (63 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +1* (83 gp per character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (63 gp per character), *bracers of quickstrike* (100 gp per character), *gloves of dexterity +2* (333 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character), *+1 dagger of frost* (692 gp per character)

APL 10 – L: 84 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *peripart of wisdom +2* (333 gp per character), *bracers of quickstrike* (100 gp per character), *elixir of sneaking* (21 gp per character), *gloves of fortunate striking* (167 gp per character), *dust of disappearance* (292 gp per character), *elixir of sneaking* (21 gp per character), *+1 mithral chainshirt* (175 gp per character), *potion of cure serious wounds* (63 gp per character), *potion of invisibility* (25 gp per character), *vest of resistance +2* (333 gp per

character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (63 gp per character), *bracers of quickstrike* (100 gp), *gloves of dexterity +2* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +1* (83 gp per character), *+1 spell-storing dagger of frost* (1525 gp per character)

APL 12 – L: 84 gp, C: 0 gp, M: *potion of invisibility* (25 gp per character), *potion of cure serious wounds* (63 gp per character), *potion of shield of faith +4* (50 gp per character), *potion of spider climb* (25 gp per character), *potion of barkskin +3* (50 gp per character), *peripart of wisdom +2* (333 gp per character), *elixir of sneaking* (21 gp per character), *gloves of fortunate striking* (167 gp per character), *elemental gem (air)* (188 gp per character), *ring of counterspells* (333 gp per character), *dust of disappearance* (292 gp per character), *elixir of sneaking* (21 gp per character), *+1 mithral chainshirt* (175 gp per character), *potion of cure serious wounds* (63 gp per character), *vest of resistance +2* (333 gp per character), *cloak of elvenkind* (208 gp per character), *scroll of snipers eye* (63 gp per character), *bracers of quickstrike* (100 gp per character), *gloves of dexterity +2* (333 gp per character), *amulet of prevailing fortune* (667 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character), *cloak of resistance +2* (333 gp), *+1 spell-storing dagger of frost* (1525 gp per character), *amulet of health +4* (1333 gp per character)

Encounter Ten: Negotiations

APL 2 – L: 335 gp, C: 0 gp, M: *potion of enlarge person* (21 gp per character), *potion of cure light wounds* x2 (4 gp per character each), *spellbook* (158 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *potion of cure light wounds* (4 gp per character), *wand of cure light wounds (10 charges)* (10 gp per character)

APL 4 – L: 335 gp, C: 0 gp, M: *potion of enlarge* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +1* (83 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of cure light wounds* x2 (4 gp per character each), *vest of resistance +1* (83 gp per character), *spellbook* (250 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type I)* (138 gp per character), *potion of cure moderate wounds* (4 gp per character), *scroll summon monster I* (2 gp per character), *scroll summon monster II* (13 gp per character), *potion of cure light wounds* (4 gp per character), *wand of cure light wounds (10 charges)* (10 gp per character)

APL 6 – L: 364 gp, C: 0 gp, M: *+1 heavy flail* (193 gp per character), *potion of enlarge* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +1* (83 gp per character), *potion of cure moderate wounds x2* (25 gp per character each), *potion of cure light wounds x2* (4 gp per character each), *vest of resistance +1* (83 gp per character), *spellbook* (342 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type I)* (138 gp per character), *scroll fireball (5th)* (31 gp per character), *scroll invisibility sphere* (31 gp per character), *cloak of elemental protection* (83 gp per character), *potion of darkvision* (25 gp per character), *potion of cure light wounds* (4 gp per character), *cloak of resistance +1* (83 gp per character), *potion of resist energy (fire)* (25 gp per character)

APL 8 – L: 207 gp, C: 0 gp, M: *+1 breastplate* (113 gp), *+1 heavy flail* (192 gp), *potion of enlarge* (21 gp), *bracers of quickstrike* (100 gp), *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp), *gauntlets of ogre power* (333 gp), *+1 composite longbow (str +2)* (217 gp), *potion of cure moderate wounds* (25 gp), *vest of resistance +1* (83 gp), *spellbook* (500 gp), *rod of metamagic, extend (lesser)* (250 gp), *necklace of fireballs (type I)* (138 gp), *potion of cure moderate wounds* (25 gp), *scroll fireball (5th)* (31 gp), *scroll invisibility sphere* (31 gp), *cloak of elemental protection* (83 gp), *potion of darkvision* (25 gp), *headband of intellect +2* (333 gp), *vest of resistance +2* (333 gp), *+1 chainshirt* (104 gp), *potion of cure light wounds* (4 gp)

APL 10 – L: 247 gp, C: 0 gp, M: *+1 mithral breastplate* (433 gp per character), *+1 heavy flail* (192 gp per character), *potion of enlarge person* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +2* (333 gp per character), *potion of cure serious wounds* (63 gp per character), *gauntlets of ogre power* (333 gp per character), *potion of protection from energy (electricity)* (63 gp per character), *potion of rage* (63 gp per character), *+1 composite longbow (str +2)* (133 gp per character), *potion of cure moderate wounds* (25 gp per character), *vest of resistance +1* (83 gp per character), *gloves of dexterity +2* (333 gp per character), *spellbook* (767 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type I)* (138 gp per character), *potion of cure moderate wounds* (25 gp per character), *scroll fireball (5th)* (31 gp per character), *scroll invisibility sphere* (31 gp per character), *cloak of elemental protection* (83 gp per character), *potion of darkvision* (25 gp per character), *headband of intellect +2* (333 gp per character), *vest of resistance +2* (333 gp per character), *ring of protection +2* (667 gp per character), *+1 chainshirt* (104 gp per character), *potion of cure light wounds* (4 gp per

character), *circlet of persuasion* (375 gp per character), *+1 full plate* (221 gp per character), *cloak of resistance +2* (333 gp per character), *potion of resist energy (fire)* (25 gp per character), *periapt of wisdom +2* (333 gp per character)

APL 12 – L: 141 gp, C: 0 gp, M: *+1 mithral breastplate* (433 gp per character), *+1 heavy flail* (192 gp per character), *potion of enlarge person* (21 gp per character), *bracers of quickstrike* (100 gp per character), *cloak of resistance +2* (333 gp per character), *potion of cure serious wounds* (63 gp per character), *gauntlets of ogre power* (333 gp per character), *potion of protection from energy (electricity)* (63 gp per character), *potion of rage* (63 gp per character), *+1 mithral chainshirt* (175 gp per character), *potion of cure moderate wounds* (25 gp per character), *vest of resistance +1* (83 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of elvenkind* (208 gp per character), *elixir of hiding* (21 gp per character), *potion of jump* (4 gp per character), *spellbook* (1117 gp per character), *rod of metamagic, extend (lesser)* (250 gp per character), *necklace of fireballs (type II)* (225 gp per character), *potion of cure moderate wounds* (25 gp per character), *scroll fireball (5th)* (31 gp per character), *scroll invisibility sphere* (31 gp per character), *cloak of elemental protection* (83 gp per character), *potion of darkvision* (25 gp per character), *headband of intellect +4* (1333 gp per character), *vest of resistance +2* (333 gp per character), *ring of protection +2* (667 gp), *+1 chainshirt* (104 gp per character), *potion of cure light wounds* (4 gp per character), *circlet of persuasion* (375 gp per character), *cloak of resistance +1* (83 gp per character), *+2 full plate* (471 gp per character), *+2 heavy steel shield* (348 gp per character), *cloak of resistance +2* (333 gp per character), *potion of resist energy (fire)* (25 gp per character), *periapt of wisdom +4* (333 gp per character), *potion of blur* (25 gp per character), *ring of protection +1* (167 gp per character)

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Appendix One – NPC Stat Blocks

All APLs

Encounter 1

Tarim: Male human Rog2; CR 2; Medium human (baklunish); HD 2d6; hp 10; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp: +1; Atk +2 melee (1d6, masterwork scimitar) or +2 melee (1d6, sap); Full Atk +2 melee (1d6, masterwork scimitar) or +2 melee (1d6, sap); SA Sneak attack +1d6; SQ Evasion, trapfinding; AL N; SV Fort +0, Ref +4, Will +0; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Diplomacy +12, Disable Device +10, Gather Information +8, Hide +6, Intimidate +7, Move Silently +6, Knowledge (local VTF) +3, Open Lock +10, Search +6, Sense Motive +5, Spot +3; Nimble Fingers, Persuasive.

Possessions: Flask of bosq, leather armor, masterwork scimitar, masterwork thieves tools (hidden in boot), *ring of lockpicking**, sap.

Physical Description: Tarim is an over-weight man in his late fifties. He sports a pot-belly under his uniform. His armor is worn but well serviced, and his scimitar is kept clean. His outer clothing bears the symbol of a Manticore Graftsmen. His breath has the faint scent of garlic and he thoroughly enjoys drinking his Bosq.

Motivations: Tarim has been a long term spy and agent for Administrator Gazzakar and others. Tarim generally provides information and uses words to steer events the way his superiors would like. He is aware of the church of Hextor affiliation of his superiors and since that was a legal entity for so long in Ket, thinks nothing of it. He is more concerned about the pay check than the employer. Tarim realizes that the political powers will always be influencing events, so figures he might as well make some cash out of it. He will never take a physical action against the PCs unless he is attacked first. He is a talker and a manipulator, not a fighter.

Note: Before this mission, the church of Hextor magically bound Tarim from speaking about his Hextor employers or the current mission for 16 days (*quest* spell).

* see *Appendix Two*: New Rules Items

Encounter 3

Standard Fort Guard: Male human Ftr1; CR 1; Medium human (baklunish); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp: +2; Atk +3 melee (1d6, scimitar) or +2 ranged (1d6, shortbow); Full Atk +3 melee (1d6, scimitar) or +2 ranged (1d6, shortbow); AL LN; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +0, Intimidate +1, Listen +2, Ride +2, Spot +2; Alertness, Weapon Proficiency (scimitar).

Possessions: Heavy wooden shield emblazoned with the symbol of Ket, Ket soldier clothing, quiver with 20 arrows, scimitar, shortbow, studded leather armor.

Physical Description: Typical Ket soldier, with a little less discipline in the condition of their equipment.

Motivations: The garrisons are running at 20% normal capacity, as the bulk of the army is diverted to other needs. Those left on garrison duty are not the cream of the Ket military and tend to be less vigilant and disciplined than the normal Ket soldier. All of the guards are terrified of Safa though some try to put on a brave face.

Encounter 5

Pishan: Male human Ftr2; CR 2; Medium human (baklunish); HD 2d10-2; hp 14; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp: +4; Atk +5 melee (1d6+2, scimitar) or +3 ranged (1d6, shortbow); Full Atk +5 melee (1d6+2, scimitar) or +3 ranged (1d6, shortbow); AL LN; SV Fort +2, Ref +3, Will +0; Str 14, Dex 12, Con 9, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Listen +2, Ride +3, Spot +2, Use Rope +6; Alertness, Lightning Reflexes, Weapon Proficiency (scimitar).

Possessions: Heavy wooden shield emblazoned with the symbol of Ket, Ket soldier clothing, quiver with 20 arrows, scimitar, shortbow, studded leather armor.

Physical Description: A typical Ket soldier. Pishan is more disciplined than most of the soldiers left on

garrison duty. His equipment is well maintained. He has a small goatee neatly trimmed and has short, straight black hair.

Motivations: Pishan suffers from stomach ulcers and a poor immune system. He tends to catch whatever cold, flu or virus is going around. Recently he suffered from food poisoning and is trying to get back to his post now that he is feeling better. He will assist the PCs as best he can. He is a good soldier but more used to receiving orders than giving them. He is terrified of Safa.

Encounter 7

Jasmine: Female human Com2; CR 1; Medium human (baklunish); HD 2d4; hp 7; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp: +1; Atk +1 melee (1d6, shortspear) or +2 ranged (1d8, light crossbow); Full Atk +1 melee (1d6, shortspear) or +2 ranged (1d8, light crossbow); AL N; SV Fort +0, Ref +1, Will +0; Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 14.

Skills and Feats: Handle Animal +5, Profession (brewer) +6, Spot +5, Ride +6, Use Rope +3; Simple Weapon Proficiency.

Possessions: Light crossbow, quiver with 10 bolts, saddlebags with jasmine bosq, shortspear.

Physical Description: Jasmine has shoulder length brown hair, untidy but not unclean. Her clothes look worn and well used, though all the tears are patched and sewn well. She holds her crossbow and spear with practiced ease. Her light brown eyes show her jovial nature.

Motivations: Jasmine is an enterprising farmer's daughter who is running a small business making and selling her own bosq. She sells it to the soldiers in the third fort every few weeks and runs a small profit. She does not pay taxes on this income and will not reveal the location of her farm. She is a pretty girl and knows how to manipulate men. Her outlook on life is refreshingly innocent and positive.

APL 2

Encounter One

Bloody Safa: Male human Rog1; CR 1; Medium human (baklunish); HD 1d6+1; hp 7; Init 5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp: +2; Atk +2 melee (1d4+2, unarmed); Full Atk +2 melee (1d4+2, unarmed); SA Sneak attack +1d6; SQ Trapfinding; AL N; SV Fort +1, Ref +3, Will +0; Str 14, Dex 12, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +4, Bluff +6, Climb +4, Diplomacy +6, Disguise +4, Hide +5, Intimidate +6, Jump +5, Listen +4, Move Silently +5, Search +4, Spot +4, Tumble +5; Blind-Fight, Improved Initiative.

Languages: Ancient Baklunish, Common, Dwarf.

Possessions: Qashar robes; he is also manacled with *dimensional shackles*.

Physical Description: Safa is a muscled Baklunish man, over six feet tall. He has dark brown eyes that form deep pools under his strong brow. Even manacled, hand and feet, he exudes power. He has a very well defined and muscled physique and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Safa speaks in a deep, confident tone.

Motivations: Safa wants to escape. He is extremely honorable so will attempt to make a deal with the PCs and will honor it. He is also a cold-blooded killer and notorious assassin. If the PCs agree to unshackle him, he will help fight the opposition, but at the first opportunity, he will escape. If the PCs treat him poorly and he somehow manages to escape, he is not beyond slipping a knife over a PCs throat as he lays wounded, if the opportunity presents itself. He won't however sacrifice his chance at freedom for revenge. Safa always remains outwardly calm.

Encounter Nine

Jamal: Male half-orc Mnk2; CR 2; Medium humanoid (half-orc); HD 2d8+4; hp 17; Init +2; Spd 40 ft.; AC 14, touch 14, flat-footed 12; Base Atk: +2; Grp: +8; Atk +4 melee (1d6+3, unarmed strike) or +2/+2 melee (1d6+3, flurry of blows); Full Atk +4 melee (1d6+3, unarmed strike) or +2/+2 melee (1d6+3, flurry of blows); SA Flurry of blows; SQ Evasion; AL LE; SV Fort +5, Ref +5, Will +5; Str 16, Dex 14, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Jump +3, Knowledge (religion) +4, Listen +2, Move Silently +7, Spot +2, Tumble +7; Combat Reflexes, Endurance, Improved Grapple, Improved Unarmed Strike.

Languages: Common, Orc.

Possessions: *Elixir of hiding*, *potion of cure moderate wounds*, *potion of shield of faith +4*, *potion of spider climb*.

Physical Description: Jamal is a muscled Half-Orc covered in ritualistic scars. His Orc features are prominent and most would consider him Ugly. His thin black hair attempts to cover too much of his head and fails.

Motivations: Jamal has found a home and a purpose in the Church of Hextor. He is fiercely loyal to the church, even to death. He is a proud of his martial prowess and trains hard. Jamal shows no mercy to the enemies of Hextor, and never questions his orders. His only true friend is his lover, Zita the Dwarf Druid. The most unlikely couple, they are never apart.

Kavas: Male human Rog3; CR 3; Medium humanoid (baklunish); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk: +2; Grp: +4; Atk +6 melee (1d4+2 plus poison, masterwork dagger) or +8 ranged (1d6+3 plus poison, masterwork dagger); Full Atk +6 melee (1d4+2 plus poison, masterwork dagger) or +8 ranged (1d6+3 plus poison, masterwork dagger); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL LE; SV Fort +1, Ref +6, Will +1; Str 14, Dex 16, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Disable Device +10, Hide +9, Jump +7, Knowledge (religion) +3, Listen +6, Move Silently +9, Open Lock +11, Search +8, Sleight of Hand +5, Spot +6, Tumble +11; Point Blank Shot, Precise Shot, Weapon Focus (dagger).

Languages: Ancient Baklunish, Common, Undercommon.

Possessions: *Elixir of hiding*, *elixir of sneaking*, leather armor, 5x masterwork dagger (coated with small centipede poison), masterwork thief tools, *potion of cure moderate wounds*, ~~5x vial of small centipede poison~~ (Fort save DC11, initial and secondary damage 1d2 Dexterity).

Physical Description: Kavas is a small, wiry man on 19, standing barely five feet tall. Weighing in at a light 60kgs, he is often underestimated and overlooked to the detriment of his enemies. His short black hair is cropped for practical use not style. He wears black, supple clothing without ornamentation. Around his

belt are various vials and daggers, all situated for ease of use rather than flair.

Motivation: Kavas is a practical, ruthless killer. He works for the Church of Hextor as a means rather than an end. He enjoys the churches appreciation for his unique skill set and relishes the opportunity to kill. Kavas has worked with Zita and Jamal several times and they have a good understanding of each others abilities. However, Kavas has no qualms in letting his fellows die. His first and only objective is completing his mission. Kavas is a dour, quiet individual. He has been in the assassination business since he was thirteen and it is the only thing he enjoys.

Zita: Female dwarf Drd1; CR 1; Medium humanoid (dwarf); HD 1d8+1; hp 9; Init +2; Spd 20 ft; AC 14, touch 12, flat-footed 14; Base Atk: +0; Grp: +2; Atk +3 melee (1d4+2, masterwork dagger) or +3 ranged (1d4+2 masterwork dagger); Full Atk +3 melee (1d4+2, masterwork dagger) or +1 melee (1d4+2, masterwork dagger) and +1 melee (1d4+1, masterwork dagger) or +3 ranged (1d4+2 masterwork dagger); SQ Animal companion, nature sense, wild empathy; AL NE; SV Fort +3, Ref +2, Will +4; Str 14, Dex 15, Con 13, Int 12, Wis 14, Cha 6.

Skills and Feats: Concentration +5, Handle Animal +2, Knowledge (nature) +7, Knowledge (religion) +3, Listen +2, Move Silently +2, Spot +2, Survival +8; Two-Weapon Fighting.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, light*; 1st—*cure light wounds, faerie fire*.

Possessions: Leather armor, masterwork dagger x2, *potion of cure light wounds, elixir of hiding*.

Languages: Common, Dwarf, Orc.

Physical Description: Zita is a rugged female Dwarf in worn leather armor. Her hair is mostly unkempt and tied back with snake skin. Zita prefers to sleep in a cave on rushes rather than a bed. Her hairlip and lisp cause most to give her a wide berth with a snicker. She harbors a great deal of anger and enjoys hurting others. Her prized possessions are her daggers that she wields with some skill.

Motivations: Zita is an unusual Dwarf. Her hairlip and lisp as a child made her the bunt of many jokes and she developed a nasty streak to compensate. Whether it was her destiny or the other Dwarf children making snake noises with a lisp, Zita did develop a fascination for snakes. Leaving her home she lived in dens, forming a bond with a number of different snakes. She always names her snake companion, “Fang”. There has

been a number of different “fangs” as Zita has no qualms about sacrificing her companion for her own ends. She enjoyed her solitude and the companionship of her snakes until she met a half-orc called Jamal. The most unlikely of couplings, they are imseperable. Zita has joined Jamal’s religion to appease her lover. Her true loyalty is to Jamal. If Jamal is slain or incapacitated, Zita will fly into a rage and focus all her efforts on the person she deems responsible.

Fang: Medium animal (magical beast), Medium viper; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk: +1; Grp: +0; Atk +4 melee (1d4-1 plus poison, bite); Full Atk +4 melee (1d4-1 plus poison, bite); SA Poison; SQ Scent; AL N; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; Weapon Finesse.

Tricks: Attack, Come, Defend, Guard.

Poison (Ex): On a successful bite attack, Fang delivers poison with an initial and secondary damage of 1d6 Con. The Fort save DC is 11.

Encounter Ten

Dina: Male half-orc Ftr1; CR 1; Medium humanoid (half-orc); HD 1d10+2; hp 12 Init +2 Spd 20 ft; AC 17, touch 12, flat-footed 15; Base Atk: +1; Grp: +4; Atk +6 melee (1d10+4, masterwork heavy flail); Full Atk +6 melee (1d10+4, masterwork heavy flail); AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Intimidate +0, Jump +2, Knowledge (religion) +2, Listen +1, Spot +1; Power Attack, Weapon Focus (heavy flail).

Languages: Common, Orc.

Possessions: Masterwork breastplate, masterwork heavy flail, *potion of enlarge person*.

Physical Description: Dina is a large, vulgar, brutish Half-Orc who loves bullying weaker individuals. One her belt she carries several finger bones, scalps and teeth from different opponents of merit she has slain in the name of Hextor. Her thick forearms carry many scars and she is missing her left ear.

Motivations: Dina is a fierce believer in the Hextor faith and lives to further the cause of her god. She and Omar have worked together on a number of occasions and she appreciates his dedication to the faith. Dina will gladly give her life for her god, but

would rather others do it at the end of her flail. She lost her ear to an Elf, so will attack Elves if given the choice of targets. She is a veteran of many battles and knows how to make the right tactical decisions.

Hosh: Male human Sct1; CR 1; Medium humanoid (baklunish); HD 1d8+1; hp 9 Init +3 Spd 30 ft; AC 17, touch 13, flat-footed 17; Base Atk: +0; Grp: +2; Atk +2 melee (1d8+2, longsword), or +4 ranged (1d8+2, masterwork longbow str+2); Full Atk +2 melee (1d8+2, longsword), or +4 ranged (1d8+2, masterwork longbow str+2); SA Skirmish +1d6; SQ Trapfinding; AL N; SV Fort +1, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +1, Craft (bowmaking) +3, Hide +6, Jump +5, Knowledge (religion) +1, Listen +5, Move Silently +6, Spot +5, Tumble +6; Point Blank Shot, Precise Shot.

Languages: Common.

Skirmish (Ex): Any round he moves at least 10 feet, he has an extra 1d6 damage on all attacks made during that round. This damage only applies against living creatures with discernible anatomy.

Trapfinding (Ex): Hosh can find traps with a successful Search skill check.

Possessions: Longsword, masterwork chainshirt, masterwork composite longbow (str +2), 2x *potion of cure light wounds*, 2x tanglefoot bag.

Physical Description: Hosh is a tall, lanky man with dark olive skin. He walks with the careful, measured grace of a natural hunter. His prized possession is his bow and he and it are never separate. Drab garb suitable for a hunter or ranger mark him as more comfortable in the wilds than a city. His straight black hair is roughly cut short.

