

Gahida's Pleasure

A D&D Living Kingdoms of Kalamar[®] Adventure

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Brave adventurers have secured the items locking the prison plane of the lich-king Gahida, and the College of Magic has assured everyone the threat has ended. But that is not quite true. Gahida may be locked away, but he still holds power. To truly end the threat posed by Gahida forever, the College needs further help. The lich's phylactery, as well as the means to destroy it, are hidden and protected. It will take more than one group of adventurers to ensure the freedom of Pekal. A two-tiered Living Kingdoms of Kalamar adventure for ATLS 1-5 or 7-13. Before playing this adventure, PCs should play the other adventures in the "Paved with Good Intentions" series if possible: *May the Best Man Win*, *Shining Stones*, *The Curse of the Tinkerer's Toys*, and *From Ashes to Ashes*.

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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 the preparation 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)

LKoK uses ATL rather than Average Part Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. 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 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 two tables of six players, not three tables of four players.

Once you calculate the ATL, write it here, as you will need it later in the adventure.

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 14th 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*, *Dungeon Master's Guide*, and *Monster Manual* (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal and in the surrounding lands. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in an 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 at least 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 events of this adventure take place in late spring of 567 IR. The weather in Pekal is currently uncharacteristically cool, although precipitation is normal. The cool air has been carried on a steady breeze blowing from the north.

MODULE NOTES

Most importantly, the DM should note that this adventure takes place in two interlocking tracks. The first track covers ATLs 1-5, and the second track covers ATLs 7-13. Some of the certed treasure overlaps, so that it can be found in either one of the tracks.

BACKGROUND

Centuries ago, the wizard-priest Gahida ruled a large area of Tellene, including the nation currently known as Pekal. His was a rule of tyranny and fear, but his subjects could count on one thing from their master: he never let his demesne fall to outside forces. Several groups—both humanoid and monstrous—tried to bend the will of Pekal's people to their own ends, but Gahida raised armies time and time again to fight the invaders, also using his personal powers to repel them when necessary.

Time, however, was a foe that Gahida could not repel. The tyrant grew older, feeling the grim visage of death peering at him from around every corner. Finally Gahida succumbed, not to death, but to madness. Instead of dying, he performed the rituals and rites that would bestow eternal unlife as a lich.

His followers, though terrified of their ruler and his actions during his reign, first celebrated this achievement, relieved that their master would now be even more powerful and could continue to protect them. However, the transformation of Gahida also turned the wizard-priest even more ruthless and paranoid. He began to see

conspiracies against him among even his most loyal lieutenants, and he ordered several of them to be killed though no evidence could be found against them. Fearing for their lives, Gahida's closest advisers finally realized that he must be destroyed before the nation rotted away from the inside, like the corrupted soul of its undead leader.

These people, powerful priests, mages, and warriors in their own rights, performed a ritual of binding on Gahida—trapping the lich's essence on a demiplane. None of them could find his phylactery, however, so they were forced to do what was necessary to keep him trapped forever, lest he return to rule his demesne again.

Three keys locked this prison-plane: a magical gem called the Eye of Romelo, a set of magical bracers called the Bracers of Haran, and the dust of the physical remains of Gahida. Each of these keys had to remain intact to keep the prison locked, but the new leaders of Pekal knew that keeping them together would be too risky, so each was secreted in a different location within Pekal.

The secrecy in which these items were guarded backfired on the keepers, and all three were eventually lost to the ages. Finally an individual looking to release the lich-king from his prison plane collected the three keys. Fortunately, brave adventurers stopped the ritual that would have released Gahida back into Tellene. The College of Magic in Bet Rogala secured the three keys so that they would not be used again.

However, Gahida's phylactery remains hidden somewhere, and the means to destroy the phylactery is unknown. The College of Magic realizes that the only way to remove completely the threat of Gahida's return is to locate and destroy the phylactery. And so the call goes out to heroes of all stripes.

One group of adventurers are asked to travel north to search the mines beneath the Jorakk Mountains in an attempt to find a diamond that can be used to destroy the phylactery once it is found. The PCs arrive in the area to find the mines have been taken from the dwarves by a large tribe of bugbears, who are pillaging the Fhokki bands living in the shadows of the Jorakks. Thanks to some help from a leader of the Fhokki community, the PCs have a chance

to infiltrate the bugbear mines, free prisoners, and find the diamond they seek.

The second, and more experienced group of adventurers are tasked by the College of Magic to travel to the Khydoban Desert in search of Gahida's phylactery. It has been traced to the lair of an ancient blue dragon in a mountain there. The dragon has recently died of natural causes, and the large tribe of kobolds that served him is going through a bit of a power struggle. A case of mistaken identity makes it possible for the PCs to enter the lair and take sides in the struggle.

ADVENTURE SYNOPSIS

Main Introduction:

Headmaster Zenith calls the PCs to the College of Magic. There, the PCs learn about the existence of Gahida's phylactery, as well as the potential means to destroy it.

Track A

Track A Introduction:

The PCs learn more about the details of their mission to the north.

Encounter A1:

The PCs arrive in Norr Bharr, a village on the western shore of Lake Jorakk. There they learn that an entire tribe of bugbears has overrun the mines they are seeking.

Encounter A2:

Based on the information provided by Arturr Bharr, the PCs may choose to see if they can capture a bugbear taking part in "The Long Run" in the Rytarr Woods.

Encounter A3:

The PCs can question any bugbear prisoners, talk to any escaped Fhokki, or make plans to possibly raid the mines to release more prisoners and gain possession of the diamond they came for.

Encounter A4:

The nearest and only known mine entrance can be found easily, as some of the Fhokki have visited the dwarves there in the past. No other mine entrance can be found easily, and if there is one, it looks exactly like the one described in these following encounters.

Encounter A5:

Some bugbears rest in their sleeping quarters.

Encounter A6:

This room had no inhabitants, but it does contain some documents that might help the Fhokki in a long-term war with the bugbears.

Encounter A7:

Dogs or boar, depending on the ATL, are kept in this area. PCs with skills or magic might be able to use the animals against the goblinoids.

Encounter A8:

The clan leader is a bugbear that his followers call "The Poet." He is resting in his room, writing his ode to the superiority of his bugbear race.

Encounter A9:

A group of 47 captives, mostly Fhokki women and children, are being held in this chamber. A pair of dwarf captives can give the PCs information on how to get to the diamond mines.

Encounter A10:

The PCs get to the diamond mines and meet a crazed dwarf who has been hiding there. They can also gain possession of a raw, uncut diamond that fits the description of what they have been looking for.

