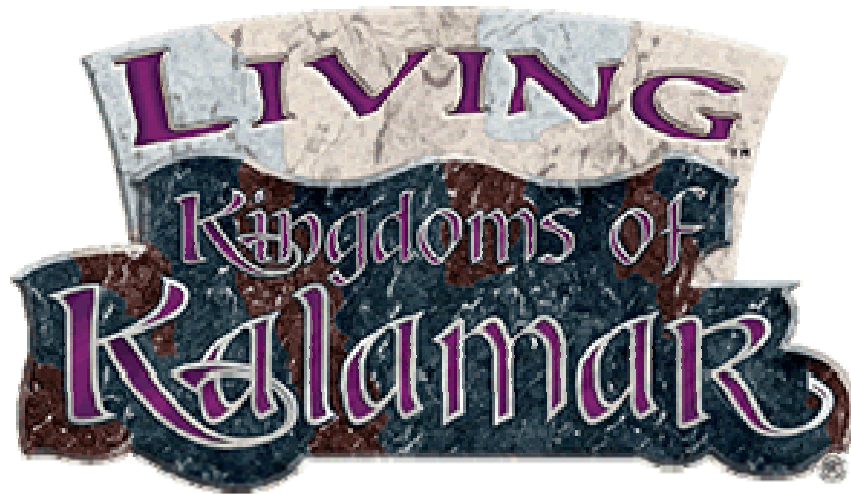


LKOK38



From Fire and Perdition

A One-Round D&D Living Kingdoms of Kalamar® Adventure

By Andrew Garbade

The war rages as Tokis and Kalamar forces push deep into the Principality. But the intelligence forces in Kalamar believe that something is stirring beneath the surface in the forces of the enemy. Some brave, or foolhardy, individuals must try to uncover the true power behind the Empire. The second adventure in the War of Revival series. A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7, and 9.

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

Calculating Average Table Level (ATL)

Living Kingdoms of Kalamar uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 4.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL _____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 9th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place on . Therefore, the Judge should also have the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates

that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

The weather in Eastern Pekal is starting to cool as the harvest season is ending. Most days are sunny and fairly warm, but the evenings are chilly, and winter is certainly on its way.

MODULE NOTES

The events that began in "War" and the Battle Interactive, "Song of Revival," continue here, revealing to the PCs that there are more than simple soldiers for them to worry about fighting.

The judge is highly encouraged to read through this adventure several times. The actual job for which the PCs are hired is not the object of this module, and the judge should lay groundwork for the PCs to be aware that more is going on behind the scenes. They will not be able to fully solve the mystery in this module, but the new creatures they encounter should make them aware that Emperor Kabori is even more dangerous than they had originally realized.

BACKGROUND

Two stories are happening in this module: the first is that Tokite forces have pressed the eastern border of Pekal. Many villagers, reluctant to leave their harvests in the field, have not evacuated their villages as they have been ordered by the Pekalese army. Because of this, many new recruits, militia men, and adventurers have been asked to step in and help bring the people back from the front and into the safety of the cities.

The second story is much darker. In the depths of Bet Kalamar, Emperor Kabori has long been developing tools to enhance the horrors of his war, to intimidate his enemies into submitting to the Vast. One of these experiments, conducted by an expert in both alchemy and necromancy, resulted in the Cormorants, vicious, intelligent creatures with knives welded into their fingers. Their eyes have been replaced with gems that give them superior vision, and their mouths are locked in a rictus grin.

Unknown to Kabori, but much to the delight of their creator, the Cormorants have begun

attempting to duplicate themselves. Their murders are ritualistic, and they mutilate the bodies of their victims in an attempt to create more of themselves. Thus far, their attempts have been unsuccessful, but the creatures continue to make the effort.

The Cormorants have slipped into Pekal's eastern border, though neither Pekal's intelligence agents nor Tokis's spies have detected their presence. The Cormorants are a very real threat to both Pekal and the Tokite army, as they do not distinguish one potential victim from another.

ADVENTURE SYNOPSIS

Introduction: Introduce the characters to the city, state of the war, and each other. They should definitely understand the serious nature of the situation, and the fact that war is happening; this is not a friendly and happy time in Pekal.

Encounter 1: By the time the characters provide personal details and meet with Sergeant Molonar, it is early evening. The time of the encounter is only important to try and keep the characters on task – there are several avenues that may entice more adventurous characters, but the goal of this adventure is for them to get to the village and then return to Crenholm.

Encounter 2: During their journey to the town, the characters pass a small trading post. Surprisingly, there are quite a few people here, belying the belief that most civilians have fled into the city.

Encounter 3: The village the adventurers have been sent to investigate has been taken by Tokite spies. The PCs must defeat the spies to save the villagers being held hostage.

Encounter 4: Taking time in the village has left the PCs open for ambush. Tokite soldiers lay in wait, and the characters must fight off men of the Tokite cavalry while insuring the safety of the villagers.

Encounter 5: Though the PCs have succeeded at keeping the villagers safe, a greater danger awaits them as they return to their meeting place. The Cormorants that have been stalking them have reached Peren's station before the characters, and death awaits...

Conclusion: The characters return to Crenholm, having survived one of the most dangerous combat tools of the Kalamaran forces.

Introduction

Introduce the characters to the city, state of the war, and each other. They should definitely understand the serious nature of the situation, and the fact that war is happening; this is not a friendly and happy time in Pekal.

War rages across Pekal; the armies of Kalamar have invaded Baneta and Tokis has marched from the east. The land between Baneta and the Otekepu Fens swarms with enemy soldiers as they secure their position in the southern Elos District. With assurances from Ek'Kasel and Paru'Bor, the Pekalese military hurries to bring up reinforcements from the River District.

Several cities have already been overrun, and the military has ordered all civilians evacuated to Bet Rogala and the Central District. Militias have been activated, and calls have gone out for heroes to aid the country in this time of desperate need. It is one such call that has brought you to Crenholm. This small town on the road between Bet Rogala and the E'Liral River has become a temporary command base for the Pekalese Army. All around, hundreds work on defensive measures; rock walls, trenches, and small seige engine placements rest behind a low stone fence topped with razor wire.

Cavalry troops gallop around the perimeter, their heads turning side to side as they watch the workers toiling under the summer heat. Militia troops drill outside the city, the shouts of their sergeants echoing across the shattered ground.

Reaching the gate, you notice several well-armed soldiers questioning those seeking entrance to the city. A line of people – very short – has formed before the large gate.

The characters encounter one another in line if they do not already know one another. They may do character introductions at this point in the adventure. After character introductions have been made, continue below as the characters reach the gate.

As you reach the front of the line, a haggard-looking lieutenant says “Good day. Please be advised that Crenolm is under command of the Pekalese military, and many special laws are currently in force for civilian safety. Additionally, there is curfew every night. Breaking any of the laws will result in harsh treatment. Consider yourselves warned. Do you understand?”

Lieutenant Kinen P'Dabo Male Human (Kalamaran) Warrior 3 LN Medium Humanoid Skills: Diplomacy +5, Listen +2, Sense Motive +4, Spot +2 Languages: Halfling, Gnome, Low Kalamaran, Merchant's Tongue
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Personality: Lieutenant P'Dabo may be young, but he has served Pekal faithfully for 6 of his 22 years. He definitely understands the importance of the current situation, and the magnitude of his duties at the city gate. While polite, his main goals are to follow his orders to the best of his ability and ensure the protection and success of the men under his command.

Role-Playing: The lieutenant is a simple man, and should not use flowery language or exaggerated compliments or insults. A nearby cleric may cast *comprehend languages* and act as translator if needed.

P'Dabo shows respect to field commissioned lieutenants, but considers himself above them in rank as he has worked longer for his rank than the field lieutenants.

If any of the characters want details about the laws being enforced, Lieutenant P'Dabo emphasizes the following:

- Curfew from 8pm – 6am. Violators are sent to heavy labor until curfew ends.
- Certain buildings have been appropriated by the military; they are well-marked and heavily protected. These should not be approached without permission. Those who violate these zones are arrested for trespassing and possible treason.
- Only soldiers are authorized to be on the city wall. Guards are located at all entry points (towers and stairs climbing the interior of the wall). Those

found on the wall without permission are arrested for trespassing and possible treason.

- Civilians must disable their ranged weapons (unstringing a bow or crossbow is sufficient). Failure to do so results in a fine and confiscation of the weapon.

The intent of these rules is purely one of safety, at least as far as the military is concerned. For the most part, they have not used a heavy hand to infringe on freedoms of the populace. If questioned, Lieutenant P'Dabo refuses to discuss comparative morality of these rules. His responsibilities regard protecting the gate, not debating decisions of his superiors. He is polite, but direct, in the refusal.

The lieutenant is not stupid, though he realizes the city is woefully lacking in troop support right now, and is loathe to turn away serious volunteers.