Motivations: Hosh is a master of the bow. He lives to prove his archery prowess. The Hextorities make good use of his abilities and give him unique opportunities to test his skills, so he pays their god lip service. If Hosh see's another capable archer in action, he will focus his efforts on eliminating the rival. Otherwise, he prefers soft, priority targets, such as arcane casters and clerics.

Mohsen: Male human Wiz4 (Conjurer); CR 4; Medium humanoid (oeridian); HD 4d4+12; hp 25; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk: +2; Grp: +1; Atk +3 melee (1d4-1, masterwork dagger)

or +5 ranged (1d8, masterwork light crossbow); Full Atk +3 melee (1d4-1, masterwork dagger) or +5 ranged (1d8, masterwork light crossbow); SA Spells; SQ Familiar, familiar benefits; AL NE; SV Fort +4, Ref +5, Will +4; Str 8, Dex 14, Con 16, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Knowledge (nobility and royalty) +8, Knowledge (religion) +6, Knowledge (the planes) +10, Spellcraft +10, Spot +5; Augment Summoning, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Spells Prepared (5/5/4; base DC = 13 + spell level +1 for Conjuration or Evocation spells): 0—*acid splash, dancing lights, detect magic, ghost sound, light*, 1st—~~mage armor~~, *magic missile, ray of enfeeblement, summon monster I, true strike*, 2nd—*glitterdust, protection from arrows, scorching ray, summon monster II*.

Possessions: Masterwork dagger, masterwork light crossbow, quiver with 20 bolts, robes with spell components, spellbook, *rod of metamagic, extend (lesser)*.

Languages: Abyssal, Ancient Baklunish, Common, Infernal.

Physical Description: Mohsen is a thin, wiry Oeridian man with long, straight black hair. His intense eyes seem to always look through whoever he is talking to.

Motivations: Mohsen is slightly unhinged from reality. He was once a pious follower of Hextor but is slowly losing faith as his mind and focus wonder down different paths. He still works for the church but is regarded as slightly unreliable. Easily the most powerful of those sent on the mission, there was no thought to give him command. Mohsen is the only one of the team not committed to giving his life rather than failing. If Mohsen is ever reduced to 30% or less of his hitpoints he will be looking for escape routes rather than fighting. However, if he has no options or is cornered, he will use everything he has. He will never surrender and he simply isn't right in the head.

Bitey: weasel familiar; Tiny animal; HD ½ master; hp 12; Init +2; Spd 20 ft., climb 20 ft., AC 20, touch 14, flat-footed 18; Base Atk: +2; Grp: -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); Space/Reach: 2-1/2ft./oft.; SA Attach; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +7 Hide +11, Knowledge (arcana) +6,

Knowledge (nobility and royalty) +4, Knowledge (religion) +2, Knowledge (the planes) +6, Move Silently +8, Spellcraft +6, Spot +4; Weapon Finesse.

Note 1: cannot cast spells from Enchantment or Transmutation schools.

Note 2: Spells that are pre-cast have been struck through.

Navid: Male human Brd1; CR 1; Medium humanoid (oeridian); HD 1d6+2; hp 8 Init +5 Spd 30 ft; AC 16, touch 11, flat-footed 15; Base Atk: +0; Grp: +0; Atk +1 melee (1d8, masterwork longsword); Full Atk +1 melee (1d8, masterwork longsword); SQ Bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL NE; SV Fort +2, Ref +3, Will -1; Str 10, Dex 12, Con 14, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +9, Concentration +6, Intimidate +5, Jump +4, Knowledge (religion) +5, Listen +3, Perform (percussion) +9, Sense Motive +3, Tumble +5; Improved Initiative, Persuasive.

Spells Known (2; base DC = 13 + spell level): 0—*detect magic, light, message, summon instrument*.

Languages: Common, Orc.

Possessions: Masterwork chainshirt, masterwork drum, masterwork light wooden shield, masterwork longsword, *potion of cure light wounds*.

Physical Description: Navid a pale youth in his late teens. He has dazzling blue eyes and an easy smile. He wears a chainshirt over well tailored clothing. The symbol of Hextor is expertly painted on his shield.

Motivation: Navid's charming personality and quick wit hide a ruthless core. Navid is a proud follower of Hextor and very ambitious. He has seen Omar's star rising and is hoping to ride his coat-tails to the top. Hoping to impress, Navid will boldly inspire his fellow's to greatness.

Note: When Navid uses his Masterwork Drum to inspire courage, the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

Omar: Male human Clr1 (Hextor); CR 1; Medium humanoid (oeridian); HD 1d8+1; hp 9 Init +0 Spd 20 ft; AC 18, touch 10, flat-footed 18; Base Atk: +0; Grp: +0; Atk +2 melee (1d8, masterwork flail); Full Atk +2 melee (1d8, masterwork flail); SQ Rebuke undead; AL LE; SV

Fort +3, Ref +0, Will +4; Str 11, Dex 10, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +2, Concentration +5, Diplomacy +6, Intimidate +2, Knowledge (religion) +5, Listen +2, Sense Motive +2, Spellcraft +5; Combat Casting, Greater Spell Focus (enchantment), Martial Weapon (flail), Spell Focus (enchantment), Weapon Focus (flail).

Spells Prepared (3/2+1; base DC = 12 + spell level + 2 for enchantment spells): 0—*cure minor wound, detect magic, light, 1st—cause fear, command***, *cure light wounds*.

Possessions: 2x holy symbol of Hextor, masterwork banded mail, masterwork flail, masterwork heavy steel shield, *wand of cure light wounds (10 charges)*.

Languages: Ancient Baklunish, Common.

Physical Description: Omar is a stocky Oeridian man with long curly hair. He walks with an air of superiority and expected triumph. His voice is smooth and powerful, suited to campfire tales and battlefield commands alike. His armor is polished and proudly emblazoned with the symbol of Hextor. After an incident in a tavern, he now carries a spare Holy Symbol.

Motivations: Omar is a fanatical cleric of Hextor. His star is rising within the church. He inspires dread and respect from his followers and despite some of his current team only playing lip-service to Hextor, Omar realizes their benefit to the cause. He passionately hates Clerics and Paladins of Heironeous and will direct the greatest of his efforts towards those foes if encountered. He is always mindful of the overall goal, however, and keeps good discipline with himself and his team.

**Domain spell. *Domains:* Domination (Spell Focus (enchantment)); War (Weapon Focus (flail)).

APL 4

Encounter One

Bloody Safa: Male human Rog3; CR 3; Medium human (baklunish); HD 3d6+3; hp 17; Init +5; Spd 30 ft.; AC 11 touch 11, flat-footed 10; Base Atk: +2; Grp: +4; Atk +4 melee (1d4+2, unarmed); Full Atk +4 melee (1d4+2, unarmed); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL N; SV Fort +2, Ref +4, Will +1; Str 14, Dex 12, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +7, Bluff +8, Climb +6, Diplomacy +10, Disguise +8, Hide +7, Intimidate +10, Jump +9, Listen +5, Move Silently +7, Search +5, Spot +5, Tumble +9; Blind-Fight, Improved Initiative, Weapon Focus (dagger).

Languages: Ancient Baklunish, Common, Dwarf.

Possessions: Qashar robes, he is also manacled with *dimensional shackles*.

Physical Description: Safa is a muscled Baklunish man, over six feet tall. He has dark brown eyes that form deep pools under his strong brow. Even manacled, hand and feet, he exudes power. He has a very well defined and muscled physique, and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Safa speaks in a deep, confident tone.

Motivations: Safa wants to escape. He is extremely honorable so will attempt to make a deal with the PCs and will honor it. He is also a cold-blooded killer and notorious assassin. If the PCs agree to unshackle him, he will help fight the opposition, but at the first opportunity, he will escape. If the PCs treat him poorly and he somehow manages to escape, he is not beyond slipping a knife over a PC's throat as he lays wounded, if the opportunity presents itself. He won't however sacrifice his chance at freedom for revenge. Safa always remains outwardly calm.

Encounter Nine

Jamal: Male half-orc Mnk3; CR 3; Medium humanoid (half-orc); HD 3d8+6; hp 24; Init +2; Spd 40 ft.; AC 14, touch 14, flat-footed 12; Base Atk: +2; Grp: +9; Atk +5 melee (1d6+3, unarmed strike); Full Atk +5 melee (1d6+3, unarmed strike); SA Flurry of blows; SQ Evasion, still mind; AL LE; SV Fort +5, Ref +5, Will +5; Str 16, Dex 14, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Jump +3, Knowledge (religion) +5, Listen +2, Move Silently +8, Spot +2, Tumble +8; Combat Reflexes, Endurance, Improved Grapple, Improved Unarmed Strike, Power Attack.

Languages: Common, Orc.

Possessions: *Elixir of hiding*, *potion of barkskin +3*, *potion of cure moderate wounds*, *potion of owl's wisdom*, *potion of shield of faith +4*, *potion of spider climb*.

Physical Description: Jamal is a muscled Half-Orc covered in ritualistic scars. His Orc features are prominent and most would consider him Ugly. His thin black hair attempts to cover too much of his head and fails.

Motivations: Jamal has found a home and a purpose in the Church of Hextor. He is fiercely loyal to the church, even to death. He is a proud of his martial prowess and trains hard. Jamal shows no mercy to the enemies of Hextor, and never questions his orders. His only true friend is his lover, Zita the Dwarf Druid. The most unlikely couple, they are never apart.

Kavas: Male human Rog5; CR 5; Medium humanoid (baklunish); HD 5d6; hp 22; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 15; Base Atk: +3; Grp: +5; Atk +7 melee (1d4+2 plus poison, masterwork dagger) or +9 ranged (1d6+3 plus poison, masterwork dagger); Full Atk +7 melee (1d4+2 plus poison, masterwork dagger) or +9 ranged (1d6+3 plus poison, masterwork dagger); SA Sneak attack +3d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +2; Str 14, Dex 17, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Concentration +2, Disable Device +12, Hide +11, Jump +7, Knowledge (religion) +3, Listen +8, Move Silently +11, Open Lock +13, Search +10, Spot +8, Tumble +13; Point Blank Shot, Precise Shot, Weapon Focus (dagger).

Languages: Ancient Baklunish, Common, Undercommon.

Possessions: *Elixir of hiding*, *elixir of sneaking*, leather armor, 5x masterwork dagger (coated with medium spider venom), masterwork thief tools, *potion of cure moderate wounds*, *potion of invisibility*, *vest of resistance +1*, ~~5x vial of medium spider venom~~ (Fort save DC14, initial and secondary damage 1d4 Strength).

Physical Description: Kavas is a small, wiry man on 19, standing barely five feet tall. Weighing in at a light 60kgs, he is often underestimated and overlooked to the detriment of his enemies. His short black hair is

cropped for practical use not style. He wears black, supple clothing without ornamentation. Around his belt are various vials and daggers, all situated for ease of use rather than flair.

Motivation: Kavas is a practical, ruthless killer. He works for the Church of Hextor as a means rather than an end. He enjoys the churches appreciation for his unique skill set and relishes the opportunity to kill. Kavas has worked with Zita and Jamal several times and they have a good understanding of each others abilities. However, Kavas has no qualms in letting his fellows die. His first and only objective is completing his mission. Kavas is a dour, quiet individual. He has been in the assassination business since he was thirteen and it is the only thing he enjoys.

Zita: Female dwarf Drd3; CR 3; Medium humanoid (dwarf); HD 3d8+3; hp 21; Init +2; Spd 20 ft; AC 14, touch 12, flat-footed 14; Base Atk: +2; Grp: +4; Atk +6 melee (1d4+2, masterwork dagger) or +5 ranged (1d4+2 masterwork dagger); Full Atk +6 melee (1d4+2, masterwork dagger) or +4 melee (1d4+2, masterwork dagger) and +4 melee (1d4+1, masterwork dagger) or +5 ranged (1d4+2 masterwork dagger); SQ Animal companion, nature sense, trackless step, wild empathy, woodland stride; AL NE; SV Fort +5, Ref +4, Will +6; Str 14, Dex 15, Con 13, Int 12, Wis 14, Cha 6.

Skills and Feats: Concentration +7, Handle Animal +4, Knowledge (nature) +9, Knowledge (religion) +3, Listen +2, Move Silently +2, Spot +4, Survival +10; Two-Weapon Fighting, Weapon Focus (dagger).

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, flare, light*; 1st—*cure light wounds, faerie fire, magic fang*; 2nd—*barkskin, bull's strength*.

Possessions: *Cloak of resistance* +1, leather armor, 2x masterwork dagger, *potion of cure light wounds*, *potion of invisibility*.

Languages: Common, Dwarf, Orc.

Physical Description: Zita is a rugged female Dwarf in worn leather armor. Her hair is mostly unkempt and tied back with snake skin. Zita prefers to sleep in a cave on rushes rather than a bed. Her hairlip and lisp cause most to give her a wide berth with a snicker. She harbors a great deal of anger and enjoys hurting others. Her prized possessions are her daggers that she wields with some skill.

Motivations: Zita is an unusual Dwarf. Her hairlip and lisp as a child made her the bunt of many jokes and she developed a nasty streak to compensate. Whether it was her destiny or the other Dwarf children making snake noises with a lisp, Zita did develop a fascination for snakes. Leaving her home she lived in dens, forming a bond with a number of different snakes. She always names her snake companion, "Fang". There has been a number of different "fangs" as Zita has no qualms about sacrificing her companion for her own ends. She enjoyed her solitude and the companionship of her snakes until she met a half-orc called Jamal. The most unlikely of couplings, they are inseperable. Zita has joined Jamal's religion to appease her lover. Her true loyalty is to Jamal. If Jamal is slain or incapacitated, Zita will fly into a rage and focus all her efforts on the person she deems responsible.

Fang: Medium animal (magical beast), Medium viper; HD 4d8+3; hp 22; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 19, touch 14, flat-footed 15; Base Atk: +3; Grp: +2; Atk +7 melee (1d4-1 plus poison, bite); Full Atk +7 melee (1d4-1 plus poison, bite); SA Poison; SQ Evasion, Scent; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +14, Listen +5, Spot +6, Swim +7; Toughness, Weapon Finesse.

Tricks: Attack, Attack Unnatural, Come, Defend, Guard.

Poison (Ex): On a successful bite attack, Fang delivers poison with an initial and secondary damage of 1d6 Con. The Fort save DC is 11.

Encounter Ten

Dina: Male half-orc Ftr4; CR 4; Medium humanoid (half-orc); HD 4d10+8; hp 36 Init +2 Spd 20 ft; AC 17, touch 12, flat-footed 15; Base Atk: +4; Grp: +7; Atk +9 melee (1d10+4, masterwork heavy flail); Full Atk +9 melee (1d10+4, masterwork heavy flail); AL LE; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Intimidate +2, Jump +4, Knowledge (religion) +3, Listen +1, Spot +1; Dodge, Mobility, Power Attack, True Believer*, Weapon Focus (heavy flail).

Languages: Common, Orc.

Possessions: *Bracers of quickstrike, cloak of resistance* +1, masterwork breastplate, masterwork heavy flail, *potion of cure moderate wounds, potion of enlarge person*.

Physical Description: Dina is a large, vulgar, brutish Half-Orc who loves bullying weaker individuals. One her belt she carries several finger bones, scalps and teeth from different opponents of merit she has slain in the name of Hextor. Her thick forearms carry many scars and she is missing her left ear.

Motivations: Dina is a fierce believer in the Hextor faith and lives to further the cause of her god. She and Omar have worked together on a number of occasions and she appreciates his dedication to the faith. Dina will gladly give her life for her god, but would rather others do it at the end of her flail. She lost her ear to an Elf, so will attack Elves if given the choice of targets. She is a veteran of many battles and knows how to make the right tactical decisions.

Hosh: Male human Sct2; CR 2; Medium humanoid (baklunish); HD 2d8+2; hp 15 Init +4 Spd 30 ft; AC 17, touch 13, flat-footed 17; Base Atk: +1; Grp: +3; Atk +3 melee (1d8+2, longsword) or +5 ranged (1d8+2, masterwork longbow str+2); Full Atk +3 melee (1d8+2, longsword) or +5 ranged (1d8+2, masterwork longbow str+2); SA Skirmish +1d6; SQ battle fortitude +1, trapfinding, uncanny dodge; AL N; SV Fort +3, Ref +7, Will +2; Str 14, Dex 16, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +2, Craft (bowmaking) +4, Hide +7, Jump +6, Knowledge (religion) +1, Listen +6, Move Silently +7, Spot +6, Tumble +9; Point Blank Shot, Precise Shot.

Possessions: Longsword, masterwork chainshirt, masterwork composite longbow (str +2), 2x *potion of cure light wounds*, 2x tanglefoot bag, *vest of resistance* +1.

Languages: Common.

Battle Fortitude: Hosh has a competence bonus to his Fortitude saves and initiative checks.

Skirmish (Ex): Any round he moves at least 10 feet, he has an extra 1d6 damage on all attacks made during that round. This damage only applies against living creatures with discernible anatomy.

Trapfinding (Ex): Hosh can find traps with a successful Search skill check.

Uncanny Dodge (Ex): Hosh retains his Dexterity bonus to AC even if he is caught flat-footed.

Physical Description: Hosh is a tall, lanky man with dark olive skin. He walks with the careful, measured grace of a natural hunter. His prized

possession is his bow and he and it are never separate. Drab garb suitable for a hunter or ranger mark him as more comfortable in the wilds than a city. His straight black hair is roughly cut short.

Motivations: Hosh is a master of the bow. He lives to prove his archery prowess. The Hextorities make good use of his abilities and give him unique opportunities to test his skills, so he pays their god lip service. If Hosh see's another capable archer in action, he will focus his efforts on eliminating the rival. Otherwise, he prefers soft, priority targets, such as arcane casters and clerics.

Mohsen: Male human Wiz5 (Conjurer)/Alienist1; CR 6; Medium humanoid (oeridian); HD 6d4+18; hp 37; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk: +2; Grp: +1; Atk +3 melee (1d4-1, masterwork dagger) or +5 ranged (1d8, masterwork light crossbow); SA Spells; SQ Familiar, familiar benefits, summon alien; AL NE; SV Fort +4, Ref +5, Will +6; Str 8, Dex 14, Con 16, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +12, Knowledge (arcana) +11, Knowledge (nobility and royalty) +10, Knowledge (religion) +6, Knowledge (the planes) +12, Listen +4, Spellcraft +11, Spot +7; Augment Summoning, Empower Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation), Sudden Maximize*.

Spells Prepared (5/5/5/4); base DC = 13 + spell level +1 for Conjuration or Evocation spells): 0—*acid splash, dancing lights, detect magic, ghost sound, light*; 1st—~~mage armor~~, *ray of enfeeblement, summon monster I, true strike, true strike*, 2nd—*glitterdust, invisibility, protection from arrows, scorching ray, summon monster II*; 3rd—*dispel magic, fireball, summon monster III, summon monster III*.

Possessions: Masterwork dagger, masterwork light crossbow, quiver with 20 bolts, robes with spell components, spellbook, *necklace of fireballs (type I)* (worn by Bitey), *potion of cure moderate wounds, rod of metamagic, extend (lesser), scroll of summon monster I, scroll of summon monster II*.

Languages: Abyssal, Ancient Baklunish, Common, Infernal.

Summon Alien: Whenever Mohsen uses a *summon monster* spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature. Mohsen can no longer summon nonpseudonatural creatures. See *Appendix Three*.

Physical Description: Mohsen is a thin, wiry Oeridian man with long, straight black hair. His intense eyes seem to always look through whoever he is talking to.

Motivations: Mohsen is slightly unhinged from reality. He was once a pious follower of Hextor but is slowly losing faith as his mind and focus wander down different paths. He still works for the church but is regarded as slightly unreliable. Easily the most powerful of those sent on the mission, there was no thought to give him command. Mohsen is the only one of the team not committed to giving his life rather than failing. If Mohsen is ever reduced to 30% or less of his hitpoints he will be looking for escape routes rather than fighting. However, if he has no options or is cornered, he will use everything he has. He will never surrender and he simply isn't right in the head.

Bitey: Weasel familiar; Tiny animal; HD ½ master; hp 18; Init +2; Spd 20 ft., climb 20 ft., AC 21, touch 14, flat-footed 19; Base Atk: +2; Grp: -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); Face/Reach 2-1/2ft./oft.; SA Attach; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +9, Hide +11, Knowledge (arcana) +7, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Knowledge (the planes) +8, Listen +3, Move Silently +8, Spellcraft +7, Spot +6; Weapon Finesse.

* see Appendix 2: New Rules Items

Note 1: cannot cast spells from Enchantment or Transmutation schools.

Note 2: Spells that are pre-cast have been struck through.

Navid: Male human Brd1; CR 1; Medium humanoid (oeridian); HD 1d6+2; hp 8 Init +5 Spd 30 ft; AC 16, touch 11, flat-footed 15; Base Atk: +0; Grp: +0; Atk +1 melee (1d8, masterwork longsword); Full Atk +1 melee (1d8, masterwork longsword); SQ Bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL NE; SV Fort +2, Ref +3, Will -1; Str 10, Dex 12, Con 14, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +9, Concentration +6, Intimidate +5, Jump +4, Knowledge (religion) +5, Listen +3, Perform (percussion) +9, Sense Motive +3, Tumble +5; Improved Initiative, Persuasive.

Spells Known (2; base DC = 13 + spell level): 0—*detect magic, light, message, summon instrument.*

Possessions: Masterwork chainshirt, masterwork drum, masterwork light wooden shield, masterwork longsword, *potion of cure light wounds.*

Languages: Common, Orc.

Physical Description: Navid a pale youth in his late teens. He has dazzling blue eyes and an easy smile. He wears a chainshirt over well tailored clothing. The symbol of Hextor is expertly painted on his shield.

Motivation: Navid's charming personality and quick wit hide a ruthless core. Navid is a proud follower of Hextor and very ambitious. He has seen Omar's star rising and is hoping to ride his coat-tails to the top. Hoping to impress, Navid will boldly inspire his fellow's to greatness.

Note: When Navid uses his Masterwork Drum to inspire courage, the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

Omar: Male human Clr1 (Hextor); CR 1; Medium humanoid (oeridian); HD 1d8+1; hp 9 Init +0 Spd 20 ft; AC 18, touch 10, flat-footed 18; Base Atk: +0; Grp: +0; Atk +2 melee (1d8, masterwork flail); Full Atk +2 melee (1d8, masterwork flail); SQ Rebuke undead; AL LE; SV Fort +3, Ref +0, Will +4; Str 11, Dex 10, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +2, Concentration +5, Diplomacy +6, Intimidate +2, Knowledge (religion) +5, Listen +2, Sense Motive +2, Spellcraft +5; Combat Casting, Greater Spell Focus (enchantment), Martial Weapon (flail), Spell Focus (enchantment), Weapon Focus (flail).