Encounter A11:

If the PCs risk going to the mines, they pay for their bravery by encountering a returning bugbear war party, or possibly even a whole bugbear clan.

Track A Conclusion:

The PCs are honored as heroes if they succeed in freeing the Fhokki prisoners. They could also end up prisoners themselves. The College of Magic uses its resources to scry on the PCs in either case.

Track B**Track B Introduction:**

The PCs learn more about the details of their mission to the south.

Encounter B1:

After being teleported to a spot a day's travel south of the dragon's lair, the PCs run afoul of some dunewinders.

Encounter B2:

At the opening to the cave complex that acts as the home for the new leader of the kobolds of

the Khydoban, the PCs are welcomed to the festivities.

Encounter B3:

Some of the elite warriors of the lair are practicing for a demonstration of their abilities at the ceremony.

Encounter B4:

Rucku, the leader of the armies of the kobolds, is unhappy that he was not chosen to be the leader of the kobolds. He wants nothing more than Kritz's death so that he can take her place.

Encounter B5:

A small contingent of kobold workers prepares a feast for the festivities of the evening.

Encounter B6:

In this area, some of the normal kobolds take part in a new kind of training that Kritz has been tutoring them in.

Encounter B7:

The blue dragon reserved this chamber for visitors it received.

Encounter B8:

Rucku's private army uses these chambers as their barracks. They remain alert at all times to be called forth to deal with an invasion of desert creatures or go forth on raids.

Encounter B9:

These quarters are the home of the kobolds that serve the dragon directly or keep this area of the lair clean and functional.

Encounter B10:

Some half-dragon monstrous scorpions were kept here as pets of the dragon. He also kept them nearby to use as enforcers if the kobolds every needed to be taught a lesson.

Encounter B11:

The PCs take part in a ritual combat with the kobold ruler in order to claim the item they seek.

Track B Conclusion:

If the PCs have the phylactery, they are scryed upon and teleported back to civilization. If they were forced to leave without it, they can take a very long trip back to Pekal.

Main Conclusion:

The PCs are rewarded for their hard work, assuming they completed their missions.

MAIN INTRODUCTION

Summary: Headmaster Zenith calls the PCs to the College of Magic. There, the PCs learn about the existence of Gahida's phylactery, as well as the potential means to destroy it.

Note: This adventure, in either track, has the possibility of running long. There is plenty of role-playing to be done later in the adventure. The DM is urged to keep things moving forward during the introductions and summarizing if necessary to get the PCs out on the various adventures.

Ask the players if any of their PCs played the adventure entitled *LK-41 From Ashes to Ashes*. If at least one PCs at the table participated in *LK-41 From Ashes to Ashes* and succeeded in stopping the release of Gahida from his prison plane, use this introduction, as that PC should already know Headmaster Zenith and the fate of the three keys that locked the lich away. Any PC who played that adventure also most likely promised Zenith that, should he need their assistance in any matters regarding Gahida, they would be at his disposal.

The usual joy surrounding spring festivities in Bet Rogala has been dampened a bit by chilly weather. A group of adventurers stands on the street next to a vendor of venison sausages, partaking of the meats and sharing stories about their exploits. Some tell tales and others listen. As a boisterous dwarf tells a particularly unbelievable story about a fight he almost lost with a one-armed bugbear, a Kalamaran lad of 12 or so years interrupts. "Excuse me. Have any of you had business in the past with Headmaster Zenith of the College? If so, he wishes to speak to you now."

The PCs can go to the College of Magic and ask to see the Headmaster. They are shown into a room and told to wait.

If none of the PCs played *LK-41 From Ashes to Ashes*, or if they failed in stopping the release of Gahida, use this introduction instead:

The usual joy surrounding spring festivities in Bet Rogala has been dampened a bit by

chilly weather. A group of adventurers stands on the street next to a vendor of venison sausages, partaking of the meats and sharing stories about their exploits. Some tell tales and others listen. As a boisterous dwarf tells a particularly unbelievable story about a fight he almost lost with a one-armed bugbear, a Kalamaran lad of 12 or so years interrupts. "Excuse me. Headmaster Zenith of the College of Magic has instructed me that I am to find some famous and powerful adventurers to take part in a very dangerous mission. Present yourself at the College if you have no fear and wish to serve the Principality."

When the PCs arrive, they are shown into a large meeting room. The PCs wait for nearly an hour before the Headmaster arrives. Usually quite gregarious, the Headmaster has had a very long year, and the wear is starting to show.

The man who enters the room has white hair and spectacles, and you recognize him immediately as the Headmaster Zenith, Archmage and Dean of the College of Magic. He nods to you as he sits at a desk. Taking a moment to collect his thoughts, he closes his eyes and breathes deeply. "Breathing. Helps keep the mind clear, you know." You can't be sure if he is joking or not.

Then he purses his lips and says, "Some of you are aware of a particularly touchy problem we've had recently, but others of you might not be. So let me start at the beginning. Way back when, a lich ruled this land. When his most trusted lieutenants saw that this might not be a good thing, they locked him away on another plane. But liches are sneaky little fellows, and they lock away their souls in something called a phylactery. This makes them impossible to kill unless you destroy the phylactery. And phylacteries are not easy to destroy."

He pauses, considers his next words carefully, and then shrugs. "Well, to put it bluntly, we goofed. Recently this lich almost escaped from his prison. Some of you helped keep him there. We don't want that happening again. We need to find this lich's phylactery, and we need to find the means to destroy it."

"The more experienced of you I need to send to find the phylactery. I've had some researchers looking for any clue where it might be. We think we have an answer. This

lich—he was called Gahida, you know—didn't travel outside of his empire much. The only place he seemed to go was, of all places, into the Khydoban Desert. Apparently, there was a young blue dragon there who Gahida took pleasure in spending time with. The blue dragon, according to our research, terrorized the desert-dwellers. Apparently, these two tyrants enjoyed an occasional chat. Anyway, a journal belonging to one of Gahida's servants claims that after Gahida became a lich, he went to the Khydoban one last time. When he left, he carried a diamond pendant on a platinum chain. When he returned, it was not with him. This is the best clue we have to the phylactery. Records show that the diamond was specially requested by Gahida from mines far to the north, just months before he became a lich. What better place to secure an item you want to hide than with a powerful dragon in the middle of a desert who would live for another thousand years?"