The other men in the lieutenant's unit (12 privates under his command) stand guard, 6 inside the gate with the others outside near the wall.

All the soldiers here are armed and alert. Characters who consider causing trouble should receive **Sense Motive checks DC 5** to realize that the soldiers seem VERY solemn, almost grim. Most of these men are relatively new to the service, but they are veterans, and together they should be capable of handling an unruly adventurer.

Once he has questioned the characters, he allows them into the city and directs them to a large round building near the center of town.

Sneaking into the city:

The judge should try to encourage the player to enter through the gate since this is a large and heavily patrolled military compound. Any characters caught sneaking into the city are going to be treated as a Tokite spies, and they will not be able to participate in the event.

The judge should try to give hints (i.e. “...it looks like the walls are very frequently patrolled”) to the character, followed by a (**Wisdom check DC 2**) to understand the difficulty they face in attempting to sneak inside.

If the character persists, he must be able to bypass the walls; they are brick walls 20 ft. high

(Climb DC 25). Guards (1d10+5) on the wall within 50 ft of the character may see the character. If they see somebody climbing the wall they sound alarm and ready their heavy crossbows. When the alarm is raised, 4d6 guards arrive in 1d6 rounds, half of them inside the wall, and the others outside. If the character is captured, he is out of the adventure. The player may choose to play another character in the adventure.

Notes about the city: There is no commerce within the city and most of the shops are closed. If a character wants to purchase items (not including armor or weapons), there is only a 50% chance they can find it. There is only a 20% chance of finding armor or weapons inside the city. Items are sold for market value (price gouging is strongly discouraged).

Additionally, characters may not purchase any masterwork items or mounts until the end of this adventure.

Encounter 1 Orders

By the time the characters provide personal details and meet with Sergeant Molonar, it is early evening. The time of the encounter is only important to try and keep the characters on task – there are several avenues that may entice more adventurous characters, but the goal of this adventure is for them to get to the village and then return to Crenholm.

The streets are thick with soldiers. Ahead you see a large crowd gathered before a circular building. A soldier gestures to you as you approach. “Are you here to volunteer?”

“Good. Please speak with the man behind the table.” He points to a slight man writing furiously in a large book resting on a wooden table.

Lieutenant Darol Korbin
Male Human (Kalamaran) Warrior 7
LN Medium Humanoid
Skills: Bluff +6, Diplomacy +10, Listen +5, Sense Motive +8, Spot +5
Languages: Dwarven, Elven, Halfling, Gnome, Low Kalamaran, Merchant’s Tongue

Personality: Lieutenant Korbin has served in the Pekalese Army for 12 years. First enlisting as an infantryman, his superiors finally found a place for him in the Quartermaster Headquarters unit. His proficiency with numbers and attention to detail has made him an invaluable resource during this explosive time in the Principality. He is a bit aloof, almost rude, though not intentionally.

Role-Playing: Korbin is smart and while he would never belittle anyone (who did not deserve it) intentionally, he has a “gentleman’s accent” and tends to come across as snide or condescending. If challenged, he tends to brush aside such concerns as trivial, especially considering the current situation in Pecal.

He looks up, “Hm, more volunteers? Name.”

Lieutenant Korbin asks questions about the character’s abilities. Samples inquiries are below:

“Can you fight?”

“Are you a priest or otherwise proficient in healing arts?”

“Can you use arcane sorcery? Are you a member of the College of Magic?”

“Do you have any special talents that might prove useful?”

“How would you judge your abilities at moving around without being seen by observers?”

The judge should feel free to improvise questions that seem appropriate for the characters at the table. Try to make sure that each character lists some unique talent or trait (i.e. perhaps one fighter uses a longsword while another uses a greatsword) before moving on.

Korbin writes notes into his book at every answer. After he finishes, he takes a small notepad out of a chest and writes a number (see **Appendix II**) and hands it to the character with the explanation that the number indicates his squad. They will be called out after orders are given by Colonel Alabir.

A crowd is gathered around the steps of the circular main hall. After a short wait, an armored half-elf exits the building descends a few steps. He stops and lets his gaze sweep over the crowd. “Thank you for volunteering

in this desperate time! This city is nearly secured, but we have several assignments that need to be completed before this District is ready for the war. The officers are going to call your squad number; when you form up they will provide you with instructions and provisions. Good luck.

With that, he turns and re-enters the building. Another man, younger with Kalamaran features, quickly ascends the stairs. He begins assigning squads to a number of sergeants emerging from the hall. Eventually your number is called.

At this point, the characters are officially together for the remainder of the adventure.

A burly man with a dark brown beard and curly hair glares as you approach. A brutal scar on his forehead nearly obscures his left eye, and gives his face a sinister edge.

“Alright. You volunteered, so here’s how this works. I give you orders, you follow them, and you might get some kind of reward. Cross me, disobey my orders, or cause any kind of danger to befall this city or the citizens of Pekal and you die. Clear?”

“I am Sergeant Kardath Molonar. You shall address me as Sergeant Molonar. I know that you are volunteers, so I will treat you with respect as long as you serve, but understand that we are at war. If I give you orders, I expect you to carry them out. As long as you do that, we will get along just fine.”

“Our scouts have been moving throughout the District warning villagers about the Tokite army advancing across the E’Liral River. You are to conduct reconnaissance in one of the larger villages. First, make sure the villagers have evacuated. Second, conduct a quick search to see if there are any supplies – weapons, food, horses – that may have been left behind and might prove useful for the soldiers here. If you find some, retrieve them if possible, destroy them if not. We will not leave anything to the Tokite dogs that could be used against us. You will leave at first light, and need to return before 8 bells. It should take you about four hours to reach the village. Do you have any questions?”

Sergeant Kardath Molonar Male Human (Kalamaran) Warrior 5 LN Medium Humanoid Skills: Diplomacy +2, Intimidate +8, Listen +2, Sense Motive +1, Spot +5 Languages: Dwarven, Halfling, Low Kalamaran, Merchant’s Tongue
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The characters may have questions at this point. Sergeant Molonar answers truthfully and as well as he can. Buildings and fields are not to be damaged, but wagons, farm animals, caches of arrows or bolts, and other similar items must either be brought back to the city or destroyed. There are also likely Tokite infiltrators moving around the area, but large forces have not yet been seen this far from the river. The main body of soldiers is marching toward Crenolm though, so the characters need to be back inside the city eight hours after they leave or risk being trapped behind enemy lines.

NOTE: Sergeant Molonar is always gruff in his dealings, and because he has been given this particular post and is the head of this assignment, he expects his orders to be followed. He is reluctant to defer to adventurers, but those who are members of the military or have been given field promotions are given the respect due their position. However, Molonar does have the authority here, and it has been given to him by his superior officers; he does not change his commands or instructions, though he recommends that any complaints are taken to Lieutenant Korbin. Korbin supports any instructions Molonar gives, and takes note of any PCs who show the Sergeant disrespect.

Characters are assigned to investigate one of the following villages:

Roll (1d10)	Village Name
1	Ketatidu
2	Boren’s Crossing
3	Shiny Knob
4	Doramidu
5	Yevelu
6	Nedar
7	Senela
8	Pagidu
9	Tall Willows
10	Torek’s Stand

The names of these towns do not strictly conform to Pekal naming traditions, mainly because most of them are very small settlements based around

agrarian existence. The characters are provided with directions and a small map of the route.

Once all the character's questions have been answered, continue below:

“Go see the Quartermaster. If you need a horse, requisition it there. I expect your report when you return. Dismissed.”

The Quartermaster provides light riding horses; warhorses are only issued to cavalry, not adventurers. He also provides potions to each character according to the following table:

ATL 1-3: Potion of cure light wounds

ATL 5-7: Potion of cure moderate wounds

ATL 9: Potion of cure serious wounds

These are uncerted items. Characters should note them on their log or character sheet. If they are not used, the character keeps the potion after the adventure concludes.

Encounter 2 The Old Man and The River

During their journey to the town, the characters pass a small trading post. Surprisingly, there are quite a few people here, belying the belief that most civilians have fled into the city.

Moving toward the village takes you through huge fields and small forests. The land is fertile here with huge rolling plains cut through with small streams and ponds providing water for the breadbasket of Pekal. As you approach one such waterway, you notice that a small cottage has been built nearby, along with a crane and several large crates. Small barges sit docile in the creek as people scurry about unloading cargo and placing it on waiting carts.

An old man stands on a small platform giving directions as the crane swings ponderously over one of the barges.