Spells Prepared (3/3; base DC = 12 + spell level + 2 for enchantment spells): 0—*cure minor wound, detect magic, light, 1st—cause fear, command***, *cure light wounds.*

Possessions: 2x holy symbol of hextor, masterwork banded mail, masterwork flail, masterwork heavy steel shield, *wand of cure light wounds (10 charges).*

Languages: Ancient Baklunish, Common.

Physical Description: Omar is a stocky Oeridian man with long curly hair. He walks with an air of superiority and expected triumph. His voice is smooth and powerful, suited to campfire tales and battlefield commands alike. His armor is polished and proudly emblazoned with the symbol of Hextor. After an

incident in a tavern, he now carries a spare Holy Symbol.

Motivations: Omar is a fanatical cleric of Hextor. His star is rising within the church. He inspires dread and respect from his followers and despite some of his current team only playing lip-service to Hextor, Omar realizes their benefit to the cause. He passionately hates Clerics and Paladins of Heironeous and will direct the greatest of his efforts towards those foes if encountered. He is always mindful of the overall goal, however, and keeps good discipline with himself and his team.

**Domain spell. *Domains:* Domination (Spell Focus (enchantment); War (Weapon Focus (flail)).

APL 6

Encounter One

Bloody Safa: Male human Rog5; CR 5; Medium human (baklunish); HD 5d6+5; hp 27; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk: +3; Grp: +5; Atk +5 melee (1d4+2, unarmed); Full Atk +5 melee (1d4+2, unarmed); SA Sneak attack +3d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +2, Ref +5, Will +1; Str 15, Dex 12, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +9, Bluff +10, Climb +8, Diplomacy +12, Disguise +9, Hide +9, Intimidate +12, Jump +9, Listen +7, Move Silently +9, Search +7, Spot +6, Tumble +11; Blind-Fight, Improved Initiative, Weapon Focus (dagger).

Languages: Ancient Baklunish, Common, Dwarf.

Possessions: Qashar robes; he is also manacled with *dimensional shackles*.

Physical Description: Safa is a muscled Baklunish man, over six feet tall. He has dark brown eyes that form deep pools under his strong brow. Even manacled, hand and feet, he exudes power. He has a very well defined and muscled physique and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Safa speaks in a deep, confident tone.

Motivations: Safa wants to escape. He is extremely honorable so will attempt to make a deal with the PCs and will honor it. He is also a cold-blooded killer and notorious assassin. If the PCs agree to unshackle him, he will help fight the opposition, but at the first opportunity, he will escape. If the PCs treat him poorly and he somehow manages to escape, he is not beyond slipping a knife over a PCs throat as he lays wounded, if the opportunity presents itself. He won't however sacrifice his chance at freedom for revenge. Safa always remains outwardly calm.

Encounter Nine

Jamal: Male half-orc Mnk5; CR 5; Medium humanoid (half-orc); HD 5d8+10; hp 38; Init +2; Spd 40 ft.; AC 15, touch 15, flat-footed 13; Base Atk: +3; Grp: +10; Atk +6 melee (1d8+3, unarmed strike); Full Atk +6 melee (1d8+3, unarmed strike); SA Flurry of blows, ki strike (magic); SQ Evasion, purity of body, slow fall (20ft), still mind; AL LE; SV Fort +6, Ref +6, Will +6; Str 17, Dex 14, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Jump +3, Knowledge (religion) +7, Listen +2, Move Silently +10, Spot +2, Tumble +10;

Combat Reflexes, Endurance, Improved Grapple, Improved Unarmed Strike, Power Attack.

Languages: Common, Orc.

Possessions: *Bracers of quick strike*, *elixir of sneaking*, *potion of barkskin +3*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of owl's wisdom*, *potion of shield of faith +4*, *potion of spider climb*.

Physical Description: Jamal is a muscled Half-Orc covered in ritualistic scars. His Orc features are prominent and most would consider him Ugly. His thin black hair attempts to cover too much of his head and fails.

Motivations: Jamal has found a home and a purpose in the Church of Hextor. He is fiercely loyal to the church, even to death. He is a proud of his martial prowess and trains hard. Jamal shows no mercy to the enemies of Hextor, and never questions his orders. His only true friend is his lover, Zita the Dwarf Druid. The most unlikely couple, they are never apart.

Kavas: Male Human Rog5/MstTh1/Asn1; CR 7; Medium Humanoid (baklunish); HD 6d6+1d8+0; hp 31; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d4+2 plus poison, masterwork dagger) or +8 ranged (1d4+3 plus poison, masterwork dagger) or +8 ranged (3d6+3, fire shuriken); SA Death attack, palm throw, poison use, sneak attack +4d6; SQ Evasion, spells, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +2, Ref +12, Will +2; Str 14, Dex 17, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Concentration +6, Disable Device +13, Hide +17, Jump +7, Knowledge (religion) +3, Listen +8, Move Silently +12, Open Lock +14, Search +10, Spellcraft +3, Sleight of Hand +8, Spot +9, Tumble +14; Dodge, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (fire shuriken).

Spells Known (1; Base DC = 12 + spell level): 1st—*distract assailant**, *true strike*.

Languages: Ancient Baklunish, Common, Undercommon.

Possessions: *Cloak of elvenkind*, *elixir of hiding*, *elixir of sneaking*, *6x fire shuriken**, leather armor, masterwork dagger (coated with large scorpion venom), masterwork thief tools, *potion cure serious*

wounds, *potion of invisibility*, ~~scroll of fire shuriken~~ ~~x6*~~, *scroll of sniper's eye**, *vest of resistance +1**, ~~vial of large scorpion venom~~ (Fort save DC18, initial and secondary damage 1d6 Strength).

Palm Throw (Ex): When using his dagger or shuriken, Kavaz may throw two of each weapon with a single attack roll. Damage for each weapon is resolved separately, but Kavaz does not apply his Strength bonus to either damage roll.

Physical Description: Kavaz is a small, wiry man on 19, standing barely five feet tall. Weighing in at a light 60kgs, he is often underestimated and overlooked to the detriment of his enemies. His short black hair is cropped for practical use not style. He wears black, supple clothing without ornamentation. Around his belt are various vials and daggers, all situated for ease of use rather than flair.

Motivation: Kavaz is a practical, ruthless killer. He works for the Church of Hextor as a means rather than an end. He enjoys the church's appreciation for his unique skill set and relishes the opportunity to kill. Kavaz has worked with Zita and Jamal several times and they have a good understanding of each other's abilities. However, Kavaz has no qualms in letting his fellows die. His first and only objective is completing his mission. Kavaz is a dour, quiet individual. He has been in the assassination business since he was thirteen and it is the only thing he enjoys.

* see Appendix Two: New Rules Items

Zita: Female dwarf Drd5; CR 5; Medium humanoid (dwarf); HD 5d8+10; hp 38; Init +2; Spd 20 ft; AC 14, touch 12, flat-footed 14; Base Atk: +3; Grp: +5; Atk +7 melee (1d4+3, +1 dagger) or +7 ranged (1d4+2 masterwork dagger); Full Atk +7 melee (1d4+3, +1 dagger) or +5 melee (1d4+3, +1 dagger) and +5 melee (1d4+1, masterwork dagger) or +7 ranged (1d4+2 masterwork dagger); SQ Animal companion, nature sense, resist nature's lure, trackless step, wild empathy, wild shape, woodland stride; AL NE; SV Fort +7, Ref +4, Will +7; Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 6.

Skills and Feats: Concentration +10, Handle Animal +6, Knowledge (nature) +9, Knowledge (religion) +3, Listen +2, Move Silently +2, Spot +10, Survival +10; Two-Weapon Fighting, Weapon Focus (dagger).

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *flare*, *light*; 1st—*cure light wounds*,

faerie fire, *magic fang*, *lesser vigor**; 2nd—*barkskin*, *bull's strength*, *creeping cold**; 3rd—*fly*, *swift**.

Possessions: *Cloak of resistance +1*, *dagger +1*, Leather Armor, Masterwork Dagger, *potion of cure moderate wounds*, *potion of invisibility*.

Languages: Common, Dwarf, Orc.

Physical Description: Zita is a rugged female Dwarf in worn leather armor. Her hair is mostly unkempt and tied back with snake skin. Zita prefers to sleep in a cave on rushes rather than a bed. Her hairlip and lisp cause most to give her a wide berth with a snicker. She harbors a great deal of anger and enjoys hurting others. Her prized possessions are her daggers that she wields with some skill.

Motivations: Zita is an unusual Dwarf. Her hairlip and lisp as a child made her the bunt of many jokes and she developed a nasty streak to compensate. Whether it was her destiny or the other Dwarf children making snake noises with a lisp, Zita did develop a fascination for snakes. Leaving her home she lived in dens, forming a bond with a number of different snakes. She always names her snake companion, "Fang". There has been a number of different "fangs" as Zita has no qualms about sacrificing her companion for her own ends. She enjoyed her solitude and the companionship of her snakes until she met a half-orc called Jamal. The most unlikely of couplings, they are inseparable. Zita has joined Jamal's religion to appease her lover. Her true loyalty is to Jamal. If Jamal is slain or incapacitated, Zita will fly into a rage and focus all her efforts on the person she deems responsible.

Fang: Medium animal (magical beast); Constrictor snake; HD 3d8+6; hp 19; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12; Base Atk: +2; Grp: +5; Atk: +5 melee (1d3+4, bite); Full Atk: +5 melee (1d3+4, bite); SA Constrict 1d3+4, improved grab; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Tricks: Attack, Come, Defend, Guard.

* see Appendix 2: New Rules Items

Encounter Ten

Dina: Male half-orc Ftr6; CR 6; Medium humanoid (half-orc); HD 6d10+12; hp 52 Init +2 Spd 20 ft; AC 17, touch 12, flat-footed 15; Base Atk: +6; Grp: +9; Atk +11

melee (1d10+5, +1 heavy flail); Full Atk +11/+6 melee (1d10+5, +1 heavy flail); AL LE; SV Fort +8, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Intimidate +3, Jump +5, Knowledge (religion) +4, Listen +1, Spot +1; Dodge, Elusive Target*, Mobility, Power Attack, Power Critical*, True Believer*, Weapon Focus (heavy flail).

Possessions: *Bracers of quickstrike, cloak of resistance +1, heavy flail +1, Masterwork Breastplate, potion of cure moderate wounds, potion of enlarge person.*

Languages: Common, Orc.

Physical Description: Dina is a large, vulgar, brutish Half-Orc who loves bullying weaker individuals. On her belt she carries several finger bones, scalps and teeth from different opponents of merit she has slain in the name of Hextor. Her thick forearms carry many scars and she is missing her left ear.

Motivations: Dina is a fierce believer in the Hextor faith and lives to further the cause of her god. She and Omar have worked together on a number of occasions and she appreciates his dedication to the faith. Dina will gladly give her life for her god, but would rather others do it at the end of her flail. She lost her ear to an Elf, so will attack Elves if given the choice of targets. She is a veteran of many battles and knows how to make the right tactical decisions.

* see Appendix 2: New Rules Items

Hosh: Male human Ftr2/Sct2; CR 4; Medium humanoid (baklunish); HD 2d8+2d10+4; hp 29 Init +4 Spd 30 ft; AC 17, touch 13, flat-footed 17; Base Atk: +3; Grp: +5; Atk +5 melee (1d8+2, longsword), or +7 ranged (1d8+3, +1 longbow str+2); Full Atk 5 melee (1d8+2, longsword), or +7 ranged (1d8+3, +1 longbow str+2); SA Skirmish +1d6; SQ Battle fortitude +1, trapfinding, uncanny dodge; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +5, Craft (bowmaking) +4, Hide +8, Jump +9, Knowledge (religion) +1, Listen +6, Move Silently +8, Spot +6, Tumble +10; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: +1 composite longbow (str +2), longsword, masterwork chainshirt, 2x *potion of cure light wounds*, 2x tanglefoot bag, *vest of resistance +1*.

Languages: Common.

Battle Fortitude: Hosh has a competence bonus to his Fortitude saves and initiative checks.

Skirmish (Ex): Any round he moves at least 10 feet, he has an extra 1d6 damage on all attacks made during that round. This damage only applies against living creatures with discernible anatomy.

Trapfinding (Ex): Hosh can find traps with a successful Search skill check.

Uncanny Dodge (Ex): Hosh retains his Dexterity bonus to AC even if he is caught flat-footed.

Physical Description: Hosh is a tall, lanky man with dark olive skin. He walks with the careful, measured grace of a natural hunter. His prized possession is his bow and he and it are never separate. Drab garb suitable for a hunter or ranger mark him as more comfortable in the wilds than a city. His straight black hair is roughly cut short.

Motivations: Hosh is a master of the bow. He lives to prove his archery prowess. The Hextorities make good use of his abilities and give him unique opportunities to test his skills, so he pays their god lip service. If Hosh see's another capable archer in action, he will focus his efforts on eliminating the rival. Otherwise, he prefers priority targets, such as arcane casters and clerics.

Mohsen: Male human Wiz5 (Conjurer)/Alienist3; CR 8; Medium humanoid (oeridian); HD 8d4+24; hp 49; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk: +3; Grp: +2; Atk +4 melee (1d4-1, masterwork dagger) or +6 ranged (1d8, masterwork light crossbow); Full Atk +4 melee (1d4-1, masterwork dagger) or +6 ranged (1d8, masterwork light crossbow); SA Spells; SQ Alien blessing, familiar, familiar benefits, summon alien; AL NE; SV Fort +7, Ref +8, Will +8; Str 8, Dex 14, Con 16, Int 17, Wis 8, Cha 8.

Skills and Feats: Concentration +14, Knowledge (arcana) +11, Knowledge (nobility and royalty) +10, Knowledge (religion) +6, Knowledge (the planes) +14, Listen +6, Spellcraft +14, Spot +8; Augment Summoning, Empower Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation), Sudden Maximize, Sudden Silent.

Languages: Abyssal, Ancient Baklunish, Common, Infernal.

Spells Prepared (5/6/5/5/3; Base DC = 13 + spell level +1 for Conjuration or Evocation spells): 0—*acid splash, dancing lights, detect magic, ghost sound, light*; 1st—~~mage armor~~, *ray of enfeeblement, shield, summon monster I, true strike, true strike*; 2nd—*glitterdust, invisibility, protection from arrows, summon monster II, summon monster II*; 3rd—*dispel magic, empowered ray of enfeeblement, fireball*,

summon monster III, 4th—*empowered scorching ray*, *summon monster IV*, *summon monster IV*.

Possessions: Masterwork dagger, masterwork light crossbow, quiver with 20 bolts, robes with spell components, spellbook, *cloak of elemental protection**, *necklace of fireballs (type I)* (worn by Bitey), *potion of cure moderate wounds*, *potion of darkvision*, *rod of metamagic, extend (lesser)*, *scroll of fireball (5th level)*, *scroll of invisibility sphere*, *vest of resistance +1**.

Alien Blessing: Mohsen has +1 to all saving throws but his Wisdom decreased by 2 points.

Summon Alien: Whenever Mohsen uses a *summon monster* spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature. Mohsen can no longer summon nonpseudonatural creatures. See *Appendix Three*.

Physical Description: Mohsen is a thin, wiry Oeridian man with long, straight black hair. His intense eyes seem to always look through whoever he is talking to.

Motivations: Mohsen is slightly unhinged from reality. He was once a pious follower of Hextor but is slowly losing faith as his mind and focus wander down different paths. He still works for the church but is regarded as slightly unreliable. Easily the most powerful of those sent on the mission, there was no thought to give him command. Mohsen is the only one of the team not committed to giving his life rather than failing. If Mohsen is ever reduced to 30% or less of his hitpoints he will be looking for escape routes rather than fighting. However, if he has no options or is cornered, he will use everything he has. He will never surrender and he simply isn't right in the head.

Bitey: Weasel familiar; Tiny animal; HD ½ master; hp 24; Init +2; Spd 20 ft., climb 20 ft., AC 21, touch 14, flat-footed 19; Base Atk: +2; Grp: -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); Face/Reach 2-1/2ft./oft.; SA Attach; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +11, Hide +11, Knowledge (arcana) +7, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Knowledge (the planes) +10, Listen +6, Move Silently +8, Spellcraft +10, Spot +8; Weapon Finesse.

* see Appendix 2: New Rules Items

Note 1: cannot cast spells from Enchantment or Transmutation schools.

Note 2: Spells that are pre-cast have been struck through.

Navid: Male human Brd1; CR 1; Medium humanoid (oeridian); HD 1d6+2; hp 8 Init +5 Spd 30 ft; AC 16, touch 11, flat-footed 15; Base Atk: +0; Grp: +0; Atk +1 melee (1d8, masterwork longsword); Full Atk +1 melee (1d8, masterwork longsword); SQ Bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL NE; SV Fort +2, Ref +3, Will -1; Str 10, Dex 12, Con 14, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +9, Concentration +6, Intimidate +5, Jump +4, Knowledge (religion) +5, Listen +3, Perform (percussion) +9, Sense Motive +3, Tumble +5; Improved Initiative, Persuasive.

Spells Known (2; base DC = 3 + spell level): 0—*detect magic, light, message, summon instrument*.

Possessions: Masterwork chainshirt, masterwork drum, masterwork light wooden shield, masterwork longsword, *potion of cure light wounds*.

Languages: Common, Orc.

Physical Description: Navid a pale youth in his late teens. He has dazzling blue eyes and an easy smile. He wears a chainshirt over well tailored clothing. The symbol of Hextor is expertly painted on his shield.

Motivation: Navid's charming personality and quick wit hide a ruthless core. Navid is a proud follower of Hextor and very ambitious. He has seen Omar's star rising and is hoping to ride his coat-tails to the top. Hoping to impress, Navid will boldly inspire his fellow's to greatness.

Note: When Navid uses his Masterwork Drum to inspire courage, the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

Omar: Male human Clr4 (Hextor); CR 4; Medium humanoid (oeridian); HD 4d8+4; hp 27 Init +0 Spd 20 ft; AC 20, touch 10, flat-footed 20; Base Atk: +3; Grp: +4; Atk +6 melee (1d8+1, masterwork flail); Full Atk +6 melee (1d8+1, masterwork flail); SQ Rebuke undead; AL LE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 10, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +2, Concentration +8, Diplomacy +9, Intimidate +2, Knowledge (religion) +8,

Listen +2, Sense Motive +2, Spellcraft +8; Augment Healing*, Combat Casting, Greater Spell Focus (enchantment), Martial Weapon (flail), Spell Focus (enchantment), Weapon Focus (flail).

Spells Prepared: (5/5/4; base DC = 12 + spell level + 2 for enchantment spells): 0—*cure minor wound, cure minor wound, detect magic, light, resistance*, 1st—*cause fear, command***, *command, cure light wounds, cure light wounds*, 2nd—*cure moderate wounds, silence, spiritual weapon***, *wave of grief?*.

Possessions: *Cloak of resistance +1*, 2x holy symbol of hextor, masterwork flail, masterwork full plate, masterwork heavy steel shield, *potion of resist energy (fire)*.

Languages: Ancient Baklunish, Common.

Physical Description: Omar is a stocky Oeridian man with long curly hair. He walks with an air of superiority and expected triumph. His voice is smooth and powerful, suited to campfire tales and battlefield commands alike. His armor is polished and proudly emblazoned with the symbol of Hextor. After an incident in a tavern, he now carries a spare holy symbol.

Motivations: Omar is a fanatical cleric of Hextor. His star is rising within the church. He inspires dread and respect from his followers and despite some of his current team only playing lip-service to Hextor, Omar realizes their benefit to the cause. He passionately hates Clerics and Paladins of Heironeous and will direct the greatest of his efforts towards those foes if encountered. He is always mindful of the overall goal, however, and keeps good discipline with himself and his team.

* see Appendix 2: New Rules Items

**Domain spell. *Domains:* Domination (Spell Focus (enchantment)); War (Weapon Focus (flail)).

APL 8

Encounter One

Bloody Safa: Male human Rog5/Asn2; CR 7; Medium human (baklunish); HD 7d6+7; hp 37; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, unarmed); Full Atk +6 melee (1d4+2, unarmed); SA Death attack, sneak attack +4d6, spells; SQ Evasion, improved uncanny dodge, poison use, save against poison +1, trap sense +1, trapfinding; AL N; SV Fort +2, Ref +8, Will +1; Str 15, Dex 12, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +9, Bluff +12, Climb +8, Diplomacy +14, Disguise +10, Hide +11, Intimidate +14, Jump +9, Listen +7, Move Silently +11, Search +8, Spot +7, Tumble +12; Blind-Fight, Combat Expertise, Improved Initiative, Weapon Focus (dagger).

Possessions: Qashar robes; he is also manacled with *dimensional shackles*.

Spells Known (0***; base DC = 12 + spell level): 1st—*ghost sound, obscuring mist, true strike*.

Languages: Ancient Baklunish, Common, Dwarf.

Physical Description: Safa is a muscled Baklunish man, over six feet tall. He has dark brown eyes that form deep pools under his strong brow. Even manacled, hand and feet, he exudes power. He has a very well defined and muscled physique and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Safa speaks in a deep, confident tone.

Motivations: Safa wants to escape. He is extremely honorable so will attempt to make a deal with the PCs and will honor it. He is also a cold-blooded killer and notorious assassin. If the PCs agree to unshackle him, he will help fight the opposition, but at the first opportunity, he will escape. If the PCs treat him poorly and he somehow manages to escape, he is not beyond slipping a knife over a PCs throat as he lays wounded, if the opportunity presents itself. He won't however sacrifice his chance at freedom for revenge. Safa always remains outwardly calm.

***Safa has not had sufficient rest and meditation to recover his spells.

Encounter Six

Half-Iron Golem Elite Griffon; CR 9; Large magical beast; HD 10d10+30; hp 85; Init +4; Spd 30 ft (cannot run), fly 80 ft (average); AC 24, touch 13, flat-footed 20;

Base Atk +10/+5; Grp +26; Atk +22 melee (3d6+12, bite); Full Atk +22 melee (3d6+12, bite) and +19 melee (1d4+6, 2 claws); Space/Reach 10ft./5ft.; SA Pounce, breath weapon, rake; SQ Darkvision 60ft., low-light vision, scent, damage reduction 5/adamantine, spell immunities; AL NE; SV Fort +9, Ref +11, Will +5; Str 34, Dex 18, Con -, Int 1, Wis 11, Cha 2.