"So, the more experienced of you we need to travel to the Khydoban, where this dragon once laired, and find the diamond pendant. As for the means to destruction, our divinations have revealed that the only way to destroy the pendant, we believe, is to use the material of which it is made to crush it. It is made of diamond, so we need a diamond to crush it. We don't want to take any chances, however, so we want to get a diamond from the very same mine that the phylactery came from. The less experienced of you will be taking on that challenge. While there is no hourglass urging us forward 'ere our doom, I don't want to tarry. I'll deal with each of your mission details individually now."

With this, Archmage Zenith asks the people heading to the desert to come with him, while he tells the others who are going to the mines to wait here a few moments longer.

Proceed to the Track designated by the ATL that the PCs are playing at.

Track A is on pages 7 – 15

Track B is on pages 16 - 24

Gahida's Pleasure – Track A The Means of Destruction (ATLs 1-5)

Track A Introduction The Briefing

Summary: The PCs learn more about the details of their mission to the north.

After Archmage Zenith leaves the room, the PCs must wait for only five minutes before another person enters the room, this time a woman.

The woman who enters the room after the Archmage leaves is of mixed heritage, but she definitely has Fhokki blood in her veins. She says nothing as she enters, and she does not sit. "You will be going north to a village on the western shore of Lake Jorakk. There you must find an elf that occasionally does work for the College. He believes he has located the mines where the diamond in the phylactery was mined. Go to that village, called Norr Bharr, find the elf going by the name Quicksilver, and he can provide you with a map to the mines. Secure a diamond, preferably one at least half as large as a victory, and bring it back here as soon as you can. Questions?"

Use the points below to answer questions. If the information is not below, either make up a reasonable answer or have the Fhokki woman answer that she does not know the answer:

- Quicksilver last reported in 3 months ago, via a messenger. He said that a dwarven clan currently inhabits the mines.
- Quicksilver was not able to talk to the dwarves, because the mine is far to the north, but the information he was able to gather implied that the dwarves were peaceful and most likely willing to barter.
- The northern lands, especially in the Jorakk Mountains, can be frigid cold even in this time of year. Dress appropriately.
- The College arranges for the PCs to be teleported to within walking distance of the village. The College also provides 500 gp for the party to purchase river and caravan travel arrangements for the return trip, as well as lodging and supplies while in the north.

- The PCs may be scryed upon from time to time by members of the College to check on progress. In the event the PCs actually do take possession of an appropriate diamond, the College can try to arrange magical transportation back to Bet Rogala.
- Only the PCs can be teleported, although any necessary animal companions can be included. Mounts cannot, although they may be purchased from the 500 gp in Norr Bharr.
- Compensation for a successful mission is worth more than the 500 gp and includes the strong and unending thanks of Archmage Zenith.

With that, the Fhokki woman, who refuses to give her name while speaking, tells the PCs that they have 24 hours to prepare themselves. After that, they should return here, ready to go.

The PCs may wish to buy gear. Let them do so as you see fit. In terms of gear for the cold, they can purchase a cold weather outfit for 8 gp. This should give them enough protection in the cold, according to any knowledge they have or anyone they talk to.

The following day, they are teleported as planned. Go to **Encounter A1**.

ENCOUNTER A1 The Journey North

Summary: The PCs arrive in Norr Bharr, a village on the western shore of Lake Jorakk. There they learn that the mines they are seeking may have recently been overrun by bugbears.

Three months ago, when Quicksilver dispatched his message back to Bet Rogala saying that he has located the mines, it was still the dead of winter. As the spring thaw began, the people of the area learned that a large bugbear tribe had moved into the area. They learned this because the bugbears attacked. Many of the able-bodied men and women of the land have perished or been taken as slaves by the bugbears, and scouts have learned that the mines once owned by the dwarves are the new lair of the bugbears.

The wizard who performed the teleportation magic had only casually seen the area he was taking the PCs. Roll percentile dice and consult the teleport chart on pg 293 of the Player's Handbook. Assume that any role less than 99 get the PCs safely within range to be a few

hours' walk from Norr Bharr. On a roll of 99 or 100, however, a mishap occurs. Follow the directions for dealing with a mishap. Again, subsequent rolls succeed on anything other than a roll of 99 or 100.

When the PCs finally get their feet on solid ground, read or paraphrase the following:

You are just off of a rough road that obviously doesn't get used much and is nothing like the well-kept roads you are accustomed to in Pecal. Farmland and forest surround you, and in the distance to the east you can make out a very large lake. Several people, mostly of obvious Fhokki heritage, travel northward on the path. From the looks of them, they are not used to traveling. Some seem to be driving carts loaded with what is probably all of their worldly possessions.

If the PCs ask the travelers what is happening, they are told that the leaders of their *aronak* (family clan unit) ordered them to go to Norr Bharr. Apparently there is a threat from the north that has many of the *aronaks* fearing for their safety. Arturr Bharr, clan leader of the most populous and powerful *aronak* in the area, has called in all of his own family, as well as any members of *aronaks* living near his village. No one is sure what the threat is, but Arturr's wisdom is something that no one, not even leaders of rival *aronaks*, questions.

The PCs can travel and make conversation with these Fhokki. Most of them only speak their own language, but a few speak Merchant's Tongue, and two or three know a bit of Low Kalamaran.

After a few hours travel, the PCs finally arrive at the village of Norr Bharr:

Ahead of you, the rough road leads to a village consisting of mainly hides stretched over wooden frames. Only three buildings made more solidly of wood and stone can be seen. The village is surrounded by a dry moat, twenty feet wide. While the village doesn't really have streets in the sense you are used to, people are standing in the open areas of the village, almost as if they are waiting for something to happen.

The PCs may choose to ask the locals what is happening, inquire as to the whereabouts of the high elf Quicksilver, wait and see what happens, or do something else completely. Regardless of their choice, they soon learn the current situation.

If the PCs ask about the situation, they are told that Arturr Bharr is about to address the people. If they wait to see what happens, Arturr addresses the people soon after. If they ask about Quicksilver, they are told that an elf was here until very recently, but that he left. He was tutoring Arturr's great grandson in the ways of magic, but Arturr is about to speak to the people of the great threat they now face.

Within a couple minutes after the PCs enter the village, an ancient Fhokki steps out of one of the hide dwellings and the assembled crowd falls into a hush.

The Fhokki who steps forward to address the village is obviously very old, as old as any human you can recall seeing for quite some time. Despite his age, he still looks healthy enough, and his voice certainly carries above the din of the crowd. A silence falls over the people as he begins.

"Ours is a dire time. To the north, where the Hammerfall Clan drew forth ore and gems from the ground, a clan of vile bugbears and their servants have lair. The dwarves have been slaughtered, and now the bugbears move toward us. Many of the anoraks between here and the mighty Joraks have been slaughtered or taken as slaves."