Ask the characters what they plan to do. At this point, they have not been seen. When they reveal themselves, the people (10 villagers on 2 barges, the old man, and 2 guards) begin shouting and readying weapons. They do not attack, but they are rightly suspicious of random groups traveling up and down the road. The reasons behind their reaction are revealed below. The man challenges

them. ***“That’s far enough! What do you want with old Beral and his friends?”***

Peren Beral is the old man and he runs this loading station. He is a Breeder in the Stockmens Guild, though he is on good terms with members of the Porters, Alewives and Brewers, and Bakers Guilds. He and the people here are very nervous right now. The characters need to assure him that they are working for Pekal. Suggested details that may convince him are:

- Mentioning Sergeant Molonar; he is known to the guards and to Beral
- Knowledge that civilians should be evacuated from the region
- A map of their destination (not certed, but provided by Sergeant Molonar)

At least two characters must make **Diplomacy checks DC 12**. These cannot be assisted by another character making a check (for example, one character may be assisted by two others, but those two could not then make the check themselves).

A character who is a member of the Stockmens Guild may add their ranks in Profession (Herdsman) to their Diplomacy check.

Members of the Porters, Alewives and Brewers, and Bakers Guilds gain a +2 to their check (these guilds are on good terms with Beral). The judge is also encouraged to award bonuses (up to and including automatic success) for good role-playing. The point of this encounter is to demonstrate the fear sweeping the countryside, not to make it impossible for the characters to participate.

Peren Beral
Male Human (Kalamaran) Com 3/Exp 6
LN Medium Humanoid
Skills: Diplomacy +10, Handle Animal +10,
Intimidate +10, Listen +3, Sense Motive +12,
Spot +3
Languages: Low Kalamaran, Merchant’s Tongue

After the check is made, Peren comes down from his platform and speaks with the characters. The guards continue watching them, but the rest of the villagers go back to work unloading the barges.

The characters may ask questions. Peren's responses follow, though the judge should adjust the answer as necessary.

Himself and the Station

• ***This operation is one of the main routes that outlying farmers use to transport their crops and livestock to Crenolm.***

• ***The farmers pay me a small fee for using the dock, then rent carts to transport their goods to the city, or pay the Porters to do it.***

• ***I'm in good with most of the Guilds in Crenolm. Even the Meat Cutters, who typically avoid people like me (members of the Stockmens Guild), aren't too bad.***

• ***I've lived in the area all my life. My wife, Coddler watch her, passed away a few years ago from a plague during the drought. But my boys fight in the army, and I've got food on my table and a roof over my head.***

Local Farmers

• ***Some farmers even have an arrangement with me where they sell a portion of their crops before they are harvested. Sure, my prices are slightly lower than they would receive after harvest, but they get a fair price, and they receive the money in early summer rather than late autumn.***

• ***I take details of what I've bought and then sign contracts in Crenolm to sell it in bulk. The army buys most of it.***

• ***The villagers currently in the station are from nearby towns (choose randomly off the list above) who are just now evacuating.***

• ***The farmers are an independent sort, though some have strange ideas and superstitions.***

War with Tokis

• ***The Prince and soldiers like my boys (he has two sons who serve in the army) are going to teach those Tokite scavengers a lesson, let me tell you! We don't really keep with people telling us what to do out here on our farms, but every single one of the people here abouts is willing to help out anyway that we can!***

• ***The war is causing all kinds of problems. Not only has the army come through to evacuate everyone, but they are closing my station and***

destroying the crane and docks so the Tokite forces cannot use them. It is a good idea, but still difficult to accept. I've spent my life on this land, so it is hard to leave.

• ***A cavalry troop is scheduled to ride by later in the day (coinciding roughly with the time frame given to the characters to return to the city) to destroy the station.***

• ***Me and the other villagers have about two hours to go before we leave for Crenolm. We plan to sink the barges before we go.***

• ***Several villages took a few extra days to gather their belongings before evacuating. They just don't really trust the government to take care of them.***

• ***All manner of rumors are spreading out here. Everything from rampaging hobgoblin hordes destroying the land to spies capturing farmers and taking them to become slaves.***

If asked for more details:

Hobgoblins:

Groups of long-haired hobgoblins running around destroying villages and small towns, killing everything in their wake (Kors hobgoblins; these are false rumors, though the Kors do support Kalamar).

Spies:

Men and women posing as merchants or travelers have infiltrated villages and then captured the inhabitants for slavery (true, though not widespread)

During the discussion about the rumors, ask the characters for **Sense Motive** checks. **DC 15** reveals that Beral is holding something back.

Alternatively, if some characters are members of the Guilds listed above, or if the players are roleplaying well, he simply tells them. The characters should receive this information, but the timing and manner is up to the judge.

Peren does not really believe these rumors, but he passes them along just in case there is some grain of truth to them.

• ***There is another rumor going around, but I'm sure it's nothing. Still, you should probably know – it's kind of why we were so jumpy a***

while back. There have been some tales about strange men moving around out there.

I've heard they run like deer and make weird hooting noises, and that they have knives for fingers and no eyes! We've always had tales of demons and fairies that live out here on the plains, but they're stories to scare children, and nothing like these monsters!

Anyway, a man came through here a few days ago was mad with fright. He said he saw a group of them leaving a small town a few hours to the north. He hid while they passed then went into the town. He didn't find anyone alive... just a large pile of dead bodies in the middle of the town, all stacked like cordwood in neat rows. Weirdest of all is that their faces had been cut up somehow...

But that's all we could get out of him. He told that story a few times but every time he got to that point, he'd start babbling about cows talking to him, or swearing that oak leaves were great for his bowel movements, but maple leaves gave him gas. Just nonsense.

See, here's the reason I'm telling you, other villagers have heard similar tales, just not with the exact same details. Strange hoots during the night that don't seem like owls. Ghostly faces appearing at windows during dinner, but no trace of anyone when people go outside to look. That's the thing that really has me concerned – just a few too many “rumors” for me. And with the war starting up, well, it's easy to jump to conclusions. Me, I say it's just spies trying to scare folks. But these farmers tend to frighten, if you catch my meaning.

As for the man's story, I just don't know. I mean, he was found on the side of a road chewing pine bark by villagers evacuating to Crenolm. They took him on to town, but make no mistake, rumors or not, people around here are scared.

That is all the information that Peren has about the rumors floating about.

Neither the guards nor the villagers can add anything to Peren's information. They all try to avoid talking to the characters if possible; the villagers want to get to Crenolm so they have to finish their work, and the guards want to be alert for danger, and talking to people is not conducive

to that goal. Both groups will talk, but try to get back to their jobs as quickly as possible.

When the characters have finished talking with Peren, their journey to the village continues in Encounter 3.

Encounter 3 Evacuation

The village the adventurers have been sent to investigate has been taken by Tokite spies. The PCs must defeat the spies to save the villagers being held hostage.

It takes approximately three hours to arrive at the village on horseback (about 8-12 miles), arriving in the early afternoon.

They may have magic that allows them to arrive much quicker. Such transportation is well within the realm of possibility; the judge should read through this encounter and adjust the situation as necessary.

Note: this is a combat encounter, though characters may be scouting or using familiars to find the village. If so, the judge needs to describe the situation so that the characters get an idea what is happening.

What happened before the characters arrive: Tokite infiltrators arrived in the village early in the morning and have caught the few remaining villagers before they could evacuate. Though there are not many Tokites, they are soldiers and the farmers would not last long in a fight against them. Additionally, the Tokites have separated the women and children and are holding them hostage to ensure good cooperation with the other villagers.

The women and children are being held in a large barn (Building **A** on the map). The rest of the villagers are in the center of town near the main well. The Tokite positions are also indicated on the map.

If the characters are scouting, they see that one Tokite guards the door to the barn (more than enough for a dozen scared women and children). Two watch over the other villagers with loaded crossbows while another quickly searches through houses looking for any potential supplies to capture. The Tokites plan to move the villagers out and sell them as slaves.

The text below assumes the characters simply walk up to the village without any scouting. The judge should modify it as needed depending on the character's actions.

The village ahead seems even smaller than you had been led to believe. A dozen small houses border a small square opposite a large barn. A wide well is located in the center of the square.

What draws your attention, however, is the large group of people sitting on the ground in the middle of the town under the watchful gaze of two armored men holding loaded crossbows.

The judge should make **Spot** checks for the two spies guarding the prisoners (when applicable). If they see the characters, combat begins (with the characters on the edge of the map). If the characters are not spotted, they have one round to act before the guards get another **Spot** check. This should continue until the characters initiate combat or the guards notice them.

Topography: The entire village is surrounded by a short hedge fence. This hedge is 4 feet tall and 3 feet thick. It provides concealment to characters who are outside the hedge (in relation to the village proper). Moving through the hedge costs double the normal movement. Finally, characters cannot **Tumble** through the hedge, they must tumble over it (**DC 20**).

All the buildings are made of wood and brick with thatch roofing material. Several small sheds are near the houses, with the occasional crate or hay bale lying nearby. All buildings have windows in every side that does not have a door, typically in the center of the wall. When the characters arrive, all the doors to the houses are open but all the windows are closed; the back doors to the barn are closed, and these are locked from the outside (thereby trapping the women and children).