Skills and Feats: Jump +26, Listen +6, Spot +10; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +19 melee, damage 1d6+6.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks. A Griffon can understand but not speak Common.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

Encounter Nine

Jamal: Male half-orc Mnk6; CR 6; Medium humanoid (half-orc); HD 6d8+12; hp 45; Init +2; Spd 50 ft; AC 15, touch 15, flat-footed 13; Base Atk: +4; Grp: +11; Atk +7 melee (1d8+3, unarmed strike); Full Atk +7 melee (1d8+3, unarmed strike); SA Flurry of blows, ki strike (magic); SQ Evasion, purity of body, slow fall (30ft), still mind; AL LE; SV Fort +7, Ref +7, Will +7; Str 17, Dex 14, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Jump +4, Knowledge (religion) +7, Listen +2, Move Silently +11, Spot +2, Tumble +11; Combat Reflexes, Endurance, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Roundabout Kick*.

Possessions: *Bracers of quick strike, elixir of sneaking, gloves of fortunate striking, potion of barkskin +3, potion of cure moderate wounds, potion of invisibility, potion of owl's wisdom, potion of shield of faith +4, potion of spider climb.*

Languages: Common, Orc.

Physical Description: Jamal is a muscled Half-Orc covered in ritualistic scars. His Orc features are prominent and most would consider him Ugly. His thin black hair attempts to cover too much of his head and fails.

Motivations: Jamal has found a home and a purpose in the Church of Hextor. He is fiercely loyal to the church, even to death. He is proud of his martial prowess and trains hard. Jamal shows no mercy to the enemies of Hextor, and never questions his orders. His only true friend is his lover, Zita the Dwarf Druid. The most unlikely couple, they are never apart.

* see Appendix 2: New Rules Items

Kavas: Male human
Fgt1/Rog5/Asn1/MasThrow1/ShdDcr1; CR 9;
Medium humanoid (baklunish); HD 6d6+2d8+1d10;
hp 42; Init +5; Spd 30 ft; AC 19, touch 15, flat-footed 19;
Base Atk: +5; Grp: +7; Atk +8 melee (1d4+2 plus poison, masterwork dagger) or +12 ranged (3d6+2, fire shuriken); Full Atk +8 melee (1d4+2 plus poison, masterwork dagger) or +12 ranged (3d6+3, fire shuriken); SA Death attack, hide in plain sight, palm

throw, poison use, sneak attack +4d6; SQ Evasion, spells, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +4, Ref +16, Will +2; Str 14, Dex 20, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Concentration +7, Disable Device +13, Hide +21, Jump +11, Knowledge (religion) +3, Listen +8, Move Silently +16, Open Lock +16, Search +11, Spellcraft +3, Sleight of Hand +10, Spot +10, Tumble +17; Combat Reflexes, Dodge, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (fire shuriken).

Spells Known (1; base DC = 12 + spell level): 1st—*distract assailant**, *true strike*.

Possessions: *Bracers of quick strike, cloak of elvenkind, elixir of hiding, elixir of sneaking, 6x fire shuriken*, gloves of dexterity +2, masterwork dagger (coated with large scorpion venom), masterwork thief tools, mithral chain shirt, potion cure serious wounds, potion of invisibility, 6x scroll of fire shuriken*, scroll of snipers eye*, vest of resistance +1*, vial of large scorpion venom* (Fort save DC18, initial and secondary damage 1d6 Strength).

Languages: Ancient Baklunish, Common, Undercommon.

Palm Throw (Ex): When using his dagger or shuriken, Kavas may throw two of each weapon with a single attack roll. Damage for each weapon is resolved separately, but Kavas does not apply his Strength bonus to either damage roll.

Physical Description: Kavas is a small, wiry man on 19, standing barely five feet tall. Weighing in at a light 60kgs, he is often underestimated and overlooked to the detriment of his enemies. His short black hair is cropped for practical use not style. He wears black, supple clothing without ornamentation. Around his belt are various vials and daggers, all situated for ease of use rather than flair.

Motivation: Kavas is a practical, ruthless killer. He works for the Church of Hextor as a means rather than an end. He enjoys the churches appreciation for his unique skill set and relishes the opportunity to kill. Kavas has worked with Zita and Jamal several times and they have a good understanding of each others abilities. However, Kavas has no qualms in letting his fellows die. His first and only objective is completing his mission. Kavas is a dour, quiet individual. He has been in the assassination business since he was thirteen and it is the only thing he enjoys.

* see Appendix 2: New Rules Items

Zita: Female dwarf Drd5/Rog1/DaggerspellShaper2; CR 8; Medium humanoid (Dwarf); HD 5d8+3d6+16; hp 56; Init +2; Spd 20 ft; AC 14, touch 12, flat-footed 14; Base Atk: +4; Grp: +6; Atk +8 melee (1d4+3+d6cold, +1 dagger of frost) or +8 ranged (1d4+2, masterwork dagger); Full Atk +8 melee (1d4+3+d6cold, +1 dagger of frost) or +6 melee (1d4+3+d6 cold +1 dagger of frost) and +6 melee (1d4+1, masterwork dagger) or +8 ranged (1d4+2, masterwork dagger); SA Dagger claws, Sneak attack +1d6; SQ Animal companion, daggercast, nature sense, resist nature's lure, trackless step, trapfinding, wild empathy, wild shape, woodland stride; AL NE; SV Fort +7, Ref +9, Will +10; Str 14, Dex 15, Con 14, Int 12, Wis 15, Cha 6.

Skills and Feats: Concentration +12, Handle Animal +9, Hide, +6, Knowledge (nature) +10, Knowledge (religion) +3, Listen +6, Move Silently +8, Spot +13, Survival +11; Savage Grapple*, Two-Weapon Fighting, Weapon Focus (dagger).

Spells Prepared (5/4/4/2; base DC = 12 + spell level): 0—*cure minor wounds, cure minor wounds, detect magic, flare, light*, 1st—*cure light wounds, faerie fire, magic fang, lesser vigor**; 2nd—*barkskin, bull's strength, creeping cold*, embrace the wild**; 3rd—*fly, swift*, infestation of maggots**.

Possessions: Cloak of resistance +1, +1 dagger of frost, leather armor, masterwork dagger, *potion of cure moderate wounds, potion of invisibility.*

Languages: Common, Dwarf, Orc.

Dagger Claws (Su): When Zita uses her wild shape ability she adds the magical properties of any daggers she is holding in each hand into the natural attacks of her new form.

Daggercast (Ex): Zita can cast spells that require somatic or material components even when holding a dagger in each hand. Zita can also deliver touch attacks with her daggers.

Physical Description: Zita is a rugged female Dwarf in worn leather armor. Her hair is mostly unkempt and tied back with snake skin. Zita prefers to sleep in a cave on rushes rather than a bed. Her hairlip and lisp cause most to give her a wide berth with a snicker. She harbors a great deal of anger and enjoys hurting others. Her prized possessions are her daggers that she wields with some skill.

Motivations: Zita is an unusual Dwarf. Her hairlip and lisp as a child made her the bunt of many jokes and she developed a nasty streak to compensate. Whether

it was her destiny or the other Dwarf children making snake noises with a lisp, Zita did develop a fascination for snakes. Leaving her home she lived in dens, forming a bond with a number of different snakes. She always names her snake companion, "Fang". There has been a number of different "fangs" as Zita has no qualms about sacrificing her companion for her own ends. She enjoyed her solitude and the companionship of her snakes until she met a half-orc called Jamal. The most unlikely of couplings, they are inseparable. Zita has joined Jamal's religion to appease her lover. Her true loyalty is to Jamal. If Jamal is slain or incapacitated, Zita will fly into a rage and focus all her efforts on the person she deems responsible.

Fang: Medium animal (magical beast); Constrictor snake; HD 5d8+8; hp 30; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk: +3; Grp: +7; Atk +7 melee (1d3+5, bite); Full Atk +7 melee (1d3+5, bite); SA Constrict 1d3+5, improved grab; SQ Evasion, Scent; AL N; SV Fort +5, Ref +8, Will +2; Str 18, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +15, Hide +13, Listen +7, Spot +7, Swim +12; Alertness, Toughness.

Tricks: Attack, Attack Unnatural, Come, Defend, Guard.

* see Appendix 2: New Rules Items

Encounter Ten

Dina: Male half-orc Ftr6/PTemp2; CR 8; Medium humanoid (half-orc); HD 8d10+16; hp 68 Init +2 Spd 20 ft; AC 18, touch 12, flat-footed 16; Base Atk: +8/+3; Grp: +13/+8; Atk +15 melee (1d10+8, +1 heavy flail); Full Atk +15/+10 melee (1d10+8, +1 heavy flail); SA Smite; SQ Mettle, spells; AL LE; SV Fort +11, Ref +5, Will +7; Str 20, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Intimidate +3, Jump +8, Knowledge (religion) +5, Listen +1, Spot +1; Dodge, Elusive Target*, Mobility, Power Attack, Power Critical*, True Believer*, Weapon Focus (heavy flail).

Spells Prepared (1; base DC = 11 + spell level): 1st—*divine sacrifice**.

Possessions: Bracers of quickstrike, +1 breastplate, cloak of resistance +1, gauntlets of ogre power, +1 heavy flail, *potion of cure moderate wounds, potion of enlarge person.*

Languages: Common, Orc.

Mettle (Su): Whenever Dina makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, she suffers no effects from the spell at all.

Smite (Su): Once per day, Dina may make a single melee attack with a +4 attack bonus and a +2 damage bonus. Dina must declare the smite before making the attack.

Physical Description: Dina is a large, vulgar, brutish Half-Orc who loves bullying weaker individuals. On her belt she carries several finger bones, scalps and teeth from different opponents of merit she has slain in the name of Hextor. Her thick forearms carry many scars and she is missing her left ear.

Motivations: Dina is a fierce believer in the Hextor faith and lives to further the cause of her god. She and Omar have worked together on a number of occasions and she appreciates his dedication to the faith. Dina will gladly give her life for her god, but would rather others do it at the end of her flail. She lost her ear to an Elf, so will attack Elves if given the choice of targets. She is a veteran of many battles and knows how to make the right tactical decisions.

* see Appendix 2: New Rules Items

Hosh: Male human Ftr4/Sct2; CR 6; Medium humanoid (baklunish); HD 2d8+4d10+6; hp 43 Init +4 Spd 30 ft; AC 17, touch 13, flat-footed 17; Base Atk: +5; Grp: +7; Atk +7 melee (1d8+2, longsword) or +9 ranged (1d8+3, +1 longbow str+2); Full Atk +7 melee (1d8+2, longsword) or +9 ranged (1d8+3, +1 longbow str+2); SA Skirmish +1d6; SQ Battle fortitude +1, trapfinding, uncanny dodge; AL N; SV Fort +7, Ref +8, Will +3; Str 14, Dex 17, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +7, Craft (bowmaking) +4, Hide +8, Jump +11, Knowledge (religion) +1, Listen +6, Move Silently +8, Spot +6, Tumble +10; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow).

Possessions: +1 composite longbow (str +2), longsword, mithral chainshirt, *potion of cure moderate wounds*, tanglefoot bag x2, *vest of resistance +1*.

Languages: Common.

Battle Fortitude: Hosh has a competence bonus to his Fortitude saves and initiative checks.

Skirmish (Ex): Any round he moves at least 10 feet, he has an extra 1d6 damage on all attacks made

during that round. This damage only applies against living creatures with discernible anatomy.

Trapfinding (Ex): Hosh can find traps with a successful Search skill check.

Uncanny Dodge (Ex): Hosh retains his Dexterity bonus to AC even if he is caught flat-footed.

Physical Description: Hosh is a tall, lanky man with dark olive skin. He walks with the careful, measured grace of a natural hunter. His prized possession is his bow and he and it are never separate. Drab garb suitable for a hunter or ranger mark him as more comfortable in the wilds than a city. His straight black hair is roughly cut short.

Motivations: Hosh is a master of the bow. He lives to prove his archery prowess. The Hextorities make good use of his abilities and give him unique opportunities to test his skills, so he pays their god lip service. If Hosh see's another capable archer in action, he will focus his efforts on eliminating the rival. Otherwise, he prefers priority targets, such as arcane casters and clerics.

Mohsen: Male human Wiz5 (Conjurer)/Alienist5; CR 10; Medium humanoid (oeridian); HD 10d4+30+3; hp 64; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +3; Atk +5 melee (1d4-1, masterwork dagger) or +7 ranged (1d8, masterwork light crossbow); Full Atk +5 melee (1d4-1, masterwork dagger) or +7 ranged (1d8, masterwork light crossbow); SA Spells; SQ Alien blessing, familiar, familiar benefits, mad certainty, pseudonatural familiar, summon alien; AL NE; SV Fort +8, Ref +9, Will +10; Str 8, Dex 14, Con 16, Int 19, Wis 8, Cha 8.

Skills and Feats: Bluff -5, Concentration +16, Diplomacy -5, Handle Animal -5, Knowledge (arcana) +16, Knowledge (nobility and royalty) +11, Knowledge (religion) +7, Knowledge (the planes) +17, Listen +7, Spellcraft +17, Spot +9; Augment Summoning, Empower Spell, Rapid Spell*, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation), Sudden Maximize*, Sudden Silent*.

Spells Prepared: (5/6/6/5/5/3; base DC = 14 + spell level +1 for Conjuration or Evocation spells): 0—*acid splash, dancing lights, detect magic, ghost sound, light*, 1st—~~mage armor~~, *ray of enfeeblement, shield, summon monster I, true strike, true strike*, 2nd—*glitterdust, invisibility, mirror image, protection from arrows, see invisibility, summon monster II*, 3rd—*dispel magic, empowered ray of enfeeblement, fireball, magic circle against good, summon monster III*, 4th—*empowered scorching ray, rapid summon monster III*,

rapid summon monster III, summon monster IV, summon monster IV; 5th—cloudkill, cone of cold, summon monster V.

Possessions: masterwork dagger, masterwork light crossbow, quiver with 20 bolts, robes with spell components, spellbook, *cloak of elemental protection**, *headband of intellect +2*, *necklace of fireballs (type I)* (worn by Bitey), *potion of cure moderate wounds*, *potion of darkvision*, *rod of metamagic, extend (lesser)*, *scroll of fireball (5th level)*, *scroll of invisibility sphere*, *vest of resistance +2**.

Languages: Abyssal, Ancient Baklunish, Common, Infernal.

Alien Blessing (ex): Mohsen has +1 to all saving throws but his Wisdom decreased by 2 points.

Mad Certainty (Ex): Mohsen's mad certainty give him unnatural fortitude of an additional 3 hit points. However, his mind is fracturing and he takes a -4 penalty on all Bluff, Diplomacy and Handle Animal checks made to influence nonpseudonatural creatures.

Summon Alien: Whenever Mohsen uses a *summon monster* spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature. Mohsen can no longer summon nonpseudonatural creatures.

Physical Description: Mohsen is a thin, wiry Oeridian man with long, straight black hair. His intense eyes seem to always look through whoever he is talking to.

Motivations: Mohsen is slightly unhinged from reality. He was once a pious follower of Hextor but is slowly losing faith as his mind and focus wander down different paths. He still works for the church but is regarded as slightly unreliable. Easily the most powerful of those sent on the mission, there was no thought to give him command. Mohsen is the only one of the team not committed to giving his life rather than failing. If Mohsen is ever reduced to 30% or less of his hitpoints he will be looking for escape routes rather than fighting. However, if he has no options or is cornered, he will use everything he has. He will never surrender and he simply isn't right in the head.

Bitey: Pseudonatural weasel familiar; Tiny animal; HD ½ master; hp 30; Init +2; Spd 20 ft., climb 20 ft., AC 23, touch 14, flat-footed 21; Base Atk +4; Grp -8; Atk +8 melee (1d3-4, bite); Full Atk +8 melee (1d3-4, bite); Face/Reach 2-1/2ft./oft.; SA Alternative form, attach, true strike; SQ Damage reduction 5/magic, low-light vision, resistance to acid 10, resistance to electricity 10, scent, speak with animals of its kind, spell resistance

20; AL N; SV Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +13, Hide +11, Knowledge (arcana) +12, Knowledge (nobility and royalty) +7, Knowledge (religion) +3 Knowledge (the planes) +13, Listen +7, Move Silently +8, Spellcraft +13, Spot +9; Weapon Finesse.

Alternate Form (Su): As a standard action, Bitey can take the form of a grotesque, tentacles mass. Despite his appearance, he retains all his abilities. Other creatures receive a -1 morale penalty on their attack rolls against Bitey when he is in this form.

Attach (Ex): If Bitey hits with a bite attack, he can latch onto the opponent's body and automatically deal his bite damage each round.

* see Appendix 2: New Rules Items

Note 1: cannot cast spells from Enchantment or Transmutation schools.

Note 2: Spells that are pre-cast have been struck through.

Navid: Male human Brd3; CR 3; Medium humanoid (oeridian); HD 3d6+6; hp 20 Init +5 Spd 30 ft; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +2; Atk +3 melee (1d8, masterwork longsword); Full Atk +3 melee (1d8, masterwork longsword); SQ Bardic knowledge, bardic music, countersong, fascinate, inspire confidence, inspire courage +1; AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 12, Con 14, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +11, Concentration +8, Intimidate +5, Jump +6, Knowledge (religion) +7, Listen +5, Perform (percussion) +11, Sense Motive +5, Tumble +9; Improved Initiative, Lingering Song*, Persuasive.

Spells Known (3/2; base DC = 3 + spell level): 0—*detect magic, light, magehand, message, prestidigation, summon instrument*, 1st—*alarm, cure light wounds, inspirational boost**.

Possessions: +1 *chainshirt*, masterwork drum, masterwork light wooden shield, masterwork longsword, *potion of cure light wounds*.

Languages: Common, Orc.

Physical Description: Navid a pale youth in his late teens. He has dazzling blue eyes and an easy smile.

He wears a chainshirt over well tailored clothing. The symbol of Hextor is expertly painted on his shield.

Motivation: Navid's charming personality and quick wit hide a ruthless core. Navid is a proud follower of Hextor and very ambitious. He has seen Omar's star rising and is hoping to ride his coat-tails to the top. Hoping to impress, Navid will boldly inspire his fellow's to greatness.

Note: When Navid uses his Masterwork Drum to inspire courage, the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

* see Appendix 2: New Rules Items

Omar: Male human Clr6; CR 6; Medium humanoid (oeridian); HD 6d8+6; hp 39 Init +0 Spd 20 ft; AC 20, touch 10, flat-footed 20; Base Atk +4; Grp +5; Atk +7 melee (1d8+1, masterwork flail); Full Atk +7 melee (1d8+1, masterwork flail); SQ Rebuke undead; AL LE; SV Fort +8, Ref +4, Will +9; Str 12, Dex 10, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +2, Concentration +9, Diplomacy +10, Intimidate +2, Knowledge (religion) +9, Listen +2, Sense Motive +2, Spellcraft +9; Augment Healing*, Combat Casting, Divine Spell Power*, Greater Spell Focus (enchantment), Martial Weapon (flail), Spell Focus (enchantment), Weapon Focus (flail).

Spells Prepared: (5/5/5/3; base DC = 12 + spell level + 2 for enchantment spells): 0—*cure minor wound, cure minor wound, detect magic, light, resistance*, 1st—*cause fear, command***, *command, cure light wounds, cure light wounds*, 2nd—*bear's endurance, cure moderate wounds, silence, spiritual weapon***, *wave of grief*², 3rd—*invisibility purge, magic vestment***, *prayer*.

Languages: Ancient Baklunish, Common.

Possessions: *Cloak of resistance +2*, 2x holy symbol of hextor, masterwork flail, masterwork full plate, masterwork heavy steel shield, *potion of resist energy (fire)*.

Physical Description: Omar is a stocky Oeridian man with long curly hair. He walks with an air of superiority and expected triumph. His voice is smooth and powerful, suited to campfire tales and battlefield commands alike. His armor is polished and proudly emblazoned with the symbol of Hextor. After an incident in a tavern, he now carries a spare holy symbol.

Motivations: Omar is a fanatical cleric of Hextor. His star is rising within the church. He inspires dread and respect from his followers and despite some of his current team only playing lip-service to Hextor, Omar realizes their benefit to the cause. He passionately hates Clerics and Paladins of Heironeous and will direct the greatest of his efforts towards those foes if encountered. He is always mindful of the overall goal, however, and keeps good discipline with himself and his team.

**Domain spell. *Domains:* Domination (Spell Focus (enchantment)); War (Weapon Focus (flail)).

* see Appendix 2: New Rules Items

APL 10

Encounter One

Bloody Safa: Male human Rog5/Asn4; CR 9; Medium human (baklunish); HD 9d6+9; hp 47; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk +6/+1: Grp +9/+4; Atk +9 melee (1d4+3, unarmed); Full Atk +9/+4 melee (1d4+3, unarmed); SA Death attack, sneak attack +5d6, spells; SQ Evasion, improved uncanny dodge, poison use, save against poison +2, trap sense +1, trapfinding; AL N; SV Fort +3, Ref +9, Will +2; Str 16, Dex 12, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +10, Bluff +14, Climb +9, Diplomacy +16, Disguise +11, Hide +13, Intimidate +16, Jump +10, Listen +7, Move Silently +13, Search +9, Spot +8, Tumble +13; Blind-Fight, Combat Expertise, Improved Feint, Improved Initiative, Weapon Focus (dagger).

Spells Known (0***; base DC = 12 + spell level):
1st—*disguise, ghost sound, obscuring mist, true strike*;
2nd—*invisibility, pass without trace, spiderclimb*.

Possessions: Qashar robes, he is also manacled with *dimensional shackles*.

Languages: Ancient Baklunish, Common, Dwarf.

Physical Description: Safa is a muscled Baklunish man, over six feet tall. He has dark brown eyes that form deep pools under his strong brow. Even manacled, hand and feet, he exudes power. He has a very well defined and muscled physique, and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Safa speaks in a deep, confident tone.

Motivations: Safa wants to escape. He is extremely honorable so will attempt to make a deal with the PCs and will honor it. He is also a cold-blooded killer and notorious assassin. If the PCs agree to unshackle him, he will help fight the opposition, but at the first opportunity, he will escape. If the PCs treat him poorly and he somehow manages to escape, he is not beyond slipping a knife over a PC's throat as he lays wounded, if the opportunity presents itself. He won't however sacrifice his chance at freedom for revenge. Safa always remains outwardly calm.

***Safa has not had sufficient rest and meditation to recover his spells.

Encounter Six

Half-Iron Golem Elite Griffon; CR 9; Large magical Beast; HD 10d10+30; hp 85; Init +4; Spd 30 ft (cannot

run), fly 80 ft (average); AC 24, touch 13, flat-footed 20; Base Atk +10/+5; Grp +26; Atk +22 melee (3d6+12, bite); Full Atk +22 melee (3d6+12, bite) and +19 melee (1d4+6, 2 claws); Space/Reach: 10ft./5ft.; SA: Pounce, breath weapon, rake; SQ Darkvision 60ft., low-light vision, scent, damage reduction 5/adamantine, spell immunities; AL NE; SV Fort +9, Ref +11, Will +5; Str 34, Dex 18, Con -, Int 1, Wis 11, Cha 2.