"We sent forth our warriors to stop these raids, but the creatures' numbers were greater than we had feared. Our warriors have either been killed or taken. Scouts report that these creatures are threatening more and more anoraks in our land. I have called the survivors of those anoraks here for safety, and I am preparing to call for all anoraks to assemble a force to meet the bugbears."

"I call upon all our people with experience in fighting to meet with me now in my home. We are called upon now to lay down our lives."

The PCs should answer the call and go talk to Arturr. If they do not, allow them to later hear rumors of what Arturr is planning in case they want to get it on it. If they still do not, then let them wait in Norr Bharr while **Encounter A2** takes place. The PCs might also strike out on their own. If so, run Encounter A2 even if they didn't meet with Arturr.

If the PCs enter Arturr's home, they are at first looked at with suspicion, especially if they are not Fhokki. Arturr asks them their business, and as long as the PCs give a non-threatening and believable answer, Arturr welcomes their help. Use the following points to guide the rest of this encounter:

- An elf named Quicksilver was here. He came looking for the location of the dwarven mines, but he decided to stay and act as a tutor for Arturr's great grandson, who showed some magical affinity. Quicksilver accompanied the warriors on their trip into the Rytarr Woods to meet the bugbears. Arturr assumes he was killed, as bugbears have a particular hatred for elves.
- Arturr doesn't dare strike out against the bugbears until he has a greater force. However, it might be possible to mount a mission to rescue some anoraks and perhaps even capture a bugbear to get an idea of the size of the bugbear force.
- This isn't the first time Arturr has had to deal with bugbears. He knows a bit about them, and he knows that they have certain rituals and ceremonies.
- At this time of the year, when the moon is new, the bugbear clans that are warring take part in what they call "The Long Run." In this event, the bugbears release some prisoners with some sort of weapon, and give them about an hour head start. Then the warriors who have yet to prove themselves in open conflict with the enemy are sent to track down and kill the prisoners.
- Arturr thinks that maybe a small and mobile force could catch the bugbears involved in the Long Run without alerting the larger force. This might save a few lives, as well as get some information regarding the bugbears.
- Assuming his calculations are correct, the Long Run is taking place right now, and Fhokki prisoners might be heading south from the Jorakk Mountains toward the

safety of Norr Bharr. He wants to make some small groups of experienced fighters and hunters to go north and see what they can do. They are not to take undue risks, but should attempt to rescue people and pick off any stragglers. Taking bugbear prisoners would be ideal.

ENCOUNTER A2 **The Long Run**

Summary: Based on the information provided by the elder, the PCs may chose to see if they can capture a bugbear taking part in "The Long Run" in the Rytarr Woods.

Assuming the PCs agree to help Arturr and his people, or strike out on their own into the Rytarr Woods to the north and east of Norr Bharr, the PCs should expect a least a three or four day trip until they see anything. Arturr asks the PCs to act as a group on their own.

Assuming the PCs head north into the light woodlands, have them make Spot and Listen checks. Take the highest of the checks and refer to the table below to determine the situation when the PCs encounter the Fhokki prisoner and the bugbear:

DC	Result
>30	The PCs hear/see the Fhokki and the bugbear when the Fhokki is 150 feet away, and the bugbear is 300 feet away.
25-30	The PCs hear/see the Fhokki and the bugbear when the Fhokki is 75 feet away, and the bugbear is 150 feet away.
20-24	The PCs hear/see the Fhokki and the bugbear when the Fhokki is 40 feet away, and the bugbear is 80 feet away.
<20	The PCs hear/see the Fhokki and the bugbear when the Fhokki and bugbear are fighting 20 feet away.

Creatures: The Fhokki is a 1st-level warrior named Drykkall who is armed only with a spear. He has only 2 hit points currently, his AC is 11, and he takes only the full defensive action if attacked.

The bugbear's name is Kyltrak, and she is not new to combat, although she has yet to kill an enemy in open conflict, which is why she was forced to participate in the Long Run.

ATL 1 (EL 2)

Kyltrak: female arctic bugbear: hp 17, *Monster Manual* 29.

ATL 3 (EL 5)

Kyltrak: female arctic bugbear rogue 3: hp 38, Appendix I.

ATL 5 (EL 7)

Kyltrak: female arctic bugbear rogue 5: hp 52, Appendix I.

Tactics: Kyltrak is focused on killing Drykkall, and she knows that she stands to be ridiculed and maybe even disciplined if she returns to the lair without him. However, she also knows that it is better to be alive than dead, so if she takes any damage from the PCs, she attempts to escape and call for help, hoping a fellow Long Runner is nearby. If she can survive 10 rounds, another normal bugbear arrives to help her. If 10 more rounds pass, another arrives. Only two extras come in this manner.

If the PCs succeed in rescuing the Fhokki and/or capturing the bugbear, let them return to Norr Bharr without any further conflict. If they fail in their rescue and capture attempt, or if they attempt to find more stray bugbears or runaway captives, give them the impression that a much larger bugbear force isn't far away. They should return to Norr Bharr as soon as possible to regroup and plan the next stage of battle.

ENCOUNTER A3

Planning

Summary: The PCs can question any bugbear prisoners, talk to any escaped Fhokki, or make plans to possibly raid the mines to release more prisoners and gain possession of the diamond they came for.

Assuming the PCs don't head directly to the mines, but instead return to Norr Bharr, they are asked by Arturr Bharr to help with the plans to fight the bugbears.

If the PCs did not take part in the rescue and capture mission in the previous encounter, they still have a chance to hear what is happening and take part in this encounter. If the bugbear escaped or was killed before being captured, they still might have the rescued Fhokki to elicit answers from. If he died as well, assume another group successfully saved a prisoner.

But, if the PCs did not capture a bugbear, then there is no bugbear to question.