Tactics: Obviously, the judge should improvise as needed, but these tactics are typical procedure for the spies. When the guards notice the characters, they fire their crossbows in the first round then drop them and close to melee range. Generally, they try to focus on one character, working to drop one before moving to another. The spy searching the houses comes out to help, also closing to melee range but against another

character – perhaps a wizard or archer toward the back of the party. The guard standing near the barn tries to step inside and use the doorway as cover while using ranged attacks. He only enters melee as a last resort. None of these spies are fatalistic, and will attempt to surrender if the situation turns against them.

None of the villagers assist as they are afraid that any interference may result in the death of their loved ones in the barn.

ATL 1 (EL 4):
Tokite Spy Inf1 x4
Spot +4

ATL 3 (EL 6):
Tokite Spy Inf2 x4
Spot +5

ATL 5 (EL 8):
Tokite Spy Inf4 x4
Spot +7

ATL 7 (EL 10):
Tokite Spy Inf6 x4
Spot +11

ATL 9 (EL 12):
Tokite Spy Inf8 x4
Spot +13

Resolution: If the characters are defeated, they lose the weapons and armor they used during the battle and are left for dead. Those who survive the fight are found later by another patrol and returned to Crenolm, but the villagers are sold as slaves.

If the Tokite Spies are defeated, the characters now have 26 villagers to care for on top of their other responsibilities.

Capturing a Spy: If the characters capture a spy, they must restrain him in some manner lest he escape. They may also inflict sub-lethal damage to keep him unconscious until they return to Crenolm. These are acceptable methods for dealing with the prisoner.

Forcing him to talk through the use of torture is not. This is not “punching him in the face to make him talk” but more like “repeatedly stabbing him with a red-hot dagger.”

The characters can use **Intimidate** and **Bluff** to convince the prisoner that they are going to torture him. Just remember that this is a heroic campaign, and evil actions (torture) fly in the face of that standard.

Ultimately, it is up to the judge for this determination – and if in doubt, just make sure everyone at the table is having fun. ☺

Villager Information If questioned, here is what the villagers know:

- ***The Tokites arrived early in the morning and rounded everyone up before anybody could fight back.***

- ***There were five soldiers but one ran off to the east (towards Tokis) a few hours before the characters arrived.***

- ***They placed several of our women and children inside the barn to ensure we behaved.***

- ***The Tokites kept teasing us about becoming slaves.***

- ***They were apparently searching the village for supplies.***

- ***We are ready to leave the village. We thought we had time to make an orderly accounting of our property and valuables, but this episode has convinced us that the safety of Crenolm is more important.***

- ***A few villagers were killed, and a few were injured, but the soldiers seemed like they could have killed many more if they really wanted to do so.***

If asked about the strange rumors, the villagers confirm they have heard stories about the hobgoblins and the spies (obviously), but they claim ignorance about the eyeless men. **Sense Motive DC 13** reveals they are hiding something.

If the characters mention the fact that Peren Beral talked to them about the rumors, the villagers open up. Otherwise, a **Diplomacy DC 18** is required to get them to talk.

- ***Well, one of the boys who was out catching fireflies last night said he saw some men with shiny golves on running through the forest.***

Some of our men stayed up to guard the village, but they didn't find anything. The guards were the ones who were killed this morning.

It takes approximately 10 minutes of talking to gain all this information.

Captured Spy Information:

This information may be revealed at this time, during a ride back to Crenholm, or at another point in the adventure.

If the characters have captured a spy and interrogate him, here is what he reveals:

Diplomacy/Bluff/Intimidate DC 5 + ATL:

- ***We got lucky finding the villagers. We sent a man to contact more spies in the area so we could pressed the villagers into slavery and confiscate their food and equipment.***

- ***More soldiers are on the way back to the village and should arrive any time.***

- ***There are only a handful of other villages under similar threat. Most of our soldiers are concentrating on the approach to Crenolm.***
Diplomacy/Bluff/Intimidate DC 10 + ATL:

- ***We watched this village for two days and decided to move after seeing Pecal cavalry come into town to warn the villagers to evacuate two days ago.***

- ***The soldiers coming back to the village will have enough rope and manacles to capture all of them.***

- ***Spies have been inside Pecal for several weeks now and have mapped out quite a bit of the surrounding area.***

Diplomacy/Bluff/Intimidate 20 + ATL:

- ***It is likely that freeing the villagers has already been noticed by my comrades. The characters and villagers will be lucky to reach Crenolm alive.***

- ***The main Tokite force is indeed going to hit Crenolm, though earlier than any of its defenders anticipate. In fact, it may already be under siege.***

Characters using *detect thoughts* may get the impression that the spy is hiding something, but

that he is also content with his position as a hostage. He seems patient with the current situation.

If asked about the strange men, the spy gets a curious look on his face. **Sense Motive DC 15** indicates it is suspicion, possibly coupled with fear. The spy refuses to answer at first, but if pressed, asks why the characters want to know. If the characters mention any details (eyeless faces, the village massacre, strange noises like hooting), the spy reveals the following in a very subdued tone:

“I’ve heard of these things, but only in hushed tones. They’re called Cormorants. Some of my superiors had some information on them. Supposedly, these things were once men. They owed large debts to the Emperor, but he forgave them with the pledge that after death, he could have their bodies. The only thing that we discovered was that these bodies were subjected to various ‘experiments’ both alchemical and magical. The result is a Cormorant. Terrible creatures that are released into an area to spread terror and death.”

The spy should get a bit agitated at this point, but not too dramatic:

“If there are Cormorants in the area, we have to flee. Take me with you! You can’t leave me here! They don’t care about following orders, or which king I fight for – they’ll kill me just the same!”

If the characters ask questions, the spy answers truthfully:

What other details can you provide?
“Um, well, supposedly they have their eyes removed and gems placed inside the empty sockets. These gems allow them to ‘see’ their prey.”

“And there was some disagreement about whether or not the volunteers (said with sarcasm) were really dead or not when the experiments were performed.”

“Supposedly, they also have a variety of weapons at their disposal. I’ve never seen one, only read some vague reports, so I don’t really know for sure.”

What kind of experiments?

“Nobody really knows. The only thing that can be agreed upon is that both alchemy and magic transform the victims into the monsters.”

What about knives instead of fingers?

“I really don’t know – maybe.”

What about their vision, do they have enhanced senses?

“Maybe. There was some disagreement, but some reports did say that they could see through wood and thin stone.”

How many are there?

“Nobody really knows. One or two is enough to destroy a sizeable area, so I can’t believe there are too many.”

What about stacking their victims into neat piles?

“Nothing I’ve ever read talks about that.”

Do they torture their victims? / Do they mutilate their victims? / What do they carve into their victims’ faces?

“Nothing I’ve ever read reveals anything about those tendencies. In fact, I’d say it would be out of character for them to take the time for that. They are rumored to just kill whatever they find and keep moving.”

How can they be killed?

“Like any other creature, I assume. I seem to recall something about their blood being strange though. Because of that, they don’t suffer injuries the same as normal men.”

Are they intelligent, or controlled in some manner?

“All our evidence indicates they are highly intelligent. What we have not been able to discover is what, if anything, motivates them to behave as they do.”

What about the noises they make?

“Some people think that’s how they communicate, but others aren’t as sure. I really don’t have an opinion either way, other than it’s got to be annoying to hear that racket.”

Why are you telling us all this information? / Aren't you betraying the Emperor by sharing this with us?

"I'm telling you for one simple reason – I am loyal to my King and my fellow soldiers, and we were not warned we would be operating with Cormorants in the area. This just proves that Kabori's Legions would be happy to grind us under their boots as Pekal soldiers – except we would get it in the back while you got to face your enemy. The Cormorants are a danger to every living creature within 100 miles, and right now, if they find us, my best hope for survival is that you can destroy them."

It takes approximately 20 minutes of talking to the spy to gain all this information.

Searching the village:

The villagers are happy to turn over all their food to the characters for transport, and have enough to fill two 10 ft. x 10 ft. wagons. Each wagon can be drawn by one horse (the village has three wagons and four heavy riding horses). There are not any weapons of worth in the village.

For ease of running the adventure, assume that the horses can move normally pulling the weight of a fully loaded wagon and one driver (approximately 800 lbs of cargo). The horses can only double move for short periods of time, or they will become exhausted and unable to pull any weight well before Crenolm is reached.

Before the wagons are completely loaded, have the characters roll **Spot** checks. The characters with the three highest results all think they catch glimpses of mounted riders in the distance (maybe a mile away) who disappear just as quickly. These riders appear on the east side of the village (the same direction which the fifth infiltrator headed when he left).

Retrieving the food and preparing the wagons to leave takes approximately 30 minutes.