Skills and Feats: Jump +26, Listen +6, Spot +10; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +19 melee, damage 1d6+6.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks. A Griffon can understand but not speak Common.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

Encounter Nine

Jamal: Male half-orc Mnk6/TattooMonk2; CR 8; Medium humanoid (half-orc); HD 8d8+16; hp 59; Init +2; Spd 50 ft; AC 16, touch 16, flat-footed 14; Base Atk +5; Grp +13; Atk +9 melee (1d10+4, unarmed strike); Full Atk: +9 melee (1d10+4, unarmed strike); SA Flurry of blows, ki strike (magic); SQ Evasion, purity of body, slow fall (30ft), still mind, tiger tattoo; AL LE; SV Fort +10, Ref +10, Will +11; Str 18, Dex 14, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Jump +9, Knowledge (religion) +7, Listen +3, Move Silently +12, Spot +3, Tumble +13; Combat Reflexes, Endurance, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Roundabout Kick*.

Possessions: Bracers of quick strike*, elixir of sneaking, gloves of fortunate striking*, periapt of wisdom +2, potion of barkskin +3, potion of cure moderate wounds, potion of invisibility, potion of shield of faith +4, potion of spider climb.

Languages: Common, Orc

Tiger Tattoo (Su): One per day, Jamal can add a +1 bonus to all his unarmed attack rolls and deals an extra 1d6 points of damage with a successful attack. This burst of martial arts ferocity lasts for 2 rounds.

Physical Description: Jamal is a muscled Half-Orc covered in ritualistic scars. His Orc features are prominent and most would consider him Ugly. His thin black hair attempts to cover too much of his head and fails.

Motivations: Jamal has found a home and a purpose in the Church of Hextor. He is fiercely loyal to the church, even to death. He is a proud of his martial prowess and trains hard. Jamal shows no mercy to the enemies of Hextor, and never questions his orders. His only true friend is his lover, Zita the Dwarf Druid. The most unlikely couple, they are never apart. If Zita is slain or incapacitated, and Jamal has not yet activated his Tiger Tattoo, he will do so, exploding into a lethal, vengeful martial art force.

* see Appendix 2: New Rules Items

Kavas: Male human Fgt1/Rog5/Asn1/MasThrow3/ShdDcr1; CR 11; Medium humanoid (baklunish); HD 6d6+4d8+1d10; hp 52; Init +5; Spd 30 ft; AC 20, touch 15, flat-footed 20; Base Atk +7/+2; Grp +9; Atk +10 melee (1d4+2 plus poison, masterwork dagger) or +14 ranged (3d6+3, fire shuriken); Full Atk +10/+5 melee (1d4+2 plus poison, masterwork dagger) or +14/+9 ranged (3d6+3, fire shuriken); SA Death attack, defensive throw, hide in plain sight, palm throw, poison use, sneak attack +4d6; SQ Improved evasion, spells, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +6, Ref +18, Will +4; Str 14, Dex 20, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Concentration +9, Disable Device +13, Hide +21, Jump +13, Knowledge (religion) +3, Listen +8, Move Silently +16, Open Lock +18, Search +11, Spellcraft +3, Sleight of Hand +12, Spot +12, Tumble +20; Combat Reflexes, Dodge, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (fire shuriken).

Spells Known (1; base DC = 12 + spell level): 1st—*distract assailant**, *true strike*.

Possessions: Bracers of quick strike*, cloak of elvenkind, dust of disappearance, elixir of sneaking, 9x fire shuriken*, gloves of dexterity +2, masterwork dagger (coated with large scorpion venom), masterwork thief tools, +1 mithral chain shirt, *potion of cure serious wounds*, *potion of invisibility*, ~~9x scroll of fire shuriken*~~, *scroll of sniper's eye**, *vest of resistance +2**, ~~vial of large scorpion venom~~ (Fort save DC18, initial and secondary damage 1d6 Strength).

Languages: Ancient Baklunish, Common, Undercommon.

Defensive Throw (Ex): If Kavas succeeds on a Concentration check (DC 10 + number of threatening throws) before attempting to attack with a thrown weapon whilst in a threatened square, his thrown weapon attacks do not provoke attacks of opportunity for 1 round. If the check fails, his opponents get attacks of opportunity like normal when he makes his attacks.

Palm Throw (Ex): When using his dagger or shuriken, Kavas may throw two of each weapon with a single attack roll. Damage for each weapon is resolved separately, but Kavas does not apply his Strength bonus to either damage roll.

Physical Description: Kavas is a small, wiry man on 19, standing barely five feet tall. Weighing in at a light 60kgs, he is often underestimated and overlooked to the detriment of his enemies. His short black hair is cropped for practical use not style. He wears black, supple clothing without ornamentation. Around his belt are various vials and daggers, all situated for ease of use rather than flair.

Motivation: Kavas is a practical, ruthless killer. He works for the Church of Hextor as a means rather than an end. He enjoys the churches appreciation for his unique skill set and relishes the opportunity to kill. Kavas has worked with Zita and Jamal several times and they have a good understanding of each others abilities. However, Kavas has no qualms in letting his fellows die. His first and only objective is completing his mission. Kavas is a dour, quiet individual. He has been in the assassination business since he was thirteen and it is the only thing he enjoys.

* see Appendix 2: New Rules Items

Zita: Female dwarf
Drd5/Rog1/BstMstr1/DaggerspellShaper3; CR 10; Medium humanoid (dwarf); HD 5d8+4d6+1d10+20; hp 70; Init +2; Spd 20 ft; AC 14, touch 12, flat-footed 14; Base Atk +6; Grp +8; Atk +10 melee (1d4+3+1d6 cold, +1 *spell-storing dagger of frost*) or +10 ranged (1d4+2 masterwork dagger); Full Atk +10/+5 melee (1d4+3+1d6 cold, +1 *spell-storing dagger of frost*) or +8/+3 melee (1d4+3+1d6 cold, +1 *spell-storing dagger of frost*) and +8 melee (1d4+1, masterwork dagger) or +10/+5 ranged (1d4+2 masterwork dagger); SA Dagger claws, Sneak attack +2d6; SQ Animal companion, daggercast, nature sense, resist nature's lure, trackless step, trapfinding, wild empathy, wild shape, woodland stride; AL NE; SV Fort +10, Ref +11, Will +10; Str 14, Dex 15, Con 14, Int 12, Wis 15, Cha 6.

Skills and Feats: Concentration +13, Handle Animal +14, Hide, +7, Knowledge (nature) +12, Knowledge (religion) +3, Listen +9, Move Silently +9, Spot +15, Survival +11; Savage Grapple*, Skill Focus (handle animal), Two-Weapon Fighting, Weapon Focus (dagger).

Spells Prepared (6/5/4/2/1; base DC = 12 + spell level): 0—*cure minor wounds, cure minor wounds, detect magic, flare, light, virtue*, 1st—*cure light wounds, faerie fire, longstrider, magic fang, lesser vigor**; 2nd—*barkskin, bull's strength, creeping cold**, *embrace the wild**; 3rd—*fly, swift**, *infestation of maggots**; 4th—*languor**.

Possessions: Cloak of resistance +1, +1 *spell-storing dagger of frost (infestation of maggots*)*, leather armor, 2x masterwork dagger, *potion of cure moderate wounds, potion of invisibility*.

Languages: Common, Dwarf, Orc.

Dagger Claws (Su): When Zita uses her wild shape ability she adds the magical properties of any daggers she is holding in each hand into the natural attacks of her new form.

Daggercast (Ex): Zita can cast spells that require somatic or material components even when holding a dagger in each hand. Zita can also deliver touch attacks with her daggers.

Physical Description: Zita is a rugged female Dwarf in worn leather armor. Her hair is mostly unkempt and tied back with snake skin. Zita prefers to sleep in a cave on rushes rather than a bed. Her hairlip and lisp cause most to give her a wide berth with a snicker. She harbors a great deal of anger and enjoys hurting others. Her prized possessions are her daggers that she wields with some skill.

Motivations: Zita is an unusual Dwarf. Her hairlip and lisp as a child made her the bunt of many jokes and she developed a nasty streak to compensate. Whether it was her destiny or the other Dwarf children making snake noises with a lisp, Zita did develop a fascination for snakes. Leaving her home she lived in dens, forming a bond with a number of different snakes. She always names her snake companion, "Fang". There has been a number of different "Fangs" as Zita has no qualms about sacrificing her companion for her own ends. She enjoyed her solitude and the companionship of her snakes until she met a half-orc called Jamal. The most unlikely of couplings, they are inseparable. Zita has joined Jamal's religion to appease her lover. Her true loyalty is to Jamal. If Jamal is slain or incapacitated, Zita will fly into a rage and focus all her efforts on the person she deems responsible.

Fang: Medium animal (magical beast); Constrictor snake; HD 9d8+12; hp 52; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 23, touch 15, flat-footed 18; Base Atk: +6/+1; Grp: +11/+6; Atk: +12 melee (1d4+6, bite); Full Atk: +12/+7 melee (1d4+6, bite); SA Constrict 1d4+6, improved grab, multiattack; SQ Devotion, evasion, scent; AL N; SV Fort +7, Ref +11, Will +4; Str 20, Dex 20, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +13, Climb +16, Hide +18, Listen +11, Spot +7, Swim +13; Alertness,

Improved Natural Attack (bite), Toughness, Weapon Focus (bite).

Tricks: Attack, Attack Unnatural, Come, Defend, Down, Guard, Stay.

Constrict (Ex): On a successful grapple check, Fang deals 1d4+5 points of damage.

* see Appendix 2: New Rules Items

Encounter Ten

Dina: Male half-orc Ftr6/Ptemp4; CR 10; Medium humanoid (half-orc); HD 10d10+20; hp 84 Init +2 Spd 30 ft; AC 18, touch 12, flat-footed 16; Base Atk: +10/+5; Grp: +15/+10; Atk +17 melee (1d10+10, +1 heavy flail); Full Atk +17/+12 melee (1d10+10, +1 heavy flail); SA Smite; SQ Damage reduction 1/-, mettle, spells; AL LE; SV Fort +13, Ref +7, Will +11; Str 20, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Intimidate +3, Jump +16, Knowledge (religion) +6, Listen +1, Spot +1; Dodge, Elusive Target*, Improved Critical (heavy flail), Iron Will, Mobility, Power Attack, Power Critical*, True Believer*, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*corrupt weapon, divine sacrifice**, 2nd—*zeal**.

Possessions: Bracers of quickstrike*, cloak of resistance +2, gauntlets of ogre power, +1 heavy flail, +1 mithral breastplate, potion of cure serious wounds, potion of enlarge person, potion of protection from energy (electricity), potion of rage.

Languages: Common, Orc.

Damage Reduction (Ex): Dina can shrug off some of the injury from a blow. She has DR 1/-.

Mettle (Su): Whenever Dina makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, she suffers no effects from the spell at all.

Smite (Su): Once per day, Dina may make a single melee attack with a +4 attack bonus and a +4 damage bonus. Dina must declare the smite before making the attack.

Physical Description: Dina is a large, vulgar, brutish Half-Orc who loves bullying weaker individuals. On her belt she carries several finger bones, scalps and teeth from different opponents of merit she has slain in the name of Hextor. Her thick

forearms carry many scars and she is missing her left ear.

Motivations: Dina is a fierce believer in the Hextor faith and lives to further the cause of her god. She and Omar have worked together on a number of occasions and she appreciates his dedication to the faith. Dina will gladly give her life for her god, but would rather others do it at the end of her flail. She lost her ear to an Elf, so will attack Elves if given the choice of targets. She is a veteran of many battles and knows how to make the right tactical decisions.

* see Appendix 2: New Rules Items

Hosh: Male human Ftr4/Sct2/OOTB2; CR 8; Medium humanoid (baklunish); HD 4d8+4d10+8; hp 55 Init +6 Spd 30 ft; AC 19, touch 13, flat-footed 19; Base Atk: +7/+2; Grp: +9/+4; Atk +11 melee (1d8+2, longsword) or +13 ranged (1d8+3, +1 longbow str+2); Full Atk +11/+6 melee (1d8+2, longsword) or +13/+8 ranged (1d8+3, +1 longbow str+2); SA Ranged precision +1d8, skirmish +1d6; SQ Battle fortitude +1, close combat shot, trapfinding, uncanny dodge; AL N; SV Fort +7, Ref +13, Will +6; Str 14, Dex 20, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +7, Craft (bowmaking) +4, Hide +10, Jump +11, Knowledge (religion) +1, Listen +6, Move Silently +10, Spot +10, Tumble +12; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow).

Possessions: +1 composite longbow (str +2), gloves of dexterity +2, longsword, mithral chainshirt, potion of cure moderate wounds, 2x tanglefoot bag, vest of resistance +1.

Languages: Common.

Battle Fortitude: Hosh has a competence bonus to his Fortitude saves and initiative checks.

Close Combat Shot (Ex): Hosh can attack with a ranged weapon whilst threatened and not provoke an attack of opportunity.

Ranged Precision (Ex): As a standard action, Hosh may make a precise ranged attack with his longbow and add 1d8 to the damage if he hits. To use this ability, Hosh must be within 30 feet of the target. This ability does not work against targets immune to criticals.

Skirmish (Ex): Any round he moves at least 10 feet, he has an extra 1d6 damage on all attacks made during that round. This damage only applies against living creatures with discernible anatomy.

Trapfinding (Ex): Hosh can find traps with a successful Search skill check.

Uncanny Dodge (Ex): Hosh retains his Dexterity bonus to AC even if he is caught flat-footed.

Physical Description: Hosh is a tall, lanky man with dark olive skin. He walks with the careful, measured grace of a natural hunter. His prized possession is his bow and he and it are never separate. Drab garb suitable for a hunter or ranger mark him as more comfortable in the wilds than a city. His straight black hair is roughly cut short.

Motivations: Hosh is a master of the bow. He lives to prove his archery prowess. The Hextorities make good use of his abilities and give him unique opportunities to test his skills, so he pays their god lip service. If Hosh see's another capable archer in action, he will focus his efforts on eliminating the rival. Otherwise, he prefers priority targets, such as arcane casters and clerics.

* see Appendix 2: New Rules Items

Mohsen: Male human Wiz5 (Conjurer)/Alienist7; CR 12; Medium humanoid (oeridian); HD 12d4+36+3; hp 76; Init +6; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Atk +5; Grp +4; Atk +6 melee (1d4-1, masterwork dagger) or +8 ranged (1d8, masterwork light crossbow); Full Atk +6 melee (1d4-1, masterwork dagger) or +8 ranged (1d8, masterwork light crossbow); SA Spells; SQ Alien blessing, extra summoning, familiar, familiar benefits, mad certainty, pseudonatural familiar, summon alien; AL NE; SV Fort +9, Ref +10, Will +11; Str 8, Dex 14, Con 16, Int 20, Wis 8, Cha 8.

Skills and Feats: Bluff -5, Concentration +18, Diplomacy -5, Handle Animal -5, Knowledge (arcana) +19, Knowledge (nobility and royalty) +14, Knowledge (religion) +10, Knowledge (the planes) +20, Listen +8, Spellcraft +22, Spot +10; Augment Summoning, Empower Spell, Improved Initiative, Rapid Spell*, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation), Sudden Maximize*, Sudden Silent*, Quicken Spell.

Spells Prepared (5/6/6/6/5/5/4; base DC = 15 + spell level +1 for Conjuration or Evocation spells): 0—*acid splash, dancing lights, detect magic, ghost sound, light*; 1st—*grease, ~~mage armor~~, magic missile, magic*

missile, ray of enfeeblement, shield, true strike; 2nd—*glitterdust, scorching ray, mirror image, protection from arrows, see invisibility, summon monster II*; 3rd—*dispel magic, displacement, empowered ray of enfeeblement, fireball, magic circle against good, summon monster III*; 4th—*empowered scorching ray, invisibility greater, rapid summon monster III, stonewall, summon monster IV*; 5th—*cloudkill, cone of cold, empowered fireball, quickened magic missile, rapid summon monster IV*; 6th—*acid fog, globe of invulnerability, ~~imbue familiar with spell ability~~, summon monster VI***.

Possessions: Masterwork dagger, masterwork light crossbow, quiver with 20 bolts, robes with spell components, spellbook, *cloak of elemental protection**, *headband of intellect +2*, *necklace of fireballs (type I)* (worn by Bitey), *potion of cure moderate wounds*, *potion of darkvision*, *ring of protection +2*, *rod of metamagic, extend (lesser)*, *scroll of fireball (5th level)*, *scroll of invisibility sphere, vest of resistance +2**.

Languages: Abyssal, Ancient Baklunish, Common, Infernal.

Alien Blessing (ex): Mohsen has +1 to all saving throws but his Wisdom decreased by 2 points.

Extra Summoning: Mohsen gains one extra spell slot at his highest spell level. Only a *summon monster* spell can be memorized in that slot.

Mad Certainty (Ex): Mohsen's mad certainty give him unnatural fortitude of an additional 3 hit points. However, his mind is fracturing and he takes a -4 penalty on all Bluff, Diplomacy and Handle Animal checks made to influence nonpseudonatural creatures.

Summon Alien: Whenever Mohsen uses a *summon monster* spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature. Mohsen can no longer summon nonpseudonatural creatures. See *Appendix Three*.

Physical Description: Mohsen is a thin, wiry Oeridian man with long, straight black hair. His intense eyes seem to always look through whoever he is talking to.

Motivations: Mohsen is slightly unhinged from reality. He was once a pious follower of Hextor but is slowly losing faith as his mind and focus wander down different paths. He still works for the church but is regarded as slightly unreliable. Easily the most powerful of those sent on the mission, there was no thought to give him command. Mohsen is the only one of the team not committed to giving his life rather than

failing. If Mohsen is ever reduced to 30% or less of his hitpoints he will be looking for escape routes rather than fighting. However, if he has no options or is cornered, he will use everything he has. He will never surrender and he simply isn't right in the head.

Bitey: Pseudonatural weasel familiar; Tiny animal; HD ½ master; hp 38; Init +2; Spd 20 ft., climb 20 ft., AC 24, touch 14, flat-footed 22; Base Atk: +5; Grp: -7; Atk +9 melee (1d3-4, bite); Full Atk +9 melee (1d3-4, bite); Face/Reach 2-1/2ft./oft.; SA Alternative form, attach, true strike; SQ Damage reduction 10/magic, low-light vision, resistance to acid 15, resistance to electricity 15, scent, speak with animals of its kind, spell resistance 22; AL N; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +13, Hide +11, Knowledge (arcana) +12, Knowledge (nobility and royalty) +7, Knowledge (religion) +3 Knowledge (the planes) +13, Listen +7, Move Silently +8, Spellcraft +13, Spot +9; Weapon Finesse.

Alternate Form (Su): As a standard action, Bitey can take the form of a grotesque, tentacles mass. Despite his appearance, he retains all his abilities. Other creatures receive a -1 morale penalty on their attack rolls against Bitey when he is in this form.

* see Appendix 2: New Rules Items

** Bonus Alienist spell.

^ Spells familiar has been Imbued with, through Imbue Familiar with Spell Ability.

Note 1: cannot cast spells from Enchantment or Transmutation schools.

Note 2: Spells that are pre-cast have been struck through.

Navid: Male human Brd5; CR 5; Medium humanoid (oeridian); HD 5d6+10; hp 32 Init +5 Spd 30 ft; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +3; Atk +4 melee (1d8, masterwork longsword); Full Atk +4 melee (1d8, masterwork longsword); SQ Bardic knowledge, bardic music, countersong, fascinate, inspire confidence, inspire courage +1; AL NE; SV Fort +3, Ref +5, Will +0; Str 10, Dex 12, Con 14, Int 13, Wis 8, Cha 17.

Skills and Feats: Bluff +16, Concentration +10, Intimidate +8, Jump +8, Knowledge (religion) +9, Listen +7, Perform (percussion) +16, Sense Motive +7,

Tumble +11; Improved Initiative, Lingering Song*, Persuasive.

Spells Known (3/4/2; base DC = 13 + spell level): 0—*detect magic, light, magehand, message, prestidigitation, summon instrument*, 1st—*alarm, cure light wounds, inspirational boost**, *remove fear*, 2nd—*glitterdust, harmonize**, *hold person*.

Possessions: +1 chainshirt, circlet of persuasion, masterwork drum, masterwork light wooden shield, masterwork longsword, *potion of cure light wounds*.

Languages: Common, Orc.

Physical Description: Navid a pale youth in his late teens. He has dazzling blue eyes and an easy smile. He wears a chainshirt over well tailored clothing. The symbol of Hextor is expertly painted on his shield.

Motivation: Navid's charming personality and quick wit hide a ruthless core. Navid is a proud follower of Hextor and very ambitious. He has seen Omar's star rising and is planning to ride his coat-tails to the top. Hoping to impress, Navid will boldly inspire his fellow's to greatness.

Note: When Navid uses his Masterwork Drum to inspire courage the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

* see Appendix 2: New Rules Items

Omar: Male human Clr8; CR 8; Medium humanoid (oeridian); HD 8d8+8; hp 51 Init +0 Spd 20 ft; AC 21, touch 10, flat-footed 21; Base Atk +6/+1; Grp +7; Atk +9 melee (1d8+1, masterwork flail), Full Atk +9/+4 melee (1d8+1, masterwork flail); SQ Rebuke undead; AL LE; SV Fort +9, Ref +4, Will +11; Str 12, Dex 10, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +2, Concentration +12, Diplomacy +13, Intimidate +2, Knowledge (religion) +12, Listen +3, Sense Motive +3, Spellcraft +12, Spot +3; Augment Healing*, Combat Casting, Divine Spell Power*, Greater Spell Focus (enchantment), Martial Weapon (flail), Spell Focus (enchantment), Weapon Focus (flail).

Spells Prepared: (6/6/5/5/3; base DC = 13 + spell level +2 for enchantment spells): 0—*create water, cure minor wound, cure minor wound, detect magic, light, resistance*, 1st—*cause fear, command***, *command, cure light wounds, cure light wounds, lesser vigor**; 2nd—*bear's endurance, cure moderate wounds, silence, spiritual weapon***, *wave of grief**; 3rd—*dispel*

*magic, flame of faith**; *invisibility purge, magic vestment***; *prayer*; 4th—*cure critical wounds, divine power***; *freedom of movement*.

Possessions: Cloak of resistance +2, +1 full plate, 2x holy symbol of hextor, masterwork flail, masterwork heavy steel shield, periapt of wisdom +2, potion of resist energy (fire).

Languages: Ancient Baklunish, Common.

Physical Description: Omar is a stocky Oeridian man with long curly hair. He walks with an air of superiority and expected triumph. His voice is smooth and powerful, suited to campfire tales and battlefield commands alike. His armor is polished and proudly emblazoned with the symbol of Hextor. After an incident in a tavern, he now carries a spare holy symbol.