If they have a bugbear captive, it takes a DC 15 Intimidate check to get the creature to talk. The PCs may try other tactics, such as enchantment magic, to persuade the bugbear to provide information. If the PCs succeed in getting the bugbear to talk, she only answers questions that are asked. Below is a list of answers:

- The bugbear forces are thousands strong. The cold winter weather of their former home forced them to move their entire bugbear tribe south into the area controlled by the dwarves. The dwarves were easily defeated.
- The mines beneath the Jorakk Mountains are so extensive that there is plenty of room for an entire bugbear nation to grow and expand.
- Most of the humans taken from this area who were not killed and eaten already are being held at one of the closest mine entrances. The local *mulvik jori* (head of clan) has told his warriors to hold them until they can be given as a tribute to the *anolak avkk* (tribal chieftain). A small force of bugbears and goblins are guarding these prisoners.
- Guards are posted at all the entrances to the mine, and if a large human force is seen moving toward the mines, a series of messengers can be dispersed to the other clans of the tribe, and the entire force can be called to action in a few hours.
- A small force, capable of hiding until they get to the mine entrance, could possibly take a small part of the mine for a short time, but it would certainly be crushed as soon as word reached the main tribal leadership.
- At least 5 bugbears and twice as many goblins guard the prisoners.
- The bugbear captive can draw a rough map of the area where the prisoners are being held, but she is not sure of where guards are stationed, or even in what areas the prisoners are held.

If an escaped Fhokki can be rescued, he can provide more information. Use these points to guide that conversation:

- There are approximately 50 prisoners being held at the area from which this prisoner was released. He counted at least 5 bugbears and a handful of goblins.
- The holding area was not too deep into the mines. He did see a few dwarves among the prisoners, who said that their brethren were being forced to mine gems and ore, which the bugbears planned to sell or use to equip themselves.
- He knows that these bugbears are very organized. He does think, however, that a quick strike against this one small area might be enough to release these prisoners.

After all the questioning takes place, give the PCs the chance to come up with a plan on their own. If they seem unable to come up with a good plan, use Arturr as a catalyst to suggest a small group (such as the PC party) make a quick strike on this one area to release the prisoners and then retreat before the main bugbear tribal force can be called.

If the PCs come up with another plan, let them attempt that. Note, however, that the bugbears are not fools. If the PCs think they can have hobgoblin or half-hobgoblin PCs try to infiltrate the mines posing as members of the clan or tribe, have someone point out that only bugbears and goblins have been mentioned: no hobgoblins. However, do not discourage plans that the PCs want to carry out. Just don't reward foolishness.

After the PCs have made their plans and are preparing to head to the mines, Arturr comes to them and offers them some items that may assist them in their quest, possibly including one very special item. Role-play this as much as you think appropriate based on the players and the time constraints.

Arturr is the leader of his *anorak*, and this *anorak* is the largest among the Fhokki of this area. More than that, he was a very powerful warrior and successful adventurer in his day. He has accumulated no small amount of treasure. Assuming he is on good terms with the PCs, and the PCs are doing their best to help out his people, he offers the following items:

Tier 1 - 1 *Elixir of fire breath*, 2 *potions of cure moderate wounds*, and a *scroll of silence* (CL 3).

Tier 2 – *Mithril shirt*, 1 *Elixir of fire breath*, 3 *potions of cure moderate wounds*, and a *scroll of silence* (CL 3)

If any of the PCs are human, he offers one last item for a PC to borrow: a weapon of great power that he wielded as a younger man. This is a +1 *longsword*; however, in the hands of a human who is Fhokki, it becomes a +1 *goblinoid bane longsword*. If a non-Fhokki human is in the party and is someone whom Arturr deems worthy, then Arturr holds a ritual making the PC an official member of his *anorak*. This is a very serious and solemn event, and the whole *anorak* participates. The ceremony turns the PC into an official Fhokki for purposes of the sword. The sword is not given to the PC for keeps, but the rest of the items are.

Whatever the PCs plan, the closest and only known entrance to the mine is detailed in the following encounters.

ENCOUNTER A4

Mine Guard Post (Area 1)

Summary: The nearest and only known mine entrance can be found easily, as some of the Fhokki have visited the dwarves there in the past. No other mine entrance can be found easily, and if there is one, it looks exactly like the one described in these following encounters.

The PCs can easily get within 120 feet of the mine entrance thanks to the cover provided by the forest. However, at that point the land around the hillside where the mine entrance is located has been cleared.

If the PCs observe for long enough at this point, they see that the guards have fallen into a pattern, about once every 5 minutes the guard at the mouth of the mine entrance, which seems to slope downward past the immediate opening, wanders back instead for a few seconds before coming out again. PCs who use that small window to approach the mine have a chance to surprise the guards from extremely close range.

Creatures: The guards at the mine entrance vary depending on the ATL.

ATL 1 (EL 2)

Goblins (3): hp 5, *Monster Manual* 133.

War-Trained Riding Dog: hp 13, *Monster Manual* 272.

ATL 3 (EL 4)

Greellop: male arctic bugbear: hp 17, *Monster Manual* 29.

Goblins (3): hp 5, *Monster Manual* 133.

War-Trained Riding Dog: hp 13, *Monster Manual* 272.

ATL 5 (EL 6)

Greellop: male arctic bugbear fighter 3: hp 54, see **Appendix I**.

Goblins (3): hp 5, *Monster Manual* 133.

War-Trained Boar: hp 25, *Monster Manual* 270.

Tactics: The dog—or the boar at ATL 5—has been trained to attack on a verbal command. Greellop, if he is present, thinks only about destroying any enemies he sees. The goblins, on the other hand, have no desire to die in combat, and they try to move deeper into the mine, if possible, after taking one ranged attack.

Developments: On the wall just inside the opening to the mine is a large trumpet made from the horn of a ram. If the guards get the opportunity, they attempt to blow the horn. It is a move action to get to the horn, and then a move action to pick it up. That means the PCs should have a full round to see that one of the guards is about to blow the horn, giving them a chance to stop the alarm from being raised.

If the alarm is sounded, all of the creatures in the mine, except those guarding the prisoners, gather their gear and move to the front entrance. One of the goblins guarding the prisoners heads deeper into the mine complex with a trumpet of his own, where he sets off a series of signals to bring reinforcements. A set of reinforcements, equal in number to all of the creatures in this part of the mine, arrives in 20 minutes.

ENCOUNTER A5

Sleeping Quarters (Area 2)

Summary: Some bugbears rest in their sleeping quarters.

In this chamber, bugbears are getting some much-needed rest after an exhausting week of murdering and pillaging. The chamber contains 14 sleeping mats and some personal effects.

Creatures: The bugbear(s) are asleep on their mats. They wear no armor, and their weapons and shield are resting next to them. If the blowing of the warning trumpet does not awaken

them, the PCs have a good chance to sneak up on them. Have the PCs make a Move Silently check as they move up the hallway or into this chamber. Oppose that with Listen checks for all of the bugbears, with a –5 to the Listen checks because they are sleeping. Keep in mind that combat in the same room is automatically set to a DC 0 Move Silently check, although the –5 would still apply to hear it.