If the characters have won the battle, spoken with the villagers, interrogated the spy, and loaded the wagons, they have spent nearly an hour in the village. It is possible they have tried to undertake these actions concurrently, in which case it has taken slightly less time to accomplish them. In any event, the villagers beg the characters to escort them to Crenolm, and vow to follow in their wake "since it's going to be safer than going alone."

When all these actions are completed, the characters should realize that they are in a precarious situation. Not only are more

Tokite soldiers coming back to the village, but there is a good chance that spies are much more active in the surrounding area than originally believed.

If everything has proceeded according to the adventure, the characters should have spent about four hours by the time they are ready to leave the village. At this point, they should return to Crenolm with plenty of time to spare.

Encounter 4 Ambush

Taking time in the village has left the PCs open for ambush. Tokite soldiers lay in wait, and the characters must fight off men of the Tokite cavalry while insuring the safety of the villagers.

While the characters have spent time getting everything together, the Tokite soldiers have laid a trap in the road in preparation for the horses pulling the wagons. When the trap is sprung, Tokite riders sweep out of the hills to attack.

The judge should ask the characters to establish a traveling order, as well as what, if anything, they wish to do while they travel (for ease of play, it is suggested that the villagers remain in a large group – 20 ft. x. 30 ft. for example – toward the back of the group). Some characters may declare they are making **Spot** checks, and some scouts may want to move ahead of the group trying to **Search** the area for traps and ambush locations.

At any rate, when the first horse reaches the trap location, if applicable, have the rider make a **Search** check to find the trap. A successful **Search** check made by a PC without the *Trap sense* special ability makes them suspicious of moving ahead; as per the rules, only a PC with the *Trap sense* ability or the equivalent can actually find and disarm the trap.

Small holes have been dug out in the road and tanglefoot bags placed within.

This is technically two traps:

Camouflaged Pit Trap: CR 2; mechanical; proximity trigger; manual reset; DC 20 Reflex save avoids; 5 ft. deep (no damage, activates Concealed Tanglefoot Bags); Search DC 24; Disable Device DC 19.

Concealed Tanglefoot Bags: CR 2; mechanical; touch trigger; manual reset; touch (tanglefoot bag); one target; Search DC 24; Disable Device 19.

Rules on Tanglefoot Bags may be found in Core Rulebook I on page 128.

There are three shallow pits beside each other. If a creature fails its reflex save, it falls into the pit and automatically hits the Tanglefoot bag. If the creature makes its save, it does not fall into the pit.

Importantly, the bags target the creature walking on the ground. If a character is riding a horse, the bag trap would attack the horse and the rider would be unaffected. This does not glue the horse and rider together. The ambushers are planning to attack when they hear a commotion; they do not have an alarm spell on the trap.

When the trap has been sprung, the Tokite riders swing around one of the hills to ambush the characters. If the characters manage to detect and disable the trap, give them all **Listen checks**. A character succeeding at **DC 12+ATL** hears horses behind the hill. Enterprising characters may then attempt to spy on the waiting soldiers, or spring the trap with the intent of ambushing them.

This is a dangerous game, however, because if the soldiers hear anything suspicious, they come out to investigate, then attack when they see their quarry.

It is possible that characters may end up avoiding this combat all together. If that occurs, they get full experience for this Encounter.

Topography: Other than the trap in the middle of the road, there are not any other major tactical elements that should impact the battle.

Tactics: The soldiers try to attack all the characters on one side of the caravan first, using the wagons to interpose between themselves and other party members. The fighters use their

lances primarily, only changing to their swords if they somehow lose their main weapon (for the reach granted). At higher ATLs, they charge when possible, using their mounted combat feats to maximum effectiveness.

NOTE: The warhorses do not attack at ATL 1, as that would make the EL of the Encounter too high. The soldiers remain mounted, but their mounts do not attack.

Mounts do attack at all other ATLs.

ATL 1 (EL 4):

Tokite Cavalier Fi1 x2
Light Warhorse x3

ATL 3 (EL 6):

Tokite Cavalier Fi2 x2
Light Warhorse x2

ATL 5 (EL 8):

Tokite Cavalier Fi4 x2
Light Warhorse x2

ATL 7 (EL 10):

Tokite Cavalier Fi6 x2
Light Warhorse x2

ATL 9 (EL 12):

Tokite Cavalier Fi8 x2
Light Warhorse x2

If they think to ask, the characters notice the captured spy (spies) does not try to escape during the commotion.

Inside the saddle bags of the soldiers are dozens of manacles and enough rope to create a long string of prisoners.

Once the characters are nearly prepared to resume their travels, one of the villagers approaches a character. If needed, the judge can use this opportunity to engage a player who has been quiet during the rest of the adventure – people should not be forced to role-play, but they should be given every opportunity.

The villager asks for a short private meeting in which it is revealed that several of the peasants heard some noises that sounded like owls coming from behind the group. The villager approached the character because others started hearing the noises coming from behind the hill, much closer than before.

The Cormorants now have the caravan in their sights, and are just toying with the group at this point. They are using their *ventriloquism* ability to throw their voices around. As such, mundane investigation reveals no evidence of the creatures. *Detect magic*, if cast immediately, reveals moderate illusionary auras near the back side of the hill.

If the spell is not cast promptly, the aura dissipates. When the characters are ready to continue, move on to **Encounter 5**.

Encounter 5 Return to Station

Though the PCs have succeeded at keeping the villagers safe, a greater danger awaits them as they return to their meeting place. The Cormorants that have been stalking them have reached Peren's station before the characters, and death awaits...

The characters return to Peren's Station to find it ransacked, though not entirely destroyed. Several bodies lie dead in the middle of the clearing, stacked on top of each other like cordwood.

As you approach Peren's Station for the second time today, the broken bridge is not so much a surprise as the intact crane and docks on the far side of the creek. Two wagons sit on near the road, full of crates and barrels. The only other item that catches your eye from this position is the large stack of bodies resting between the platform and Peren's house. As you glance at the stillness of the Station, in the distance you hear a short keening sound, as if some tortured owl were screaming in pain and terror.

The problems that must be overcome in this encounter are:

- The bridge has been destroyed. The characters need to get the villagers and wagons across the creek.
- The crane and docks still exist. They should have learned from Peren that everything was to be destroyed.

The Bodies:

The remains have been piled neatly into rows, then stacked perpendicular on one another. The

bodies are stacked four high, with horses (still clad in Pecal barding) on the bottom, followed by soldiers, guard, and villagers. Peren is in the middle of the third row (from the bottom).

Heal checks on the bodies reveal the following:

DC	Result
5	The bodies have been dead a few hours
10	They were moved into piles before rigor mortis set; there are no signs that the bodies were dragged into position, it looks like they were lifted and moved
15	All the bodies seem to have small puncture wounds, the multitude of which apparently caused all the deaths
20	Some of the bodies are missing parts; ears, eyes, fingers, noses; there does not appear to be any consistency between the missing parts, and all were removed when the people were still alive
25	The wounds on the faces seem to be in some sort of pattern; it seems that there are small lines around the eyes perpendicular to the eyelids, and several marks around the mouth that form a shape resembling a rictus smile

The Creek:

The creek is about 5 ft. deep, so it may only be crossed on foot (though characters move through at half speed if they walk) by very tall characters. Horses and the villagers must swim. This creek is treated as calm water (**DC 10 Swim** to move half-speed as a full-round action).

Horses must be lured into the water with **Handle Animal checks DC 10**. The horses make their own **Swim** checks.

Getting the wagons across is more problematic. There are a variety of solutions available, but two are addressed below:

1. Characters may attempt to use the chains on the docks to stretch across the creek and form the supports for a make-shift bridge. They can then get planks from the broken bridge (underwater) and lay them across the chains. This forms a small bridge, though it is rickety and fairly unstable. Characters who have skills that may assist (various Knowledge, Craft, or Profession) in the bridge's construction. The judge should be lenient about which skills can be used; characters should be given a chance to help, even if the skill isn't precisely used for making bridges out of scrap lumber and chains.

2. Characters can unload all the materials from the wagons and take them across separately. The wagon can be pushed across the bottom of the creek, possibly aided by villagers on shore who pull on a rope attached to the wagon.

The crane can only reach about halfway into the creek, but it may be used to aid getting the wagons across.

At some point, the Cormorants launch their attack. The judge should try and do this when the characters are separated from one another. Because of this tactic, and the fact that this is the third combat of the day, the EL of the encounter is lower than previous fights.

The creatures come jumping over Peren's cottage and start attacking different targets.

ATL 1 (EL 2)
Cormorant x2

ATL 3 (EL 3)
Cormorant x3

ATL 5 (EL 6)
Advanced Cormorant x3

ATL 7 (EL 8)
Powerful Cormorant x3

ATL 9 (EL 10)
Greater Cormorant x3

Physical description: Cormorants vary in size and shape, much as their human forms did – some are tall and lithe, others short and heavy. It is obvious to any who come into contact with them that the cormorants are undead creatures. There are a few qualities, however, that distinguish cormorants from other entities.