Motivations: Omar is a fanatical cleric of Hextor. His star is rising within the church. He inspires dread and respect from his followers and despite some of his current team only playing lip-service to Hextor, Omar realizes their benefit to the cause. He passionately hates Clerics and Paladins of Heironeous and will direct the greatest of his efforts towards those foes if encountered. He is always mindful of the overall goal, however, and keeps good discipline with himself and his team.

* see Appendix 2: New Rules Items

**Domain spell. *Domains:* Domination (Spell Focus (enchantment)); War (Weapon Focus (flail)).

APL 12

Encounter One

Bloody Safa: Male human Rog5/Asn6; CR 11; Medium human (baklunish); HD 11d6+11; hp 57; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk +7/+2; Grp +10; Atk +10 melee (1d4+3, unarmed), Full Atk +10/+5 melee (1d4+3, unarmed); SA Death attack, sneak attack +6d6, spells; SQ Evasion, improved uncanny dodge, poison use, save against poison +3, trap sense +1, trapfinding; AL N; SV Fort +4, Ref +10, Will +3; Str 16, Dex 12, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Balance +12, Bluff +14, Climb +9, Diplomacy +18, Disguise +11, Hide +15, Intimidate +18, Jump +11, Listen +7, Move Silently +15, Search +10, Spot +9, Tumble +14; Blind-Fight, Combat Expertise, Improved Feint, Improved Initiative, Weapon Focus (dagger).

Spells Known (0***; base DC = 2 + spell level): 1st—*disguise, ghost sound, obscuring mist, true strike*; 2nd—*fox's cunning, invisibility, pass without trace, spider climb*; 3rd—*false life, misdirection, nondetection*.

Possessions: Qashar robes, he is also manacled with *dimensional shackles*.

Languages: Ancient Baklunish, Common, Dwarf.

Physical Description: Safa is a muscled Baklunish man, over six feet tall. He has dark brown eyes that form deep pools under his strong brow. Even manacled, hand and feet, he exudes power. He has a very well defined and muscled physique, and a number of scars cross his exposed forearms. He wears the plain garb of a Qashar. Safa speaks in a deep, confident tone.

Motivations: Safa wants to escape. He is extremely honorable so will attempt to make a deal with the PCs and will honor it. He is also a cold-blooded killer and notorious assassin. If the PCs agree to unshackle him, he will help fight the opposition, but at the first opportunity, he will escape. If the PCs treat him poorly and he somehow manages to escape, he is not beyond slipping a knife over a PC's throat as he lays wounded, if the opportunity presents itself. He won't however sacrifice his chance at freedom for revenge. Safa always remains outwardly calm.

*** Safa has not had sufficient rest and meditation to recover his spells.

Encounter Six

Half-Iron Golem Elite Griffon; CR 9; Large magical beast; HD 10d10+30; hp 85; Init +4; Spd 30 ft (cannot run), fly 80 ft (average); AC 24, touch 13, flat-footed 20; Base Atk +10/+5; Grp +26; Atk +22 melee (3d6+12, bite); Full Atk +22 melee (3d6+12, bite) and +19 melee (1d4+6, 2 claws); Space/Reach 10ft./5ft.; SA: Pounce, breath weapon, rake; SQ Darkvision 60 ft., low-light vision, scent, damage reduction 5/adamantine, spell immunities; AL NE; SV Fort +9, Ref +11, Will +5; Str 34, Dex 18, Con -, Int 1, Wis 11, Cha 2.

Skills and Feats: Jump +26, Listen +6, Spot +10; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +19 melee, damage 1d6+6.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks. A Griffon can understand but not speak Common.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit

by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

Encounter Nine

Jamal: Male half-orc Mnk6/TattooMonk4; CR 10; Medium humanoid (half-orc); HD 10d8+20; hp 73; Init +2; Spd 60 ft; AC 17, touch 17, flat-footed 15; Base Atk +7/+2; Grp +15; Atk +11 melee (1d10+4, unarmed strike); Full Atk +11/+6 melee (1d10+4, unarmed strike); SA Flurry of blows, ki strike (magic); SQ Evasion, purity of body, slow fall (30ft), still mind, tiger tattoo, wasp tattoo; AL LE; SV Fort +11, Ref +11, Will +12; Str 18, Dex 14, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Jump +9, Knowledge (religion) +7, Listen +5, Move Silently +14, Spot +3, Tumble +15; Blind-Fight, Combat Reflexes, Endurance, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Roundabout Kick*.

Possessions: *Elemental gem (air)*, *elixir of sneaking*, *gloves of fortunate striking**, *periapt of wisdom +2*, *potion of barkskin +3*, *potion of cure serious wounds*, *potion of invisibility*, *potion of shield of faith +4*, *potion of spider climb*, *ring of counterspells (dispel magic)*.

Languages: Common, Orc.

Tiger Tattoo (Su): Twice per day, Jamal can add a +1 bonus to all his unarmed attack rolls and deals an extra 1d6 points of damage with a successful attack. This burst of martial arts ferocity lasts for 4 rounds.

Wasp Tattoo (Su): Twice per day, Jamal can cast *haste* on himself. This lasts for 4 rounds.

Physical Description: Jamal is a muscled Half-Orc covered in ritualistic scars. His Orc features are prominent and most would consider him Ugly. His thin black hair attempts to cover too much of his head and fails.

Motivations: Jamal has found a home and a purpose in the Church of Hextor. He is fiercely loyal to the church, even to death. He is proud of his martial prowess and trains hard. Jamal shows no mercy to the enemies of Hextor, and never questions his orders. His

only true friend is his lover, Zita the Dwarf Druid. The most unlikely couple, they are never apart. If Zita is slain or incapacitated, and Jamal has not yet activated his Tiger Tattoo, he will do so, exploding into a lethal, vengeful martial art force.

* see Appendix 2: New Rules Items

Kavas: Male human
Fgt1/Rog5/Asn2/MasThrow3/ShdDcr1; CR 12;
Medium humanoid (baklunish); HD 7d6+4d8+1d10;
hp 56; Init +5; Spd 30 ft; AC 20, touch 15, flat-footed 20;
Base Atk +8/+3; Grp +10; Atk +11 melee (1d4+2 plus poison, masterwork dagger) or +15 ranged (1d4+3 plus poison, masterwork dagger) or +15 ranged (3d6+3, fire shuriken); Full Atk +11/+6 melee (1d4+2 plus poison, masterwork dagger) or +15 ranged (1d4+3 plus poison, masterwork dagger) or +15/+10 ranged (3d6+3, fire shuriken); SA Death attack, defensive throw, hide in plain sight, palm throw, poison use, sneak attack +4d6; SQ Improved evasion, improved uncanny dodge, save against poisons +1, spells, trap sense +1, trapfinding; AL LE; SV Fort +6, Ref +19, Will +4; Str 14, Dex 21, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Concentration +9, Disable Device +13, Hide +23, Jump +13, Knowledge (religion) +3, Listen +9, Move Silently +18, Open Lock +19, Search +11, Spellcraft +3, Sleight of Hand +12, Spot +13, Tumble +20; Combat Reflexes, Dodge, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (fire shuriken).

Spells Known (2; base DC = 12 + spell level): 1st—*distract assailant**, *ghost sound*, *true strike*.

Possessions: *Amulet of prevailing fortune**, *bracers of quick strike**, *cloak of elvenkind*, *dust of disappearance*, *elixir of sneaking*, *9x fire shuriken**, *gloves of dexterity +2*, masterwork dagger (coated with large scorpion venom), masterwork thief tools, *+1 mithral chain shirt*, *potion cure serious wounds*, ~~*9x scroll of fire shuriken**~~, *scroll of sniper's eye**, *vest of resistance +2**, ~~*vial of large scorpion venom*~~ (Fort save DC18, initial and secondary damage 1d6 Strength).

Languages: Ancient Baklunish, Common, Undercommon.

Defensive Throw (Ex): If Kavas succeeds on a Concentration check (DC 10 + number of threatening throws) before attempting to attack with a thrown weapon whilst in a threatened square, his thrown weapon attacks do not provoke attacks of opportunity for 1 round. If the check fails, his opponents get attacks of opportunity like normal when he makes his attacks.

Palm Throw (Ex): When using his dagger or shuriken, Kavas may throw two of each weapon with a single attack roll. Damage for each weapon is resolved separately, but Kavas does not apply his Strength bonus to either damage roll.

Physical Description: Kavas is a small, wiry man on 19, standing barely five feet tall. Weighing in at a light 60kgs, he is often underestimated and overlooked to the detriment of his enemies. His short black hair is cropped for practical use not style. He wears black, supple clothing without ornamentation. Around his belt are various vials and daggers, all situated for ease of use rather than flair.

Motivation: Kavas is a practical, ruthless killer. He works for the Church of Hextor as a means rather than an end. He enjoys the churches appreciation for his unique skill set and relishes the opportunity to kill. Kavas has worked with Zita and Jamal several times and they have a good understanding of each others abilities. However, Kavas has no qualms in letting his fellows die. His first and only objective is completing his mission. Kavas is a dour, quiet individual. He has been in the assassination business since he was thirteen and it is the only thing he enjoys.

* see Appendix 2: New Rules Items

Zita: Female dwarf
Drd5/Rog3/BstMstr1/DaggerspellShaper4; CR 13; Medium humanoid (Dwarf); HD 5d8+7d6+1d10+52; hp 114; Init +2; Spd 20 ft; AC 14, touch 12, flat-footed 14; Base Atk +9/+3; Grp +11; Atk +13 melee (1d4+3+d6cold, +1 spell-storing dagger of frost) or +13 ranged (1d4+2 masterwork dagger); Full Atk +13/+8 melee (1d4+3+d6cold, +1 spell-storing dagger of frost) or Atk +11/+6 melee (1d4+3+d6cold, +1 spell-storing dagger of frost) and +11 melee (1d4+1, masterwork dagger) or +13/+8 ranged (1d4+2 masterwork dagger); SA Dagger claws, sneak attack +3d6; SQ Animal companion, daggercast, evasion, nature sense, resist nature's lure, trackless step, trapfinding, wild empathy, wild shape, woodland stride; AL NE; SV Fort +14, Ref +14, Will +14; Str 14, Dex 15, Con 18, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +16, Escape Artist +9, Handle Animal +15, Hide, +11, Knowledge (nature) +13, Knowledge (religion) +3, Listen +14, Move Silently +13, Spot +19, Survival +12; Natural Spell, Savage Grapple*, Skill Focus (handle animal), Two-Weapon Fighting, Weapon Focus (dagger).

Spells Prepared: (6/5/4/4/2; base DC = 3 + spell level): 0—cure minor wounds, cure minor wounds, detect magic, flare, light, virtue; 1st—cure light wounds, faerie fire, longstrider, magic fang, lesser vigor*; 2nd—barkskin, bull's strength, creeping cold*; embrace the wild*; 3rd—cure moderate wounds, fly swift*, nature's favor*, infestation of maggots*; 4th—arc of lightning*, languor*.

Possessions: Amulet of health +4, cloak of resistance +2, +1 spell-storing dagger of frost (infestation of maggots*), leather armor, 2x masterwork dagger, potion of cure moderate wounds, potion of invisibility.

Languages: Common, Dwarf, Orc.

Dagger Claws (Su): When Zita uses her wild shape ability she adds the magical properties of any daggers she is holding in each hand into the natural attacks of her new form.

Daggercast (Ex): Zita can cast spells that require somatic or material components even when holding a dagger in each hand. Zita can also deliver touch attacks with her daggers.

Physical Description: Zita is a rugged female Dwarf in worn leather armor. Her hair is mostly unkempt and tied back with snake skin. Zita prefers to sleep in a cave on rushes rather than a bed. Her hairlip and lisp cause most to give her a wide berth with a snicker. She harbors a great deal of anger and enjoys hurting others. Her prized possessions are her daggers that she wields with some skill.

Motivations: Zita is an unusual Dwarf. Her hairlip and lisp as a child made her the bunt of many jokes and she developed a nasty streak to compensate. Whether it was her destiny or the other Dwarf children making snake noises with a lisp, Zita did develop a fascination for snakes. Leaving her home she lived in dens, forming a bond with a number of different snakes. She always names her snake companion, "Fang". There has been a number of different "Fangs" as Zita has no qualms about sacrificing her companion for her own ends. She enjoyed her solitude and the companionship of her snakes until she met a half-orc called Jamal. The most unlikely of couplings, they are inseparable. Zita has joined Jamal's religion to appease her lover. Her true loyalty is to Jamal. If Jamal is slain or incapacitated, Zita will fly into a rage and focus all her efforts on the person she deems responsible.

Fang: Medium animal (magical beast); Constrictor snake; HD 9d8+12; hp 52; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 23, touch 15, flat-footed 18; Base Atk

+6/+1; Grp +11; Atk +12 melee (1d4+6, bite); Full Atk: +12/+7/+7 melee (1d4+6, bite); SA Constrict 1d4+6, improved grab, multiattack; SQ Devotion, evasion, scent; AL N; SV Fort +7, Ref +11, Will +4; Str 20, Dex 20, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +13, Climb +16, Hide +18, Listen +11, Spot +7, Swim +13; Alertness, Improved Natural Attack (bite), Toughness, Weapon Focus (bite).

Tricks: Attack, Attack Unnatural, Come, Defend, Down, Guard, Stay.

* see Appendix 2: New Rules Items

Encounter Ten

Dina: Male half-orc Ftr6/Ptemp4; CR 10; Medium humanoid (half-orc); HD 10d10+20; hp 84 Init +2 Spd 30 ft; AC 18, touch 12, flat-footed 16; Base Atk +10/+5; Grp +15; Atk +17 melee (1d10+10, +1 heavy flail); Full Atk +17/+12 melee (1d10+10, +1 heavy flail); SA Smite; SQ Damage reduction 1/-, mettle, spells; AL LE; SV Fort +13, Ref +7, Will +11; Str 20, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Intimidate +3, Jump +16, Knowledge (religion) +6, Listen +1, Spot +1; Dodge, Elusive Target*, Improved Critical (heavy flail), Iron Will, Mobility, Power Attack, Power Critical*, True Believer*, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*corrupt weapon, divine sacrifice**; 2nd—*zeal**.

Possessions: *Bracers of quickstrike**, *cloak of resistance +2, gauntlets of ogre power, +1 heavy flail, +1 mithral breastplate, potion of cure serious wounds, potion of enlarge person, potion of protection from energy (electricity), potion of rage.*

Languages: Common, Orc.

Damage Reduction (Ex): Dina can shrug off some of the injury from a blow. She has DR 1/-.

Mettle (Su): Whenever Dina makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, she suffers no effects from the spell at all.

Smite (Su): Once per day, Dina may make a single melee attack with a +4 attack bonus and a +4 damage bonus. Dina must declare the smite before making the attack.

Physical Description: Dina is a large, vulgar, brutish Half-Orc who loves bullying weaker

individuals. On her belt she carries several finger bones, scalps and teeth from different opponents of merit she has slain in the name of Hextor. Her thick forearms carry many scars and she is missing her left ear.

Motivations: Dina is a fierce believer in the Hextor faith and lives to further the cause of her god. She and Omar have worked together on a number of occasions and she appreciates his dedication to the faith. Dina will gladly give her life for her god, but would rather others do it at the end of her flail. She lost her ear to an Elf, so will attack Elves if given the choice of targets. She is a veteran of many battles and knows how to make the right tactical decisions.

* see Appendix 2: New Rules Items

Hosh: Male human Ftr4/Sct2/OOTB4; CR 10; Medium humanoid (baklunish); HD 6d8+4d10+10; hp 67 Init +6 Spd 30 ft; AC 20, touch 13, flat-footed 20; Base Atk +9/+4; Grp +11; Atk +13 melee (1d8+2, longsword) or +16 ranged (1d8+5 plus d6 shock, +1 *longbow of shock* str+2); Full Atk +13/+8 melee (1d8+2, longsword) or +16/+11 ranged (1d8+5 plus d6 shock, +1 *longbow of shock* str+2); SA Ranged precision +2d8, skirmish +1d6; SQ Battle fortitude +1, close combat shot, trapfinding, uncanny dodge; AL N; SV Fort +8, Ref +14, Will +7; Str 14, Dex 20, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +9, Craft (bowmaking) +4, Hide +15, Jump +11, Knowledge (religion) +1, Listen +6, Move Silently +10, Spot +12, Tumble +12; Dodge, Greater Weapon Focus (longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: *Cloak of elvenkind, +1 composite longbow of shock (str +2), elixir of hiding, gloves of dexterity +2, longsword, +1 mithral chainshirt, potion of cure moderate wounds, potion of jump, 2x tanglefoot bag, vest of resistance +1**.

Languages: Common.

Battle Fortitude: Hosh has a competence bonus to his Fortitude saves and initiative checks.

Close Combat Shot (Ex): Hosh can attack with a ranged weapon whilst threatened and not provoke an attack of opportunity.

Ranged Precision (Ex): As a standard action, Hosh may make a precise ranged attack with his longbow and add 2d8 to the damage if he hits. To use

this ability, Hosh must be within 30 feet of the target. This ability does not work against targets immune to criticals.

Skirmish (Ex): Any round he moves at least 10 feet, he has an extra 1d6 damage on all attacks made during that round. This damage only applies against living creatures with discernible anatomy.

Trapfinding (Ex): Hosh can find traps with a successful Search skill check.

Uncanny Dodge (Ex): Hosh retains his Dexterity bonus to AC even if he is caught flat-footed.

Physical Description: Hosh is a tall, lanky man with dark olive skin. He walks with the careful, measured grace of a natural hunter. His prized possession is his bow and he and it are never separate. Drab garb suitable for a hunter or ranger mark him as more comfortable in the wilds than a city. His straight black hair is roughly cut short.

Motivations: Hosh is a master of the bow. He lives to prove his archery prowess. The Hextorities make good use of his abilities and give him unique opportunities to test his skills, so he pays their god lip service. If Hosh see's another capable archer in action, he will focus his efforts on eliminating the rival. Otherwise, he prefers priority targets, such as arcane casters and clerics.

* see Appendix 2: New Rules Items

Mohsen: Male human Wiz5 (Conjurer)/Alienist9; CR 14; Medium humanoid (oeridian); HD 14d4+42+6; hp 91; Init +6; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Atk +5; Grp +4; Atk +6 melee (1d4-1, masterwork dagger) or +8 ranged (1d8, masterwork light crossbow); Full Atk +6 melee (1d4-1, masterwork dagger) or +8 ranged (1d8, masterwork light crossbow); SA spells; SQ alien blessing, extra summoning, familiar, familiar benefits, insane and mad certainty, pseudonatural familiar, summon alien; AL NE; SV Fort +10, Ref +11, Will +13; Str 8, Dex 14, Con 16, Int 22, Wis 8, Cha 8.

Skills and Feats: Bluff -11, Concentration +20, Diplomacy -11, Handle Animal -11, Knowledge (arcana) +22, Knowledge (nobility and royalty) +18, Knowledge (religion) +13, Knowledge (the planes) +23, Listen +9, Spellcraft +25, Spot +11; Augment Summoning, Empower Spell, Improved Initiative, Rapid Spell*, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation), Sudden Maximize*, Sudden Silent*, Quicken Spell.

Spells Prepared (5/6/6/6/6/5/5/4; base DC = 16 + spell level +1 for Conjuration or Evocation spells): 0—*acid splash, dancing lights, detect magic, ghost sound, light*; 1st—*grease, ~~mage armor~~, magic missile, magic missile, ray of enfeeblement, shield, true strike*; 2nd—*glitterdust, glitterdust, mirror image, protection from arrows, scorching ray, see invisibility, summon monster II*; 3rd—*dispel magic, displacement, empowered ray of enfeeblement, fireball, magic circle against good, summon monster III*; 4th—*~~dimension door~~, empowered scorching ray, rapid summon monster III, stoneskin, summon monster IV*; 5th—*cloudkill, cone of cold, empowered fireball, reciprocal gyre**; 6th—*acid fog, contingency, globe of invulnerability, ~~imbue familiar with spell ability*~~, mislead, summon monster VI*; 7th—*prismatic spray, rapid summon monster VI, summon monster VII***, teleport greater*.

Possessions: Masterwork dagger, masterwork light crossbow, quiver with 20 bolts, robes with spell components, spellbook, *cloak of elemental protection**, *headband of intellect +4*, *necklace of fireballs (type II)* (worn by Bitey), *potion of cure moderate wounds*, *potion of darkvision*, *ring of protection +2*, *rod of metamagic, extend (lesser)*, *scroll of fireball (5th level)*, *scroll of invisibility sphere*, *vest of resistance +2**.

Languages: Abyssal, Ancient Baklunish, Common, Infernal.

Alien Blessing (ex): Mohsen has +1 to all saving throws but his Wisdom decreased by 2 points.

Extra Summoning: Mohsen gains one extra spell slot at his highest spell level. Only a *summon monster* spell can be memorized in that slot.

Insane and Mad Certainty (Ex): Mohsen's insane and mad certainties give him unnatural fortitude of an additional 6 hit points. However, his mind is fracturing and he takes a -10 penalty on all Bluff, Diplomacy and Handle Animal checks made to influence nonpseudonatural creatures.

Summon Alien: Whenever Mohsen uses a *summon monster* spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature. Mohsen can no longer summon nonpseudonatural creatures.

Physical Description: Mohsen is a thin, wiry Oeridian man with long, straight black hair. His intense eyes seem to always look through whoever he is talking to.

Motivations: Mohsen is slightly unhinged from reality. He was once a pious follower of Hextor but is

slowly losing faith as his mind and focus wonder down different paths. He still works for the church but is regarded as slightly unreliable. Easily the most powerful of those sent on the mission, there was no thought to give him command. Mohsen is the only one of the team not committed to giving his life rather than failing. If Mohsen is ever reduced to 30% or less of his hitpoints he will be looking for escape routes rather than fighting. However, if he has no options or is cornered, he will use everything he has. He will never surrender and he simply isn't right in the head.

Bitey: Pseudonatural weasel familiar; Tiny animal; HD ½ master; hp 45; Init +2; Spd 20 ft., climb 20 ft., AC 25, touch 14, flat-footed 23; Base Atk: +5; Grp -7; Atk +9 melee (1d3-4, bite); Full Atk +9 melee (1d3-4, bite); Face/Reach 2-1/2ft./oft.; SA Alternative form, attach, true strike; SQ Damage reduction 10/magic, low-light vision, resistance to acid 15, resistance to electricity 15, scent, speak with animals of its kind, spell resistance 24; AL N; SV Fort +4, Ref +6, Will +11; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +17, Hide +11, Knowledge (arcana) +16, Knowledge (nobility and royalty) +12, Knowledge (religion) +7 Knowledge (the planes) +17, Listen +9, Move Silently +8, Spellcraft +17, Spot +11; Weapon Finesse.