The creatures, if awakened, take a move action to stand, and then a move action to pick up a weapon. The next round they take a move action to pick up their shields, and then a move action to ready their shields. They do not take the time to don armor.

ATL 1 (EL 2)

Fraptyr: female arctic bugbear: hp 17, *Monster Manual* 29.

ATL 3 (EL 3)

Fraptyr and Jarteek: female arctic bugbears: hp 17, *Monster Manual* 29.

ATL 5 (EL 5)

Fraptyr, Jarteek, Breelar, and Karpak: male and female arctic bugbears: hp 17, *Monster Manual* 29.

Developments: Apart from their weapons, shields, and armor, these bugbears have nothing of value on them or in their sleeping chamber.

They shout for help when they are attacked, and The Poet in Area 5 must make a DC 16 Listen check to hear the fracas and come running to help. The creatures in the Captive Room (Area 6) must make a DC 21 Listen check to hear the fight sounds coming from here.

ENCOUNTER A6

Staging Area (Area 3)

Summary: This room had no inhabitants, but it does contain some documents that might help the Fhokki in a long-term war with the bugbears.

This room is mostly bare, save for a small makeshift table. On the table are several pieces of parchment, held down by a large stone.

The parchment contains writing in Goblin. If PCs can read Goblin, have magical means of reading the writing, or can make a DC 20

Decipher Script check, they can learn that these contain troop numbers and deployment schedules for a large portion of the bugbear forces occupying the mines.

The PCs can learn the following if they read them immediately, which takes 10 minutes:

- The bugbears have spread out their forces through the extensive mines that run underneath this portion of the Jorakk Mountains.
- Normally this area would contain five to ten times the number of bugbear and goblin forces, but a majority must be out on raids right now.
- The forces are deployed in such a way that a smaller clan is responsible for an area, and most clans are about 10 minutes away from each other.
- Some dwarves were kept alive to continue mining ore and create weapons for the bugbears.

The rest of the notes might be useful for planning an overall war against the bugbears, but they don't contain information that helps the PCs in the short term.

ENCOUNTER A7 **Kennel (Area 4)**

Summary: Dogs or boar, depending on the ATL, are kept in this area. PCs with skills or magic might be able to use the animals against the goblinoids.

The PCs can't see or hear anything in this room until they peek in the entrance, as the creatures are resting, but not sleeping, in the northwest corner.

Creatures: These creatures are being rested after their time out with the raiders. Even if the PCs sneak up on them stealthily, even with silence and/or invisibility effects, the creatures have scent and therefore know a non-goblinoid is present in the room.

ATL 1 (EL 1)
War-Trained Riding Dog: hp 13, *Monster Manual* 272.

ATL 3 (EL 3)
War-Trained Riding Dogs (3): hp 13, *Monster Manual* 272.

ATL 5 (EL 5)
War-Trained Boars (3): hp 25, *Monster Manual* 270.

Developments: A DC 10 Spot check shows that the creatures in the room are on chains, but it is impossible to see just how far the chains reach. [The chains allow the creatures to reach to the first square outside their chamber.]

The chains, however, are not strong. It only takes a DC 15 Strength check for the creatures to break them, which they try to do if the PCs stand out of their range.

The creatures are trained to answer to verbal command. They attack PCs on sight, but if the PCs use magic, wild empathy, or other means to handle the animals, they can actually befriend them and use them against the goblinoids.

ENCOUNTER A8 **The Poet's Quarters (Area 5)**

Summary: The clan leader is a bugbear that his followers call "The Poet." He is resting in his room, writing his ode to the superiority of his bugbear race.

If the PCs have been stealthy and lucky enough to get this far without letting the entire clan know of their presence, the PCs can hear The Poet talking to himself in Goblin as they approach:

*"The human did howl as I ate his spleen'.
Hmmm. What rhymes with `spleen?'"*

Creature: The Poet fancies himself a poet-warrior with a martial prowess far greater than any other humanoid, and a refinement of character far greater than any goblinoid.

ATL 1 (EL 3)
"The Poet": male arctic bugbear ranger 1: hp 36, *Appendix I*.

ATL 3 (EL 5)
"The Poet": male arctic bugbear ranger 3: hp 52, *Appendix I*.

ATL 5 (EL 7)
"The Poet": male arctic bugbear ranger 5: hp 64, *Appendix I*.

Developments: Unless he has heard the warning of the trumpet or the sound of battle elsewhere, The Poet sits in his private

chambers, penning his bugbear epic. He can be ready for battle in two rounds, since he currently wears his armor.

Treasure: In addition to the treasure that he uses as equipment, The Poet keeps a *chest of holding* in his quarters that contains the following:

- 350 gp
- 420 sp
- 1,250 cp
- 9 gems of various size and style worth 30 gp each.

ENCOUNTER A9

The Captive Room (Area 6)

Summary: A group of 47 captives, mostly Fhokki women and children, are being held in this chamber. A pair of dwarf captives can give the PCs information on how to get to the diamond mines.

In this large room, some of the captives from the bugbear raiding parties huddle miserably. The 38 women and children are not restrained in any way. The rest—7 Fhokki men and 2 dwarves—have been shackled and beaten quite severely.

The guards here have been instructed not to leave the prisoners for any reason, so even if there are shouts or warning trumpets blaring, the guards here do as they were told and remain, although they are armed and ready in that case.

If the PCs have been able to get this far without raising any alarms or tipping anyone off to their presence, the guards are armed and armored, but they are not fully prepared for an attack. In this case, give the PCs a surprise round.

ATL 1 (EL 1)

Goblins (3): hp 5, *Monster Manual* 133.

ATL 3 (EL 4)

Goblins (3): hp 5, *Monster Manual* 133.
Argtik and Brutli: male and female arctic bugbears: hp 17, *Monster Manual* 29.

ATL 5 (EL 6)

Goblins (3): hp 5, *Monster Manual* 133.
Argtik, Brutli, Chrut, and Druclt: female arctic bugbears: hp 17, *Monster Manual* 29.

Developments: If the PCs defeat the guards, they can release the prisoners, as the guards have the keys to the shackles. The prisoners are not too keen on heading out into the wild by themselves, as it is a long way from their homes, and the woods are crawling with bugbears that can simply capture them again.

The dwarves can provide the PCs with information on what the mine is like. The mine is a large, sprawling network of tunnels and rooms covering a good portion of the Jorakk Mountains. They inform the PCs that this contingent of bugbears is just a tiny portion of a much, much larger force: thousand and thousands more inhabit the other parts of the mines. Even the forces that the PCs met here are just a fraction of what normally inhabit this area: most are out on raiding expeditions or taking part in rituals.