1. They have no eyes – the skin on their forehead has been “melted” to cover their eye sockets (this is the result of alchemical and psionic activity). A faint blue light emanates from this skin (from the gems inside the creature's eye sockets).

2. Their mouths have been cut open and a large conical metal tube has been inserted. This amplifies their “hoots” great distances. Their mouths have then been sewn back together, forming terrible rictus grins around the tube (similar to the patterns found on the dead bodies).

3. They hop about wildly when they move, rarely standing still.

4. Their clothing is a uniform black in color, seemingly made from heavy wool, with long coats and trousers.

5. Their legs do not move as normal humanoids – it seems that they snap into place as the creatures hop about, almost as if their joints and tendons had been altered (more psionic and alchemical testing).

When a cormorant is reduced to 0 hit points, the body begins to writhe convulse on the ground. A bright blue light emanates from the mouth, eyes, and ears of the creature. It is then literally consumed by psionic energy and the body turns to dust, leaving little behind as evidence of its existence (and also consuming the gems in the eyes). This entire process takes little more than 6 seconds.

Conclusion

The characters return to Crenholm, having survived one of the most dangerous combat tools of the Kalamaran forces.
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When the characters return to Crenholm, make note of the number of wagons they escort.

Sergeant Molonar comes to meet them. Allow the characters to recount their adventure, and he should ask specific questions as needed about the Cormorants. When they have finished, the Sergeant congratulates them.

“Well done. I have to admit, I was kind of wondering why you all were sent to me for this mission, but it seems the boys in intelligence knew you were up to the mission.”

“Guess it seems that somebody thought you could handle it. Good work, but a little advice; you should probably start keeping your wits about you. You proved something today, and people up the chain of command are going to notice. Soldiers who get noticed either get promoted, or sent on the most dangerous missions. Hope for the promotion.”

“But enough of that, let's see about that reward and a stout mug of ale!”

Awards

TREASURE

Items that have been stripped off bodies may be sold for half their market price. Treasure is broken down by Encounter to aid the judge in determining if characters are awarded specific items.

Encounter 1: Potion

Encounter 3: Chain shirt x4, longbow x2, heavy crossbow x2, dagger x4, scimitar x4, arrows x40 (total before combat), bolts x40 (total before combat)

Encounter 4: Studded leather x2, heavy wooden shield x2, lance x2, morningstar x2, javelin x4 (total before combat) Light warhorses x2, military saddle x2

Conclusion: 50 gp for escorting the villagers 50 gp for destroying the remaining docks at Beren's Landing (10 gp x character level) per wagon of goods escorted returned (max 4 wagons).

Characters also get **1 Fame point**. They should record this on their character or log sheet. These are going to be important at the end of the War.

There are not any certs with this adventure.

Experience

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

	Tier 1	Tier 2	Tier 3
Encounter 3: Defeating the spies	75 xp	150 xp	225 xp
Encounter 4: Avoiding/disarming/surviving the trap	25 xp	50 xp	75 xp
Defeating the cavalry (per Encounter description)	75 xp	150 xp	225 xp
Encounter 5: Defeating the Cormorants	75 xp	150 xp	225 xp
Destroying the remaining parts of Beren's Landing	50 xp	100 xp	150 xp
Conclusion: Returning wagons	100 xp	200 xp	300 xp
Discretionary Experience for Role Playing	100 xp	200 xp	300 xp
Total Possible:	500 xp	1000 xp	1500 xp

Encounter 3

ATL 1 (EL 4)

Tokite Spy Crossbow (x2) CR 1

Male Kalamaran (human) Inf1
LN Medium Humanoid
Init +3; Senses Spot +4, Listen +4
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 8 (1d6+2 HD)
Fort +2, Ref +5, Will +0

Spd 40 ft.

Melee Scimitar +1 (1d6+1/18-20 x2)
Melee Dagger +1 (1d4/18-20 x2)
Full Melee Scimitar -1 (1d6+1/18-20 x2) and Dagger -1 (1d4/19-20 x2)
Ranged Heavy Crossbow +3 (1d10/19-20 x2)
Base Atk +0 Grp +1 Combat Gear Dagger, scimitar, heavy crossbow, bolts (x10)

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +1d6, Fast Movement (10 ft.)
Feats Dodge, Two-Weapon Fighting
Skills Disable Device +2, Escape Artist +5, Hide +4, Listen +4, Move Silently +4, Search +2, Spot +4, Survival +4
Possessions Dagger, scimitar, heavy crossbow, bolts (x10), chain shirt

Tokite Spy Archer (x2) CR 1

Male Kalamaran (human) Inf1
LN Medium Humanoid
Init +3; Senses Spot +4, Listen +4
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 8 (1d6+2 HD)
Fort +2, Ref +5, Will +0

Spd 40 ft.

Melee Scimitar +1 (1d6+1/18-20 x2)
Melee Dagger +1 (1d4+1/18-20 x2)
Full Melee Scimitar -1 (1d6+1/18-20 x2) and Dagger -1 (1d4/19-20 x2)
Ranged Longbow +3 (1d8+1/x3)
Base Atk +0 Grp +1 Combat Gear Dagger, scimitar, mighty composite longbow +1, arrows (x20)

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +1d6, Fast Movement (10 ft.)
Feats Point Blank Shot, Two-Weapon Fighting
Skills Disable Device +2, Escape Artist +5, Hide +4, Listen +4, Move Silently +4, Search +2, Spot +4, Survival +4
Possessions Dagger, scimitar, mighty composite longbow +1, bolts (x20), chain shirt

ATL 3 (EL 6)

Tokite Spy Crossbow (x2) CR 2

Male Kalamaran (human) Inf2
LN Medium Humanoid
Init +3; Senses Spot +5, Listen +5
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 14 (2d6+4 HD)
Fort +2, Ref +6, Will +0

Spd 40 ft.
Melee Scimitar +2 (1d6+1/18-20 x2)
Melee Dagger +2 (1d4/18-20 x2)
Full Melee Scimitar +0 (1d6+1/18-20 x2) and Dagger +0 (1d4/18-20 x2)
Ranged Heavy Crossbow +4 (1d10/19-20 x2)
Base Atk +1 Grp +2 Combat Gear Dagger, scimitar, heavy crossbow, bolts (x10)

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +1d6, Fast Movement (10 ft.), Uncanny Dodge, Woodland Stride
Feats Dodge, Two-Weapon Fighting
Skills Disable Device +2, Escape Artist +5, Hide +5, Listen +5, Move Silently +5, Search +2, Spot +5, Survival +5
Possessions Dagger, scimitar, heavy crossbow, bolts (x10), chain shirt

Tokite Spy Archer (x2) CR 2

Male Kalamaran (human) Inf2
LN Medium Humanoid
Init +3; Senses Spot +5, Listen +5
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 14 (2d6+4 HD)
Fort +2, Ref +6, Will +0

Spd 40 ft.
Melee Scimitar +2 (1d6+1/18-20 x2)
Melee Dagger +2 (1d4+1/18-20 x2)
Full Melee Scimitar +0 (1d6+1/18-20 x2) and Dagger +0 (1d4/18-20 x2)
Ranged Longbow +4 (1d8+1/x3)
Base Atk +1 Grp +2 Combat Gear Dagger, scimitar, mighty composite longbow +1, arrows (x20)

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +1d6, Fast Movement (10 ft.), Uncanny Dodge, Woodland Stride
Feats Point Blank Shot, Two-Weapon Fighting
Skills Disable Device +2, Escape Artist +5, Hide +5, Listen +5, Move Silently +5, Search +2, Spot +5, Survival +5
Possessions Dagger, scimitar, mighty composite longbow +1, bolts (x20), chain shirt

ATL 5 (EL 8)

Tokite Spy Crossbow (x2) CR 4

Male Kalamaran (human) Inf4
LN Medium Humanoid
Init +3; Senses Spot +7, Listen +7
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 26 (4d6+8 HD)
Fort +3, Ref +7, Will +1

Spd 40 ft.
Melee Scimitar +6 (1d6+1/18-20 x2)
Melee Dagger +6 (1d4/18-20 x2)
Full Melee Scimitar +4 (1d6+1/18-20 x2) and Dagger +4 (1d4/18-20 x2)
Ranged Heavy Crossbow +6 (1d10/19-20 x2)
Base Atk +3 Grp +4 Combat Gear Dagger, scimitar, heavy crossbow, bolts (x10)

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +2d6, Fast Movement (10 ft.), Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft
Feats Dodge, Two-Weapon Fighting, Weapon Finesse
Skills Disable Device +2, Escape Artist +6, Hide +7, Listen +7, Move Silently +7, Search +3, Spot +7, Survival +5
Possessions Dagger, scimitar, heavy crossbow, bolts (x10), chain shirt