Alternate Form (Su): As a standard action, Bitey can take the form of a grotesque, tentacled mass. Despite his appearance, he retains all his abilities. Other creatures receive a -1 morale penalty on their attack rolls against Bitey when he is in this form.

* see Appendix 2: New Rules Items

** Bonus Alienist spell.

^ Spells familiar has been Imbued with, through Imbue Familiar with Spell Ability.

Note 1: cannot cast spells from Enchantment or Transmutation schools.

Note 2: Spells that are pre-cast have been struck through.

Contingency: When Mohsen takes any damage, his *contingency* will happen. The *dimension door* spell will activate and he will arrive behind a large rock 150 feet north of the fort. Mohsen has pre-scouted the area and this rock gives complete cover.

Navid: Male human Brd7; CR 7 Medium humanoid (oeridian); HD 76+14 hp 44 Init +5 Spd 30 ft; AC 17,

touch 11, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (1d8, masterwork longsword); Full Atk +6 melee (1d8, masterwork longsword); SQ Bardic knowledge, bardic music, countersong, fascinate, inspire confidence, inspire courage +1, suggestion; AL NE; SV Fort +5, Ref +7, Will +2; Str 10, Dex 12, Con 14, Int 13, Wis 8, Cha 17.

Skills and Feats: Bluff +16, Concentration +10, Intimidate +8, Jump +8, Knowledge (religion) +9, Listen +7, Perform (percussion) +16, Sense Motive +7, Tumble +11; Danger Sense*, Improved Initiative, Lingering Song*, Persuasive.

Spells Known (3/4/3/1; base DC = 13 + spell level): 0—*detect magic, light, magehand, message, prestidigitation, summon instrument*, 1st—*alarm, cure light wounds, inspirational boost*, remove fear*, 2nd—*cure moderate wounds, glitterdust, harmonize*, hold person*; 3rd—*haste, slow*.

Possessions: +1 chainshirt, circlet of persuasion, cloak of resistance +1, masterwork drum, masterwork light wooden shield, masterwork longsword, *potion of cure moderate wounds*.

Languages: Common, Orc.

Physical Description: Navid a pale youth in his late teens. He has dazzling blue eyes and an easy smile. He wears a chainshirt over well-tailored clothing. The symbol of Hextor is expertly painted on his shield.

Motivation: Navid's charming personality and quick wit hide a ruthless core and an unusual amount of gullibility. Navid is a proud follower of Hextor and very ambitious. He has seen Omar's star rising and is planning to ride his coat-tails to the top. Hoping to impress, Navid will boldly inspire his fellow's to greatness.

Note: When Navid uses his Masterwork Drum to inspire courage the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

* see Appendix 2: New Rules Items

Omar: Male human Clr12 (Hextor); CR 12; Medium humanoid (oeridian); HD 12d8+12 hp 75 Init +0 Spd 20 ft; AC 25, touch 11, flat-footed 25; Base Atk +9/+4; Grp +10; Atk +12 melee (1d8+1, masterwork flail); Full Atk +12/+7 melee (1d8+1, masterwork flail); SQ Rebuke undead; AL LE; SV Fort +11, Ref +6, Will +15; Str 12, Dex 10, Con 12, Int 12, Wis 20, Cha 14.

Skills and Feats: Bluff +2, Concentration +16, Diplomacy +17, Intimidate +2, Knowledge (religion) +16, Listen +5, Sense Motive +5, Spellcraft +16, Spot +5; Augment Healing*, Combat Casting, Divine Spell Power*, Greater Spell Focus (enchantment), Martial Weapon (flail), Reach Spell*, Silent Spell, Spell Focus (enchantment), Weapon Focus (flail).

Spells Prepared: (6/6+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level + 2 for enchantment spells): 0—*create water, cure minor wound, cure minor wound, detect magic, light, resistance*, 1st—*cause fear, command***, *command, cure light wounds, cure light wounds, lesser vigor**, *lesser vigor**, *protection from good*, 2nd—*bear's endurance, cure moderate wounds, silence, sound burst, spiritual weapon***, *wave of grief*; 3rd—*cure serious wounds, dispel magic, flame of faith**, *invisibility purge, magic vestment***, *prayer*, 4th—*cure critical wounds, divine power***, *freedom of movement, reach cure moderate wounds, silent dispel magic*, 5th—*dragon breath**, *flame strike, greater command***, *spell resistance, spell resistance*, 6th—*blade barrier***, *heal, mass bear's endurance*.

Possessions: Cloak of resistance +2, +2 full plate, +2 heavy steel shield, 2x holy symbol of Hextor, masterwork flail, *peript of wisdom +4*, *potion of blur*, *potion of resist energy (fire)*, *ring of protection +1*.

Languages: Ancient Baklunish, Common.

Physical Description: Omar is a stocky Oeridian man with long curly hair. He walks with an air of superiority and expected triumph. His voice is smooth and powerful, suited to campfire tales and battlefield commands alike. His armor is polished and proudly emblazoned with the symbol of Hextor. After an incident in a tavern, he now carries a spare holy symbol.

Motivations: Omar is a fanatical cleric of Hextor. His star is rising within the church. He inspires dread and respect from his followers and despite some of his current team only playing lip-service to Hextor, Omar realizes their benefit to the cause. He passionately hates Clerics and Paladins of Heironeous and will direct the greatest of his efforts towards those foes if encountered. He is always mindful of the overall goal, however, and keeps good discipline with himself and his team.

* see Appendix 2: New Rules Items

**Domain spell. *Domains:* Domination (Spell Focus (enchantment)); War (Weapon Focus (flail)).

Appendix Two – New Rules Items

Augment Healing [General] as presented in *Complete Divine*

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level, including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Danger Sense as presented in *Complete Adventurer*

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefits: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Divine Spell Power [Divine] as presented in *Complete Divine*

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

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

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

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

would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

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

Elusive Target [Tactical] as presented in *Complete Warrior*

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

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

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

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

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

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

Lingering Song [General] as presented in *Complete Adventurer*

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisites: Bardic music

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter

Power Critical as presented in *Complete Warrior*

Reference: Complete Warrior.

Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

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

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Rapid Spell [Metamagic] as presented in *Complete Divine*

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: a spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Reach Spell [Metamagic] as presented in *Complete Divine*

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Roundabout Kick [general] as presented in *Complete Warrior*

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

Prerequisites: Str 15, Improved Unarmed Strike, Power Attack.

Benefit: If you score a critical hit on an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that you used for the critical hit roll.

For example, Ember the 15th-level monk can make three unarmed attacks in a round, at base attack bonuses of +11, +16, and +1. If she scores a critical hit on her second attack, she can make an additional attack using her +6 base attack bonus. She then makes her third attack (at +1) as normal.

Savage Grapple [Wild] as presented in *Complete Adventurer*

While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.

Prerequisites: Wild shape, sneak attack

Benefit: While you are in a wild shape, any time you make a successful grapple check to damage a creature with which you are already grappling, you can add your sneak attack damage as well. Creatures not subject to sneak attack don't take this extra damage.

Sudden Maximize [Metamagic] as presented in Complete Arcane

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you can cast, without increasing the level of the spell, or specially preparing it ahead of time. You may still use the Maximize Spell feat normally if you have it.

Sudden Silent [Metamagic] as presented in Complete Arcane

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

True Believer [General] as presented in Complete Divine

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic of the deity you worship.

Arc of Lightning as presented in Complete Arcane

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warmage 5, wu jen 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods

Creeping Cold as presented in Complete Divine

Transmutation [Cold]

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Distract Assailant as presented in Complete Adventurer

Enchantment (Compulsion)
Level: Assassin 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Divine Sacrifice as presented in Complete Divine

Evocation
Level: Blackguard 1, paladin, 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You can sacrifice life force to increase the damage you deal.

Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity).

For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack.

Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as

the spell duration allows. Sacrificed hit points count as normal damage.

For example, an 8th-level paladin can cast this spell with a duration of 4 rounds. If she sacrifices 10 hit points a round and hits in every round, she can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

Dragon Breath as presented in Complete Divine

Evocation [Good or Evil]
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You gain the ability to breathe a gout of energy that mimics a dragon's breath as a standard action. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast *dragon breath*, you choose one true dragon whose breath you're emulating.

If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half

Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of clod, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of <i>sleep</i> ; lasts 1d6 rounds	Will negates
Bronze	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of <i>slow</i> ; lasts 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis; lasts 1d6 rounds	Fort negates

Embrace the Wild as presented in *Complete Adventurer*

Transmutation

Level: Druid 2, ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This spell allows you to adopt the nature and some abilities of a wild animal.

Upon casting the spell, you can choose any animal whose Hit Dice are equal to or less than your caster level. You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, including blindsense, blindsight, darkvision, low-light vision, and scent, as applicable. You can also choose to replace either or both of your Listen and Spot check modifiers with those of the animal chosen.

For example, a 3rd-level druid casting this spell might choose to adopt the nature of a wolverine to gain low-light vision, scent, and Listen and Spot check modifiers of +6. Alternatively, she could select the eagle and gain low-light vision, Listen +2, and Spot +14. If the druid's Listen check were better than +2 she could retain her own Listen check modifier while gaining the eagle's Spot check modifier.

Fire Shuriken as presented in *Complete Arcane*

Evocation [Fire]

Level: Assassin 2, wu-jen 2 (fire)

Components: V, S, M

Casting Time: 1 standard action

Range: 0 ft.

Effect: One magical shuriken/3 levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates shuriken formed of magic fire that you can throw as a normal ranged attack at any target within range.

You are automatically considered proficient with *fire shuriken*, which have a range increment of 10 feet, threaten a critical hit on a roll of 19-20, and deal 3d6 points of fire damage each on a successful hit (though you and your possessions take no damage as the shuriken are thrown).

Any additional damage dealt by the *fire shuriken* (including Strength and sneak attack bonuses) is also fire damage.

The shuriken disappear when they hit, so they cannot set fire to combustibles or damage objects.

You can create one fire shuriken per three caster levels, up to a maximum of six at 18th level.

Material Component: A shuriken coated with pine sap and sulphur.

Flame of Faith as presented in *Complete Divine*

Evocation

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one.

For the duration of the spell, the weapon acts as a +1 *flaming burst weapon* that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is x2, +2d10 if the weapon's multiplier is x3, and +3d10 points if the multiplier is x4. The spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

Fly, Swift as presented in *Complete Arcane*

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *fly* (see the *Player's Handbook*), except as noted above.

Harmonize as presented in *Races of Stone*

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action

Infestation of Maggots as presented in *Complete Divine*

Necromancy

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: One round / 2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a successful melee touch attack, you infest a creature with maggot like creatures. They deal 1d4 points of temporary Constitution damage each round. The subject makes a new Fortitude save each round to negate the damage of that round and end the effect.

The infestation can be removed with a *cure disease* or *heal* spell.

Material Component: A Handful of dead, dried flies.

Inspirational Boost as presented in *Complete Adventurer*

Enchantment (Compulsion)

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Imbue Familiar with Spell Ability as presented in *Complete Arcane*

Universal

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of *imbue familiar with spell abilities* have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

This spell can be dispelled; if this spell fails, the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Languor as presented in *Complete Divine*

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

Nature's Favor as presented in *Complete Adventurer*

Evocation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess, to a maximum of +5 at 15th level.

Reciprocal Gyre as presented in *Complete Arcane*

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level spell), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within the area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be – for example, the magic of a cloak of resistance can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

Sniper's Eye as presented in *Complete Adventurer*

Transmutation

Level: Assassin 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell magically enhances your senses, making you deadly with ranged weapons. When you cast *sniper's eye*, you gain the following benefits:

+10 competence bonus on Spot checks.

Darkvision out to 60 feet.

The ability to make a ranged sneak attack at a range of up to 60 feet, rather than 30 feet.

The ability to make a death attack with a ranged weapon rather than just with a melee weapon. The target must be within 60 feet.

This spell doesn't grant you the ability to make a sneak attack or death attack if you don't already have that ability.

Sniper's eye attunes you completely to the vantage point you had when you cast the spell. You understand the nuances of the breeze and every angle and shadow – from that spot. If you move even 5 feet from the place where you cast the spell, you lose the benefit of *sniper's eye* until you return to that spot.

Focus: A magnifying glass.

Vigor, lesser as presented in Complete Divine

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round / level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest level effect applies. Applying a second *vigor* spell of equal level extends the first

spell's duration by the full duration of the second spell.

Wave of Grief as presented in Complete Divine

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skills checks.

Material Component: Three Tears.

Zeal as presented in Complete Divine

Abjuration

Level: Blackguard 2, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe.

Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

Amulet of Fortune Prevailing as presented in Miniatures Handbook

Blessed by ancient gods of luck, this amulet allows its wearer to change his fortune. Once per day, after the amulet's wearer attempts a saving throw (but before it's determine whether the save succeeded), he may choose to reroll the saving throw. He must use the second result even if it's lower. The wearer can't use this ability if he has already rerolled the saving throw because of another ability he possesses, nor can he use another ability he possesses to reroll the saving throw a second time.

The amulet can be used only after it is worn continuously for 24hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Moderate divination; CL 9th; Craft Wondrous Items, *augury*, Price 8,000 gp.

Bracers of Quick Strike as presented in Miniatures Handbook

These bracers provide the benefit of incredible speed. Once per day, when making a full attack action as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action.)

The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Items, *haste*, Price 1,200 gp.

Cloak of Elemental Protection as presented in Miniatures Handbook

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold,

electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Items, *resist energy*, Price 1,000 gp.

Gloves of Fortunate Striking as presented in Miniatures Handbook

Best worn by the cleverest of warmakers, they gloves allow their wearer to attempt to change an unfortunate strike at the enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must choose the second result even if it's lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after he uses the gloves.

The gloves can be used only after they are worn continuously for 24hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wondrous Items, *true strike*, Price 2,000 gp.

Ring of Lockpicking as presented in Complete Adventurer

Lockpicking: This ring is made up of tiny prongs, wires and other small devices that spring to life on command. A *lockpicking ring* grants the wearer a +5 competence bonus on Open Lock checks and the ability to use *knock* once per day if the wearer touches a portal she wishes to open.

Faint transmutation; CL 3rd; Forge Ring, *knock*, Price 4,500 gp.

Vest of Resistance as presented in Complete Arcane

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Items, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1lb.

Appendix Three – Mohsen’s Summon Monster

This DM Aid contains the stat blocks for Mohsen’s summoned creatures to assist DM’s in running the adventure.

This DM Aid is broken into two sections: APL 2 and APL4-12.

At APL 2:

Summon Monster 1

- Fiendish Dire Rat

Summon Monster 2

- Fiendish Monstrous Centipede, Large
- Fiendish Wolf

At APL 4-12:

Summon Monster 1

- Pseudonatural Dire Rat

Summon Monster 2

- Pseudonatural Monstrous Centipede, Large
- Pseudonatural Wolf

Summon Monster 3

- Pseudonatural Dire Weasel

Summon Monster 4

- Pseudonatural Dire Wolf
- Pseudonatural Giant Praying Mantis

Summon Monster 5

- Pseudonatural Dire Ape
- Pseudonatural Griffon

Summon Monster 6

- Pseudonatural Monstrous Web-Spinner Spider, Huge
- Pseudonatural Rhinoceros

Summon Monster 7

- Pseudonatural Elephant

- Pseudonatural Girallon

APL 2

The following are the creatures Mohsen typically summons at APL 2. He does not yet have the Alienist Prestige Class, so summons Fiendish creatures. The Augment Summoning feat benefits are included in the stat blocks provided.

SUMMON MONSTER I - APL 2

Augmented Fiendish Dire Rat: Small magical beast (augmented animal, extra-planar); CR 1/3; HD 1d8+3; hp 7 Init +3 Spd 40 ft, climb 20ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -2; Atk +4 melee (1d4+2 plus disease, bite); Full Atk +4 melee (1d4+2 plus disease, bite); SA Disease, smite good; SQ Darkvision 60ft., low-light vision, resistance to cold and fire 5, scent, spell resistance 6; AL LE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 16, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +1, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth fever – bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day, the Fiendish Dire Rat may make a normal melee attack to deal an extra +1 damage against a good foe. The smite must be declared before making the attack.

Skills: Dire rats have +8 racial bonus to swim checks. Dire rats have a +8 racial bonus on Climb checks and may always choose to take 10 on Climb checks even if normally threatened. Dire rats use their Dexterity modifier instead of their Strength modifier for Climb and Swim checks.

SUMMON MONSTER II - APL 2

Augmented Fiendish Monstrous Centipede, Large: Large magical beast (augmented vermin, extra-planar);

CR 1; HD 3d8+6; hp 19 Init +2 Spd 40 ft., climb 40 ft.; AC 14, touch 11, flat-footed 12; Base Atk +2; Grp +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10ft./5ft.; SA Poison, smite good; SQ Darkvision 60ft., low-light vision, resistance to cold and fire 5, scent, spell resistance 8; AL NE; SV Fort +5, Ref +3, Will +1; Str 17, Dex 15, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +6, Spot +4; Weapon Finesse.

Poison (Ex): The Fiendish Monstrous Centipede has a poisonous bite. A Fort DC 13 negates. Initial and secondary damage is 1d4 Dex. The save DC is Constitution based.

Smite Good (Su): Once per day, the Fiendish Monstrous Centipede may make a normal melee attack to deal an extra +3 damage against a good foe. The smite must be declared before making the attack.

Skills: Fiendish Monstrous Centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. They can take 10 on climb checks, even when threatened.

Augmented Fiendish Wolf: Medium magical beast (augmented animal, extra-planar); CR 1; HD 2d8+8; hp 17 Init +2 Spd 50 ft; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +4; Atk +5 melee (1d6+3, bite); Full Atk +5 melee (1d6+3, bite); SA Smite good, trip; SQ Darkvision 60ft., low-light vision, resistance to cold and fire 5, scent, spell resistance 7; AL LE; SV Fort +7, Ref +5, Will +1; Str 17, Dex 15, Con 19, Int 3, Wis 12, Cha 6.

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

Smite Good (Su): Once per day, the Fiendish Wolf may make a normal melee attack to deal an extra +2 damage against a good foe. The smite must be declared before making the attack.

Trip (Ex): A Fiendish Wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Fiendish Wolf.

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

APLs 4-12

The following are the creatures Mohsen typically summons for each version of the Summon Monster spell for APL's 4-12.

At APL's 4-12 he can only summon pseudonatural creatures due to his Alienist prestige class. The Augment Summon feat has been included in the stat blocks.

Typical tactics are to use the heavy ground hitters if the fight is outside or a door is open. If the PCs are holed up inside or on the tower, climbing or flying creatures are used to enter the compound via the roof.

Mohsen's favorite summoned creatures are his pseudonatural dire weasels. It is not uncommon for him to use a higher level spell to summon more of them.

SUMMON MONSTER I

Augmented Pseudonatural Dire Rat: Small outsider (augmented animal, outsider); CR 1/3; HD 1d8+3; hp 7 Init +3 Spd 40 ft, climb 20ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -2; Atk +4 melee (1d4+2 plus disease, bite); Full Atk +4 melee (1d4+2 plus disease, bite); SA Disease, true strike; SQ Alternate form, low-light vision, resistance to acid and electricity 5, scent, spell resistance 11; AL LE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 16, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +1, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Disease (Ex): Filth fever – bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

True Strike (Su): Once per day, the pseudonatural dire rat can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Skills: Dire rats have +8 racial bonus to swim checks. Dire rats have a +8 racial bonus on Climb checks and may always choose to take 10 on Climb checks even if normally threatened. Dire rats use their Dexterity modifier instead of their Strength modifier for Climb and Swim checks.

SUMMON MONSTER II

Augmented Pseudonatural Monstrous Centipede, Large: Large outsider (augmented vermin, outsider); CR 1; HD 3d8+6; hp 19 Init +2 Spd 40 ft., climb 40 ft.; AC 14, touch 11, flat-footed 12; Base Atk +2; Grp +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, true strike; SQ Alternate form, low-light vision, resistance to acid and electricity 5, scent, spell resistance 13; AL NE; SV Fort +5, Ref +3, Will +1; Str 17, Dex 15, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +6, Spot +4; Weapon Finesse.

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Poison (Ex): The pseudonatural monstrous centipede has a poisonous bite. A Fort DC 13 negates. Initial and secondary damage is 1d4 Dex. The save DC is Constitution based.

True Strike (Su): Once per day, the pseudonatural monstrous centipede can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Skills: Pseudonatural monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. They can take 10 on climb checks, even when threatened.

Augmented Pseudonatural Wolf: Medium outsider (augmented animal, outsider); CR 1; HD 2d8+8; hp 17 Init +2 Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +4; Atk +5 melee (1d6+3, bite); Full Atk +5 melee (1d6+3, bite); SA Trip, true strike; SQ Alternate form, low-light vision, resistance to acid and electricity 5, scent, spell resistance 12; AL LE; SV Fort +7, Ref +5, Will +1; Str 17, Dex 15, Con 19, Int 3, Wis 12, Cha 6.

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

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Trip (Ex): A pseudonatural wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

True Strike (Su): Once per day, the pseudonatural wolf can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

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

SUMMON MONSTER III

Augmented Pseudonatural Dire Weasel: Medium outsider (augmented animal, outsider); CR 2; HD 3d8+6; hp 19 Init +4 Spd 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +4; Atk +6 melee (1d6+5, bite); Full Atk +6 melee (1d6+5, bite); SA Attach, blood drain, true strike; SQ Alternate form, low-light vision, resistance to acid and electricity 5, scent, spell resistance 13; AL LE; SV Fort +5, Ref +7, Will +4; Str 18, Dex 19, Con 14, Int 3, Wis 12, Cha 11.

Skills and Feats: Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse.

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled

mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Attach (Ex): A pseudonatural dire weasel that hits with its bite attack latches on to the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12.

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling the opponent must achieve a pin against the creature.

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

True Strike (Su): Once per day, the pseudonatural dire weasel can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

SUMMON MONSTER IV

Augmented Pseudonatural Dire Wolf: Large outsider (augmented animal, outsider); CR 4; HD 6d8+30; hp 57 Init +2 Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +17; Atk +13 melee (1d8+12, bite); Full Atk +13 melee (1d8+12, bite); Space/Reach 10 ft./5 ft.; SA Trip, true strike; SQ Alternate form, damage reduction 5/magic, low-light vision, resistance to acid and electricity 5, scent, spell resistance 16; AL LE; SV Fort +10, Ref +7, Will +6; Str 29, Dex 15, Con 21, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track, Weapon Focus (bite).

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural dire wolf has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

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

True Strike (Su): Once per day, the pseudonatural dire wolf can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Skills: *Pseudonatural dire wolves have a +4 racial bonus on Survival checks when tracking by scent. They also have a +2 racial bonus on Hide, Listen, Move Silently and Spot checks.