More importantly, the dwarves can give the PCs directions to an area where diamonds were mined. The bugbears are more interested at this time in mining for iron and other metals that can make weapons, so the diamond mine area is most likely deserted. Without the directions of the dwarves, the PCs cannot find the diamond mines in all the caverns and passages.

ENCOUNTER A10

Diamonds Are Not Forever

Summary: The PCs get to the diamond mines and meet a crazed dwarf who has been hiding there. They can also gain possession of a raw, uncut diamond that fits the description of what they have been looking for.

If the PCs speak to the dwarf prisoners, they can learn how to get to the diamond mines. They also know that it takes at least an hour to get there.

When they get to the mine, read or paraphrase the following, making alterations as needed:

Your light plays on the rough-hewn walls of the passage, and it looks as though all of the diamonds have already been mined. Then a voice calls out.

The voice is rough and low, a husky rasp. The words are spoken first in Dwarf, and then if no one responds, in Merchant's Tongue.

“Tell me you killed all the foul scum-sucking goblins, and I’ll kiss you. But, if you’re working with them, prepare to die.”

Creature: Darguth Stonehewer is a miner who led a team of dwarves that pulled the diamonds from the earth. He was knocked unconscious in the fight with the bugbears and not pushed into a hole. When he regained his senses, everyone was gone except for a few dead dwarves and bugbears. He attempted to escape, but all the tunnels to the outside are guarded by bugbears. So he has waited here, biding his time and dining on the finest rats and other vermin he could find.

Darguth can tell the PCs about the attack, but he has gone a bit mad. He speaks rationally for a while, but then he gets a wild look in his eyes and spouts a bit of gibberish about blood and fur.

If the PCs ask Darguth about diamonds, he can show them a couple of diamonds he has mined while biding his time until he could escape or be rescued. He happily shares a diamond with them that fits their needs easily.

ENCOUNTER A11

The Return from the Mines

Summary: If the PCs risk going to the mines, they pay for their bravery by encountering a returning bugbear war party, or possibly even a whole bugbear clan.

This encounter only takes place if the PCs go to the mines. If the PCs enter the mine after the warning trumpet was blown, then they face an entire clan force, which is equal to all of the creatures they have already faced. They might do well to surrender to so large a force.

If the PCs entered the diamond mine after having killed or disabled all of the bugbears and goblins without a warning to the other clans having been sent, then on their trip back through the mines is interrupted by a raiding party that has returned.

Creatures: These creatures are returning from the raids and rituals that have been occupying the bugbears for the last few weeks. As they have been fighting and running for quite a while, they are at less than full hit points, and they are also fatigued [*Player’s Handbook* 308].

ATL 1 (EL 1)

Grunk: male arctic bugbear: hp 8, *Monster Manual* 29.

ATL 3 (EL 2)

Grunk and Hrut: male arctic bugbears: hp 8, *Monster Manual* 29.

ATL 5 (EL 3)

Grunk, Hrut, Igrut, and Jerp: male and female arctic bugbears: hp 8, *Monster Manual* 29.

Developments: The PCs can try to fight this final force blocking their way to freedom. However, Darguth’s insanity and hatred of the bugbears takes over his reason. When he sees any bugbears, living or dead, he flies into a fury and goes after them with his bare hands, telling the PCs to get the prisoners and leave while he holds them off. The PCs can either listen to him or assist him. If they do run, they can get to civilization with the prisoners unharmed. They can stay and fight, and if they win they can do that as well. Use the *Monster Manual* statistics for Darguth, who is a first-level dwarf warrior.

Track A Conclusion

Summary: The PCs are honored as heroes if they succeed in freeing the Fhokki prisoners. They could also end up prisoners themselves. The College of Magic uses its resources to scry on the PCs in either case.

If, at any point, the PCs are defeat by the bugbears, any PCs still alive are stabilized and shackled along with the other prisoners. The PCs spend a day or so unconscious and imprisoned. Then they feel themselves being watched. If they fail a DC 20 Will save, or choose to fail the save automatically, a member of the College of Magic sees their plight. A few minutes later, a College of Magic team teleports in and defeats the bugbears in this area, freeing the PCs. They take the PCs back to Bet Rogala and let them return to their adventuring lives.

If the PCs succeed in freeing the prisoners, the people of Norr Bharr treat the PCs as heroes. A dinner in the honor of the PCs is arranged. However, if the PCs are in possession of the diamond, the dinner is interrupted by the College of Magic sending a representative to teleport the PCs back. If not, the PCs are free to return to Bet Rogala under their own power.

Go to **Main Conclusion**.

Gahida's Pleasure – Track B Locating the Phylactery (ATLs 7-13)

Track B Overview

The blue dragon that Gahida befriended and entrusted with his phylactery those many hundreds of years ago was alive until very recently, when he finally succumbed to a natural death from old age.

The kobold clans that shared his lair and served him did not know his death was imminent. In fact, they were so surprised that they assumed the one kobold that was in his chamber with him at the time of his death must have killed him. And by decree of the dragon, any single creature that was able to slay him should be considered the kobolds' new master and ruler of the dragon lair. And so the female kobold in question named Kritz has been named the new leader of all the kobolds in the lair, much to the wonderment and chagrin of many of the kobolds.

Kritz was a favorite of the old blue wyrm, and the dragon had been tutoring Kritz in the ways of magic and combat. Kritz, although very powerful in her own right, generally wants to be left to her martial and arcane studies, and seeks solitude away from her kobold brethren.

Unfortunately, Rucku, the kobold warlord of the lair, does not want Kritz to be their leader, so he is plotting ways to kill Kritz, so that he can take command of the clans. The fact that Kritz is a female also rankles on the kobold warlord's nerves.

To add more confusion to this already confused situation, before he died, the dragon told Kritz that some outsiders would be coming soon. These dragon worshippers were coming to make a dragon pact with the ancient wyrm in return for a fortune's worth of treasure. [A dragon pact is a ritual between a dragon and another creature, through which the dragon shares some of its power with the mortal in return for valuables and magic.] These people, however, perished as they traveled through the Khydoban, and the PCs are most likely mistaken for them, at least initially.

In the kobold lair, the most powerful, respected, and feared of the kobold clans inhabit the lowest level, and the best and most promising warriors

are sent to that level to train as the elite guards and hunters of the lair. All of the action of this adventure takes place on that lowest level, where a ceremony is being planned to welcome Kritz to her rightful spot as master of the lair, while the warlord Rucku and his warriors plan a coup.