Tokite Spy Archer (x2) CR 4

Male Kalamaran (human) Inf4
LN Medium Humanoid
Init +3; Senses Spot +7, Listen +7
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 26 (4d6+8 HD)
Fort +3, Ref +7, Will +1

Spd 40 ft.
Melee Scimitar +6 (1d6+1/18-20 x2)
Melee Dagger +6 (1d4/18-20 x2)
Full Melee Scimitar +4 (1d6+1/18-20 x2) and Dagger +4 (1d4/18-20 x2)
Ranged Longbow +6 (1d8+1/x3)
Base Atk +3 Grp +4 Combat Gear Dagger, scimitar, mighty composite longbow +1, arrows (x20)

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +2d6, Fast Movement (10 ft.), Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft
Feats Point Blank Shot, Rapid Shot, Two-Weapon Fighting
Skills Disable Device +2, Escape Artist +6, Hide +7, Listen +7, Move Silently +7, Search +3, Spot +7, Survival +5
Possessions Dagger, scimitar, mighty composite longbow +1, bolts (x20), chain shirt

ATL 7 (EL 10)

Tokite Spy Crossbow (x2) CR 6

Male Kalamaran (human) Inf6
LN Medium Humanoid
Init +3; Senses Spot +9, Listen +9
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 38 (6d6+12 HD)
Fort +4, Ref +8, Will +2

Spd 40 ft.
Melee Scimitar +7 (1d6+1/18-20 x2)
Melee Dagger +7 (1d4/18-20 x2)
Full Melee Scimitar +5 (1d6+1/18-20 x2) and Dagger +5 (1d4/18-20 x2)
Ranged Heavy Crossbow +7 (1d10/19-20 x2)
Base Atk +4 Grp +5 Combat Gear Dagger, scimitar, heavy crossbow, bolts (x10)

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +2d6, Fast Movement (10 ft.), Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, Internal Compass
Feats Dodge, Mobility, Two-Weapon Fighting, Weapon Finesse
Skills Disable Device +6, Escape Artist +6, Hide +7, Listen +9, Move Silently +7, Search +5, Spot +9, Survival +5
Possessions Dagger, scimitar, heavy crossbow, bolts (x10), chain shirt

Tokite Spy Archer (x2) CR 6

Male Kalamaran (human) Inf6
LN Medium Humanoid
Init +3; Senses Spot +9, Listen +9
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 Dex, +4 armor), touch 13, flat-footed 14
Hp 32 (5d6+10 HD)
Fort +4, Ref +8, Will +2

Spd 40 ft.
Melee Scimitar +7 (1d6+1/18-20 x2)
Melee Dagger +7 (1d4/18-20 x2)
Full Melee Scimitar +5 (1d6+1/18-20 x2) and Dagger +5 (1d4/18-20 x2)
Ranged Longbow +7 (1d8+1/x3)
Base Atk +4 Grp +5 Combat Gear Dagger, scimitar, mighty composite longbow +1, arrows (x20)

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +2d6, Fast Movement (10 ft.), Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, Internal Compass
Feats Precise Shot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting
Skills Disable Device +6, Escape Artist +6, Hide +7, Listen +9, Move Silently +7, Search +5, Spot +9, Survival +5
Possessions Dagger, scimitar, mighty composite longbow +1, bolts (x20), chain shirt

ATL 9 (EL 12)

Tokite Spy Crossbow (x2) CR 8

Male Kalamaran (human) Inf8
LN Medium Humanoid
Init +4; Senses Spot +11, Listen +11
Languages Low Kalamaran, Hobgoblin

AC 16 (+4 Dex, +4 armor), touch 14, flat-footed 14
Hp 50 (8d6+16 HD)
Fort +4, Ref +10, Will +2

Spd 50 ft.
Melee Scimitar +10 (1d6+1/18-20 x2)
Melee Dagger +10 (1d4/18-20 x2)
Full Melee Scimitar +8 (1d6+1/18-20 x2) and Dagger +8 (1d4/18-20 x2)
Ranged Heavy Crossbow +10 (1d10/19-20 x2)
Base Atk +6/+1 Grp +7 Combat Gear Dagger, scimitar, heavy crossbow, bolts (x10)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +3d6, Fast Movement (20 ft.), Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, Internal Compass
Feats Dodge, Mobility, Two-Weapon Fighting, Weapon Finesse
Skills Disable Device +6, Escape Artist +9, Hide +9, Listen +11, Move Silently +9, Search +5, Spot +11, Survival +8
Possessions Dagger, scimitar, heavy crossbow, bolts (x10), chain shirt

Tokite Spy Archer (x2) CR 8

Male Kalamaran (human) Inf8
LN Medium Humanoid
Init +4; Senses Spot +11, Listen +11
Languages Low Kalamaran, Hobgoblin

AC 16 (+4 Dex, +4 armor), touch 14, flat-footed 14
Hp 50 (8d6+16 HD)
Fort +4, Ref +8, Will +2

Spd 50 ft.
Melee Scimitar +10 (1d6+1/18-20 x2)
Melee Dagger +10 (1d4/18-20 x2)
Full Melee Scimitar +8 (1d6+1/18-20 x2) and Dagger +8 (1d4/18-20 x2)
Ranged Longbow +10 (1d8+1/x3)
Base Atk +6/+1 Grp +7 Combat Gear Dagger, scimitar, mighty composite longbow +1, arrows (x20)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8
SA Sneak Attack +3d6, Fast Movement (20 ft.), Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, Internal Compass
Feats Precise Shot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting
Skills Disable Device +6, Escape Artist +9, Hide +9, Listen +11, Move Silently +9, Search +5, Spot +11, Survival +8
Possessions Dagger, scimitar, mighty composite longbow +1, bolts (x20), chain shirt

Encounter 4

ATL 1

Tokite Light Cavalry (x2) CR 1

Male Kalamaran (human) Ftr1
LN Medium Humanoid
Init +0; Senses Spot +1, Listen +1
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15
Hp 10 (1d10 HD)
Fort +4, Ref +0, Will +2

Spd 20 ft.
Melee Lance +5 (1d8+3/x3)
Melee Morningstar +4 (1d8+3/x2)
Ranged Javelin +1 (1d6+3/x2)
Base Atk +1 Grp +4 Combat Gear Lance, morningstar, javelin (x2)

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 12
Feats Iron Will, Mounted Combat, Weapon Focus (lance),
Skills Handle Animal +5, Intimidate +5, Ride +4,
Possessions Lance, morningstar, javelin (x2), studded leather, heavy wooden shield

Light Warhorse (x2) CR 1

N Large Animal
Init +1; Senses Spot +4, Listen +4

AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Hp 22 (3d8+9 HD)
Fort +6, Ref +4, Will +2

Spd 60 ft.
Melee Hoof +4 (1d4+3/x2);
Full Melee 2 hooves +4 (1d4+3/x2) and bite -1 (1d3+1)
Base Atk +2 Grp +9

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +4, Spot +4

ATL 3

Tokite Light Cavalry (x2) CR 2

Male Kalamaran (human) Ftr2
LN Medium Humanoid
Init +0; Senses Spot +1, Listen +1
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15
Hp 16 (2d10 HD)
Fort +5, Ref +0, Will +2

Spd 20 ft.
Melee Lance +6 (1d8+3/x3)
Melee Morningstar +5 (1d8+3/x2)
Ranged Javelin +2 (1d6+3/x2)
Base Atk +2 Grp +5 Combat Gear Lance, morningstar, javelin (x2)

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 12
Feats Iron Will, Mounted Combat, Quick Draw, Weapon Focus (lance)
Skills Handle Animal +6, Intimidate +6, Ride +5,
Possessions Lance, morningstar, javelin (x2), studded leather, heavy wooden shield

Light Warhorse (x2) CR 1

N Large Animal
Init +1; Senses Spot +4, Listen +4

AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Hp 22 (3d8+9 HD)
Fort +6, Ref +4, Will +2

Spd 60 ft.
Melee Hoof +4 (1d4+3/x2);
Full Melee 2 hooves +4 (1d4+3/x2) and bite -1 (1d3+1)
Base Atk +2 Grp +9

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +4, Spot +4

ATL 5

Tokite Light Cavalry (x2) CR 5

Male Kalamaran (human) Ftr5
LN Medium Humanoid
Init +0; Senses Spot +1, Listen +1
Languages Low Kalamaran, Hobgoblin

AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15
Hp 40 (5d10 HD)
Fort +4, Ref +1, Will +3

Spd 20 ft.
Melee Lance +9 (1d8+5/x3)
Melee Morningstar +8 (1d8+3/x2)
Ranged Javelin +5 (1d6+3/x2)
Base Atk +5 Grp +8 Combat Gear Lance, morningstar, javelin (x2)

Abilities Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 12
Feats Iron Will, Mounted Combat, Quick Draw, Ride-by Att
ACk, Weapon Focus (lance), Weapon Specialization (lance)
Skills Handle Animal +9, Intimidate +9, Ride +8,
Possessions Lance, morningstar, javelin (x2), studded leather, heavy wooden shield

Light Warhorse (x2) CR 1

N Large Animal
Init +1; Senses Spot +4, Listen +4

AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Hp 22 (3d8+9 HD)
Fort +6, Ref +4, Will +2

Spd 60 ft.
Melee Hoof +4 (1d4+3/x2);
Full Melee 2 hooves +4 (1d4+3/x2) and bite -1 (1d3+1)
Base Atk +2 Grp +9

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +4, Spot +4

ATL 7

Tokite Light Cavalry (x2) CR 7

Male Kalamaran (human) Ftr7

LN Medium Humanoid

Init +0; Senses Spot +1, Listen +1

Languages Low Kalamaran, Hobgoblin

AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15

Hp 52 (7d10 HD)

Fort +7, Ref +2, Will +4

Spd 20 ft.