Augmented Pseudonatural Giant Praying Mantis: Large outsider (augmented vermin, outsider); CR 4; HD 4d8+16; hp 38 Init -1 Spd 20 ft., fly 40ft. (poor); AC 14, touch 8, flat-footed 14; Base Atk +3; Grp +13; Atk +8 melee (1d8+6, claws); Full Atk +8 melee (1d8+6, claws) and +3 melee (1d6+4, bite); Space/Reach 10ft./5ft.; SA Improved grab, true strike; SQ Alternate form, damage reduction 5/magic, darkvision 60ft, resistance to acid and electricity 5, spell resistance 14; AL NE; SV Fort +8, Ref +0, Will +3; Str 23, Dex 8, Con 19, Int 3, Wis 14, Cha 11.

Skills and Feats: Hide -1 *, Spot +6.

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural giant praying mantis has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a pseudonatural giant praying mantis must hit with its claws attack. If it wins the ensuing grapple checks, it establishes a hold and makes a bite attack as a primary attack (at a full +8 attack bonus).

True Strike (Su): Once per day, the pseudonatural giant praying mantis can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Skills: A pseudonatural giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

SUMMON MONSTER V

Augmented Pseudonatural Dire Ape: Large outsider (augmented animal, outsider); CR 4; HD 5d8+23; hp 45 Init +2 Spd 30 ft., climb 15ft.; AC 15, touch 11, flat-footed 13; Base Atk +3; Grp +15; Atk +10 melee (1d6+8, claw); Full Atk +10 melee (1d6+8, 2 claws) and +5 melee (1d8+5, bite); Space/Reach 10ft./10ft.; SA Rend 2d6+14, true strike; SQ Alternate form, damage reduction 5/magic, lowlight vision, resistance to acid and electricity 5, scent, spell resistance 15; AL LE; SV Fort +8, Ref +6, Will +5; Str 26, Dex 15, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +16, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural dire ape has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

Rend (Ex): A pseudonatural dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+16 points of damage.

True Strike (Su): Once per day, the pseudonatural dire ape can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

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

Augmented Pseudonatural Griffon: Large outsider (augmented magical beast, outsider); CR 5; HD 7d10+35; hp 73 Init +2 Spd 30 ft., fly 80ft. (average); AC 17, touch 11, flat-footed 15; Base Atk +7; Grp +17; Atk

+13 melee (2d6+6, bite); Full Atk +13 melee (2d6+6, bite) and +10 melee (1d4+4, 2 claws); Space/Reach 10ft./5ft.; SA Pounce, rake 1d6+4, true strike; SQ Alternate form, damage reduction 5/magic, darkvision 60ft., lowlight vision, resistance to acid and electricity 5, scent, spell resistance 17; AL CG; SV Fort +10, Ref +7, Will +5; Str 22, Dex 15, Con 20, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural griffon has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

Pounce (Ex): A pseudonatural griffon that dives upon or charges a foe can make a full attack, including two rake attacks.

Rake (Ex): A rake (see Pounce) attack is: +10 melee (damage 1d6+4, claw).

True Strike (Su): Once per day, the pseudonatural griffon can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Skills: A pseudonatural griffon has a +4 racial bonus on Jump and Spot checks.

SUMMON MONSTER VI

Augmented Pseudonatural Monstrous Web-spinner Spider, Huge: Huge outsider (augmented animal, outsider); CR 6; HD 8d8+32; hp 68 Init +3 Spd 30 ft., climb 20ft.; AC 16, touch 11, flat-footed 13; Base Atk +6; Grp +20; Atk +11 melee (2d6+8 plus poison, bite); Full Atk +11 melee (2d6+8 plus poison, bite); Space/Reach 15ft./10ft.; SA Poison, true strike, web; SQ Alternate form, damage reduction 5/magic, darkvision 60ft., resistance to acid and electricity 10, scent, spell resistance 18, tremorsense 60ft.; AL CE; SV Fort +10, Ref +5, Will +2; Str 23, Dex 17, Con 18, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide -1*, Jump +6*, Spot +4*.

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A huge pseudonatural monstrous spider has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

Poison (Ex): The pseudonatural monstrous web-spinner spider has a poisonous bite. A Fort save [DC 18] negates. Initial and secondary damage is 1d8 Str. The save DC is Constitution based.

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

True Strike (Su): Once per day, the pseudonatural monstrous spider can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Web (Ex): A single strand of web from the spider is enough to support the spider and one other creature of the same size. The web-spinner can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and it is effective against creatures up to Gargantuan in size.

An entangled creature can escape with a successful Escape Artist check [DC 18] or burst it with a Strength check [DC 22]. The checks are Constitution-based and include a +4 racial bonus.

A huge web-spinner may create sheets of sticky webbing up to 40 feet square. These are usually positioned to catch flying creatures but can also be used to catch prey on the ground. Approaching creatures must make a [DC 20] Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 foot section has 14 hit points and DR 5/-.

The huge spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: A pseudonatural monstrous web-spinner spider has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders can use their Strength or Dexterity modifier on Climb checks, whichever is higher.

Web-spinning monstrous spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Augmented Pseudonatural Rhinoceros: Large outsider (augmented animal, outsider); CR 5; HD 8d8+56; hp 92 Init +0 Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +6; Grp +20; Atk +15 melee (2d6+14, gore); Full +15 melee (2d6+14, gore); Space/Reach 10ft./5ft.; SA Powerful charge, true strike; SQ Alternate form, damage reduction 5/magic, lowlight vision, resistance to acid and electricity 10, spell resistance 18; AL NE; SV Fort +13, Ref +6, Will +3; Str 30, Dex 10, Con 25, Int 3, Wis 13, Cha 2.

Skills and Feats: Listen +14, Spot +3; Alertness, Endurance, Improved Natural Attack (gore).

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural rhinoceros has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

Powerful Charge (Ex): A pseudonatural rhinoceros deals 4d6+28 points of damage when it makes a charge.

True Strike (Su): Once per day, the pseudonatural rhinoceros can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

SUMMON MONSTER VII

Augmented Pseudonatural Elephant: Huge outsider (augmented animal, outsider); CR 8; HD 11d8+77; hp 126 Init +0 Spd 40 ft.; AC 15, touch 8, flat-footed 15; Base Atk +8; Grp +28; Atk +18 melee (2d8+17, gore); Full Atk +18 melee (2d6+12, slam) and +13 melee (2d6+7, 2 stamps); or +18 melee (2d8+17, gore); Space/Reach 15ft./10ft.; SA Trample 2d8+17, true strike; SQ Alternate form, damage reduction 5/magic, lowlight vision, resistance to acid and electricity 10, scent, spell resistance 21; AL LG; SV Fort +14, Ref +7, Will +6; Str 34, Dex 10, Con 25, Int 3, Wis 13, Cha 7.

Skills and Feats: Listen +12, Spot +10; Alertness, Endurance, Iron Will, Skill Focus (listen).

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural elephant has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

Trample (Ex): Reflex save for half damage [DC 27]. The save DC is Strength-based.

True Strike (Su): Once per day, the pseudonatural elephant can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Augmented Pseudonatural Girallon: Large outsider (augmented magical beast, outsider); CR 7; HD 7d10+34; hp 72 Init +3 Spd 40 ft., climb 40ft.; AC 16, touch 12, flat-footed 15; Base Atk +7; Grp +19; Atk +14 melee (1d4+8, claw); Full Atk +14 melee (1d4+8, 4 claws) and +9 melee (1d8+5, bite); Space/Reach 10ft./10ft.; SA Rend 2d4+16, true strike; SQ Alternate form, damage reduction 5/magic, darkvision 60ft., lowlight vision, resistance to acid and electricity 5, scent, spell resistance 17; AL CE; SV Fort +9, Ref +8, Will +5; Str 26, Dex 17, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +16, Move Silently +8, Spot +6; Iron Will, Toughness (2).

Alternate Form (Su): As a standard action, the creature can take the form of a grotesque, tentacled mess. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale

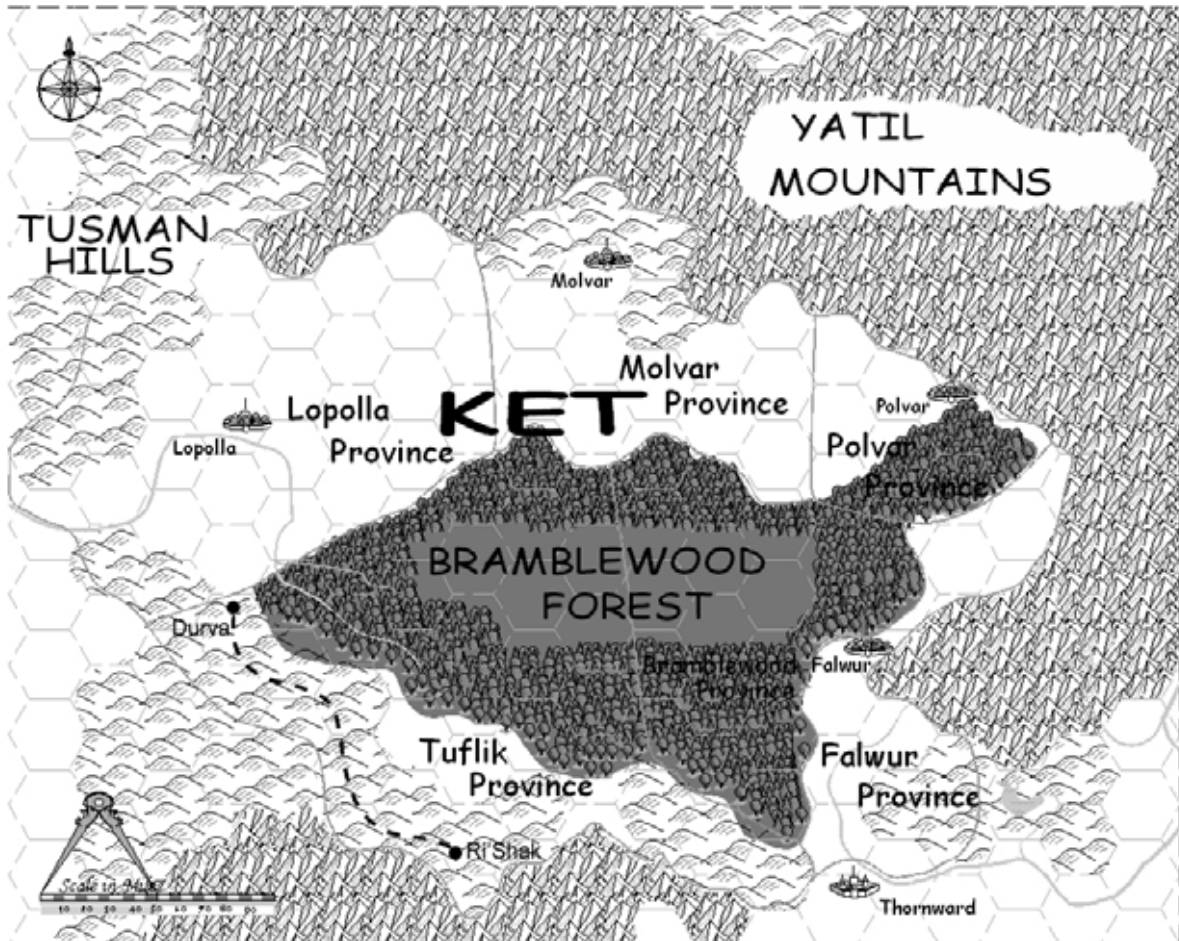
penalty on their attack rolls against the creature when it is in its alternate form.

Damage Reduction (Ex): A pseudonatural girallon has DR 5/magic. Its natural weapons are also considered magical for purposes of overcoming damage reduction.

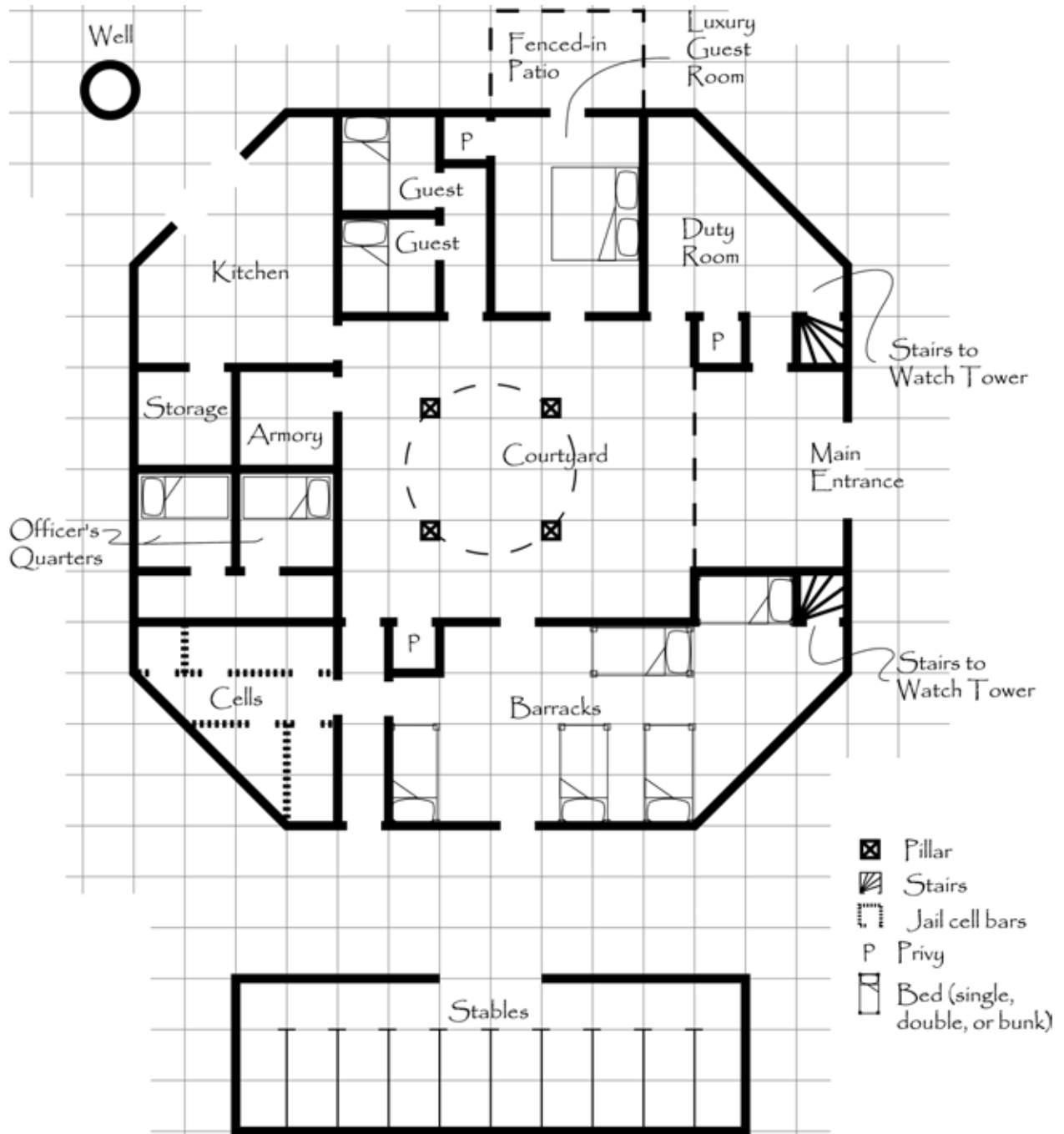
Rend (Ex): A pseudonatural girallon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+16 points of damage.

True Strike (Su): Once per day, the pseudonatural girallon can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

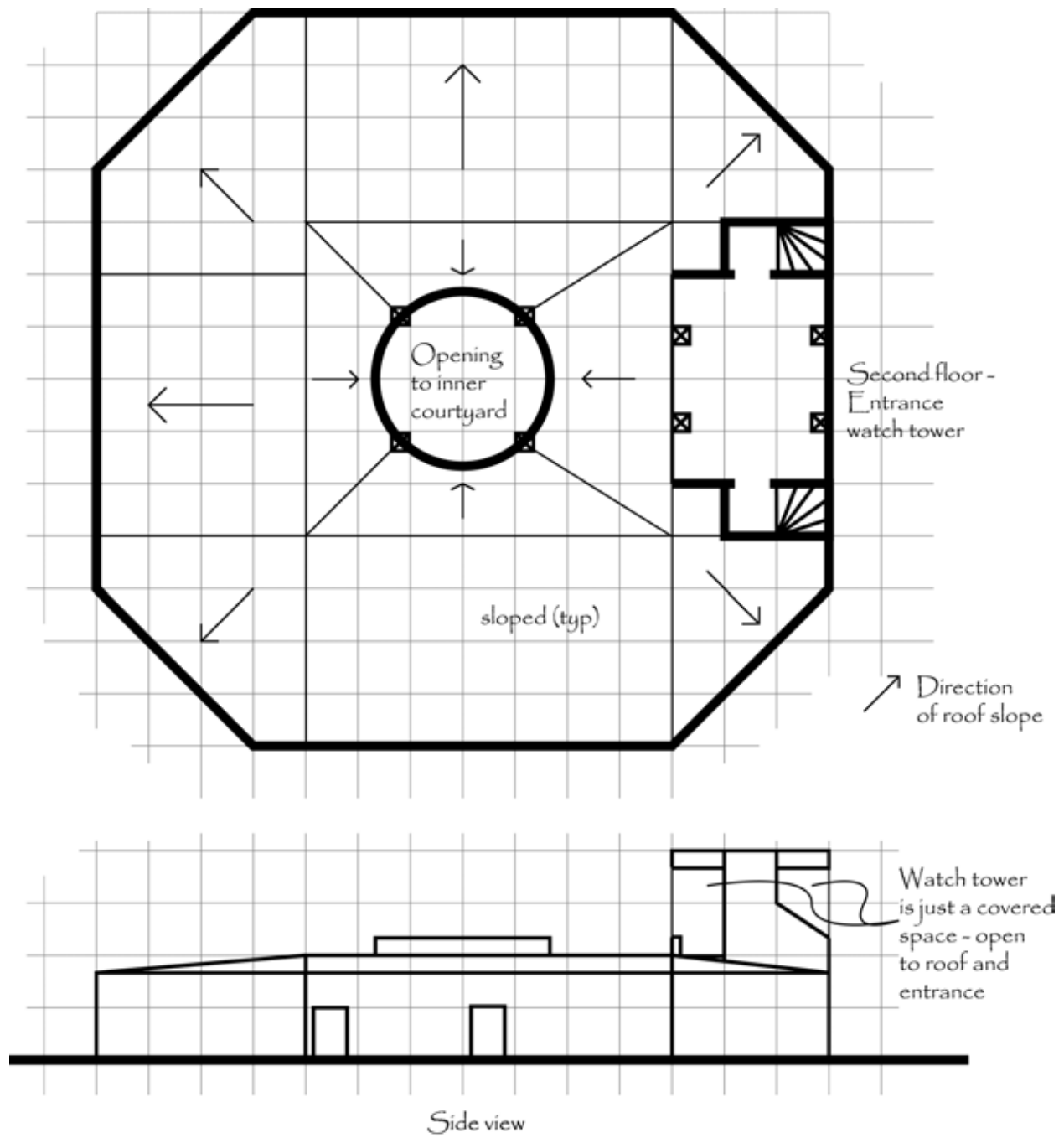
Appendix Four – Maps



MAP 1: Ket, showing route of the adventure.



MAP 2: Layout of typical Ket fort along the Durva Road



MAP 3: Roof and Side View of fort

Notes on Fort maps:

External Doors:

Except for the main entrance doors, all external doors have no locks, and can be barred from the inside.

◆**Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

The main entrance double door has a lock, and the doors are reinforced. The doors are able to be barred from the inside.

◆**Reinforced Strong Wooden Door:** 3 in. thick; hardness 6; hp 40; AC 5; Break DC 26.

◆**Lock:** hardness 15; hp 30; AC 6; Open Lock DC 25.

Internal Doors:

Internal doors (except the cells) have no locks or built-in methods to bar them.

◆**Good Wooden Door:** 1 in. thick; hardness 5; hp 15; AC 5.

Windows:

Not defined on the map, numerous windows are situated in each room, except the cells, which have none. The windows have no glass. The window shutters can be latched shut from the inside. A successful open lock check can unlatch the shutters from the outside.

◆**Good Wooden Window Shutter:** 1 in. thick; hardness 5; hp 15; AC 5; Break DC 18, Open Lock DC 20.

Cells:

The cells have strong iron bars. Each cell door is locked. One of the guards carries the keys at all times. Each cell has manacles against the wall to secure prisoners.

◆**Iron Cell Door:** hardness 10; hp 60; AC 5; Break DC 28.

◆**Lock:** hardness 15; hp 30; AC 5; Open Lock DC 25.

Trapdoors:

The trapdoors from the watch tower to the ground floor of the fort are able to be barred from the inside. They do not have locks.

◆**Strong Wooden Trapdoor:** hardness 5; hp 20; AC 5; Break DC 25.

Opening in the Roof:

The opening in the roof has four pillars with guttering, to channel rainwater in case the well cannot be used. The paved, exposed ground is used as the mess area and for training when weather permits.

The Roof:

The roof is tiled with clay shingles. These make no difference on a Move Silently check or to a walking character. However, any character fighting on the tiles, charging, or moving at a speed greater than a double move, must succeed on a Balance check [DC 10] or fall prone.

The Patio:

Used by visiting nobles and bearcats, the guest room has a private patio. The patio is enclosed on the sides by flimsy lattice work and vines. It has no roof covering.

Appendix Five – Laws

These are a summary of some of the crimes, punishments, and play requirements for crimes that may occur during play. Crimes, punishments, and mitigating circumstances (in the case of a reduced sentence) should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder	Death, kidnapping, torture or rape of a citizen of Ket.*	Life in the mines	
	Kidnapping		26 TU in the mines	Self defense **
	Torture			
	Manslaughter***	Death, kidnapping, torture or rape of a resident of Ket, or a horse.*	52 TU in the stocks	
	Kidnapping		0 TU in the stocks	Self defense **
	Torture			
	Aggravated Assault causing:	Death, kidnapping, torture or rape of a person (not a citizen or resident).*	10 TU in the stocks	
	Death			
	Kidnapping		0 TU in the stocks	Self defense **
	Aggravated Assault	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
			5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
			2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
			0 TU in the stocks	Any reasonable excuse is provided where the PC did not initiate the combat.

	Vandalism	Damage to property, earnings not reported, items stolen, killing of an elf.	Gp fine equal to double amount stolen / damaged / not reported.	If PC has enough money to cover the fines.
	Property damage Tax Evasion Theft Killing an Elf		1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.

* Paying for a successful *raise dead* automatically reduces the sentence to that of aggravated assault.

** Or any other similarly reasonable excuse (DM's discretion)

*** Also include penalties of Theft/Property damage in the case of a horse.

NOTE: Characters who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. Characters may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.