Melee Lance +11 (1d8+5/x3)

Melee Morningstar +10 (1d8+3/x2)

Full Melee Lance +11/+6 (1d8+5/x3) or morningstar +10/+5 (1d8+3/x2)

Ranged Javelin +7 (1d6+3/x2)

Full Ranged Javelin +7/+2 (1d6+3/x2)

Base Atk +7/+1 Grp +10 Combat Gear Lance, morningstar, javelin (x2)

Abilities Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 12

Feats Iron Will, Mounted Combat, Quick Draw, Ride-by Att

ACk, Spritied Charge, Weapon Focus (lance), Weapon Specialization (lance)

Skills Handle Animal +11, Intimidate +11, Ride +10,

Possessions Lance, morningstar, javelin (x2), studded leather, heavy wooden shield

Light Warhorse (x2) CR 1

N Large Animal

Init +1; Senses Spot +4, Listen +4

AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Hp 22 (3d8+9 HD)

Fort +6, Ref +4, Will +2

Spd 60 ft.

Melee Hoof +4 (1d4+3/x2);

Full Melee 2 hooves +4 (1d4+3/x2) and bite -1 (1d3+1)

Base Atk +2 Grp +9

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Feats Endurance, Run

Skills Listen +4, Spot +4

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ATL 9

Tokite Light Cavalry (x2) CR 10

Male Kalamaran (human) Ftr10

LN Medium Humanoid

Init +0; Senses Spot +1, Listen +1

Languages Low Kalamaran, Hobgoblin

AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15

Hp 52 (7d10 HD)

Fort +9, Ref +3, Will +5

Spd 20 ft.

Melee Lance +16 (1d8+5/19-20 x3)

Melee Morningstar +14 (1d8+3/x2)

Full Melee Lance +16/+11 (1d8+5/19-20 x3) or morningstar +14/+9 (1d8+3/x2)

Ranged Javelin +10 (1d6+3/x2)

Full Ranged Javelin +10/+5 (1d6+3/x2)

Base Atk +10/+5 Grp +14 Combat Gear Lance, morningstar, javelin (x2)

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 12

Feats Greater Weapon Focus (lance), Improved Critical (lance), Iron Will, Mounted Combat, Quick Draw, Ride-by Attack, Spiritied Charge, Weapon Focus (lance), Weapon Specialization (lance)

Skills Handle Animal +14, Intimidate +14, Ride +13,

Possessions Lance, morningstar, javelin (x2), studded leather, heavy wooden shield

Light Warhorse (x2) CR 1

N Large Animal

Init +1; Senses Spot +4, Listen +4

AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Hp 22 (3d8+9 HD)

Fort +6, Ref +4, Will +2

Spd 60 ft.

Melee Hoof +4 (1d4+3/x2);

Full Melee 2 hooves +4 (1d4+3/x2) and bite -1 (1d3+1)

Base Atk +2 Grp +9

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Feats Endurance, Run

Skills Listen +4, Spot +4

Encounter 5

All cormorants have the following abilities:

Damage Reduction 5/bludgeoning (Ex): A cormorant has damage reduction 5/bludgeoning.

Enhanced sight (Su): Cormorants have enhanced sight due to special magical gems placed into their empty eye sockets. These gems enhance their darkvision to 120 ft, as well as providing the ability to detect magic (as per the spell) at a distance of 30 ft.

Jump (Su): Cormorants have a +30 bonus to their jump checks. This is the result of magical experimentation on their legs. Unfortunately, they have trouble controlling their movements over short distances. For that reason, Cormorants cannot take 5- ft. steps; when they move, they must move at least 10 feet (they do have the option to just stand still). They may also, as a full-round action, leap great distances – generally far enough to clear a single story building.

Talons (Ex): Cormorants have had sharpened pieces of metal grafted on the end of their fingers. These can be used in melee as natural weapons. Cormorants cannot be Disarmed of their talons.

Ventriloquism: Cormorants have the ability to manifest audible noise similar to a ventriloquism spell. The only sounds they can produce resemble the hooting of large owls. It is theorized that Cormorants can communicate through these sounds, though no firm evidence exists of that capability.

At **ATLs 7 and 9**, cormorants also have the following ability:

Rend (Ex): If a cormorant hits with both talon attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

ATL 1 (EL 2)

Cormorant (x2) CR 1

NE Medium Undead (Psionic)

Init +4; Senses Spot +1, Listen +1

AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Hp 10 (1d12 HD)

Fort +0, Ref +4, Will +3

Spd 40 ft. (minimum 10 ft. move)

Melee Talon +4 (1d4+2/18-20 x2)

Full Melee 2 talons +4 (1d4+2/18-20 x2)

Base Atk +0 Grp +2

Abilities Str 14, Dex 18, Con -, Int 14, Wis 12, Cha 3

Feats Run, Weapon FinesseB Special Attacks Talons Special Qualities DR 5/bludgeoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism

Skills Jump +32

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ATL 3 (EL 3)

Cormorant (x3) CR 1

NE Medium Undead (Psionic)

Init +4; Senses Spot +1, Listen +1

AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Hp 10 (1d12 HD)

Fort +0, Ref +4, Will +3

Spd 40 ft. (minimum 10 ft. move)

Melee Talon +4 (1d4+2/18-20 x2)

Full Melee 2 talons +4 (1d4+2/18-20 x2)

Base Atk +0 Grp +2

Abilities Str 14, Dex 18, Con -, Int 14, Wis 12, Cha 3

Feats Run, Weapon FinesseB Special Attacks Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism

Skills Jump +32

ATL 5 (EL 6)

Advanced Cormorant (x3) CR 3

NE Medium Undead (Psionic)

Init +4; Senses Spot +1, Listen +1

AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Hp 38 (5d12 HD)

Fort +1, Ref +5, Will +5

Spd 40 ft. (minimum 10 ft. move)

Melee Talon +7 (1d4+2/18-20 x2)

Full Melee 2 talons +7 (1d4+2/18-20 x2)

Base Atk +2 Grp +4

Abilities Str 15, Dex 18, Con -, Int 14, Wis 12, Cha 3

Feats Run, Weapon FinesseB Weapon Focus (talon) Special Attacks Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism

Skills Jump +32

ATL 7 (EL 8)

Powerful Cormorant (x3) CR 5

NE Medium Undead (Psionic)

Init +8; Senses Spot +1, Listen +1

AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Hp 66 (9d12 HD)

Fort +3, Ref +7, Will +7

Spd 40 ft. (minimum 10 ft. move)

Melee Talon +9 (1d6+3/18-20 x2)

Full Melee 2 talons +9 (1d6+3/18-20 x2)

Base Atk +4 Grp +7

Abilities Str 16, Dex 18, Con -, Int 14, Wis 12, Cha 3

Feats Run, Weapon FinesseB Weapon Focus (talon), Improved Natural Attack, Improved Initiative Special Attacks Rend (2d6+4), Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism

Skills Jump +32

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ATL 9 (EL 10)

Greater Cormorant (x2) CR 7

NE Medium Undead (Psionic)

Init +8; Senses Spot +1, Listen +1

AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Hp 94 (13d12 HD)

Fort +4, Ref +8, Will +9

Spd 40 ft. (minimum 10 ft. move)

Melee Talon +11 (1d6+3/15-20 x2)

Full Melee 2 talons +11 (1d6+3/15-20 x2)

Base Atk +6 Grp +9

Abilities Str 16, Dex 18, Con -, Int 14, Wis 12, Cha 3

Feats Run, Weapon FinesseB Weapon Focus (talon), Improved Natural Attack, Improved

Initiative, Improved Natural Critical Special Attacks Rend (2d6+4), Talons Special Qualities DR

5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism

Skills Jump +32