Track B Introduction The Other Briefing

Summary: The PCs learn more about the details of their mission to the Khydoban Desert.

Archmage Zenith leads the PCs out of the initial meeting place and through a set of hallways into a larger room. On the table in this room is a map of the Khydoban Desert. The map is large and, except for a few small markings, almost totally blank.

Archmage Zenith spreads his arms in front of him over the map. "This is the Khydoban. It is a place of death. We are quite sure that Gahida left his phylactery in the possession of a blue dragon lairing at the southern end of the continent. That was almost a millennium ago. Chances are that the dragon has died since then, but it is possible that he is very old and very powerful by now."

"Not many people have been to the interior of the desert and come back to tell the tale. We have been able to do some scrying on the region, but the lair of the dragon is protected from scrying and teleportation magic—not unusual for the lair of a powerful dragon."

"We plan to teleport you to an area a day's journey south of the lair. That should be safe enough. You must travel due north to reach the lair, and then you must see if you can somehow locate and secure the phylactery, assuming it is still there. Once you have investigated, travel south again. We will scry on you to ascertain if you have succeeded. If so, we will teleport you back. If not, you can travel south to the coast, and then find a village where you can book passage back here on a ship. I don't mean to sound callous, but you are only worth our magical resources if you succeed."

Here Zenith pauses and looks at the PCs, a sign that they can ask questions. Use the points

below to answer questions and guide further conversation:

- The last confirmable news of activity near the area of the dragon's lair was from over 100 years ago, when the crew of a shipwrecked vessel went inland there looking for help, and the sole survivor reported seeing an enormous blue dragon in the sky to the north.
- The College can provide 500 gp for the party to purchase travel arrangements for the trip home. The PCs can also buy supplies for the trip with that money. He also provides them with three *potions of cure moderate wounds* that the party can distribute amongst themselves and keep if they do not use them.
- Although it is extremely hot in the Khydoban, PCs should be able to survive the short trip north to the lair, where there is a mountain lair for the PCs to seek refuge in. However, having magic to protect yourself from the heat, specifically an *endure elements* spell, is a good idea. Even a simple desert outfit (costing 10 gp) to stave off the sun would be helpful.
- Remember that the mission is to get the phylactery, which is a diamond. Do not get distracted by other missions or treasures.

Treasure – 500 gp and 3 *potions of cure moderate wounds*.

ENCOUNTER B1

The Welcoming Embrace of the Khydoban

Summary: After being teleported to a spot a day's travel south of the dragon's lair, the PCs run afoul of a dunewinder.

As the PCs travel through the desert, they must make a DC 15 Fortitude save (+1 for every previous check) once every hour or take 1d4 points of nonlethal damage. Apply a –4 penalty to the roll if the PCs are wearing heavy clothing or any sort of armor. Any sort of protection, from *endure elements* to simple desert clothing, removes the need for the save. They are only an hour from the lair, so they do not have to make a check at all unless they spend an inordinate amount of time avoiding a straight trek north.

After briefly dealing with the heat, the PCs get their first glimpse of the desert denizens. Read

or paraphrase based on the situation and the number of dunewinders encountered:

The disorientation brought on by the teleportation magic has faded, and now the heat of the Khydoban Desert is settling in. Those with protection against the heat can still feel the sun on their skin; those without are baking. In the extreme distance, over the rise and fall of hills and dunes, you can see your destination, a monolithic vertical mountain. As you rise over the next dune, you see a most unexpected site. A mammoth worm-like creature is rising out of the sand. Around it, running in apparent blind panic, are about a dozen smallish creatures that look a bit like bipedal lizards. One of the little lizards screams in desperate agony as the worm picks it up in its mouth and begins to shake it violently.

Creatures: The worm creature is a dunewinder, a magical beast that hunts the land, eating anything and everything it can. Its smallish mouth does not allow it to swallow creatures whole, so it shreds them with its sharp bristles first. The small lizard creatures are easily identified as kobolds with a DC 10 Knowledge (nature) or Knowledge (local) check.

ATL 7 (EL 10)

Dunewinder: hp 114, Appendix II.

ATL 9 (EL 12)

Dunewinders (2): hp 114, Appendix II.

ATL 11 (EL 14)

Advanced Dunewinder: hp 262, Appendix II.

ATL 13 (EL 16)

More Advanced Dunewinder: hp 337, Appendix II.

Tactics: The PCs begin the encounter 300 feet from the dunewinder. Most likely, if they plan to attack the dunewinder(s), the PCs need every inch of this space, as the creatures can be brutal foes.

Until the PCs do a noticeable amount of damage to the dunewinder(s), at least 10% of its total hit points, the creature is happy to feast on kobold flesh. However, once the PCs have its attention, it moves to them and attacks.

The kobolds know what this creature is capable of, and they make every effort to stay far from the creature, and they do not clump together to ensure that they remain unattractive targets for its breath weapon.

If the PCs manage to kill the Dunewinder the kobolds immediately begin screaming for them to take cover. They are grateful for the rescue and don't wish to see the PCs fall victim to the creature's Death Throes attack. 2 rounds after the dunewinder is reduced to 0 hit points it explodes, doing the attack mentioned above.

The PCs can simply avoid this encounter, and in fact they may be smarter to do that. If they do, however, they do not get any of the information from the surviving kobolds, as none of the kobolds survive.

Developments: At the end of the battle, assuming the PCs are victorious, the surviving kobolds come forth to talk to the PCs and help bind wounds if necessary. Two of the kobolds carry vials of antitoxin if any PCs are poisoned.

Examination of the area where the dunewinder exploded reveals the remains of a previous meal from a few days ago. Although the dead body parts are not of any value, the filthy **Mithril chain shirt** may be of use to someone. A small steel vial can also be found that was not digested. It contains an **elixir of fire breath**.

Only one of the kobolds speaks Merchant's Tongue, and his name is Trebo. Trebo and all the other kobolds are normal kobold warriors from the *Monster Manual*, but surprisingly they show no fear of the PCs. Assuming that the PCs engage the creatures in conversation, they can learn the following:

- The kobolds want to know if the PCs have come to meet their new leader: Kritz the Slayer.
- Kritz is now their leader because she killed their old leader, a very powerful blue dragon, about a month ago. Kritz now rules over all the kobolds that formerly served the blue dragon in its lair in the mountain.
- The kobolds of their tribe have been serving the blue dragon for as long as time has been recorded.
- Kritz is both a powerful mage and warrior, able to defeat foes with both her magic and martial skill. None of the kobolds have

actually seen this, but they know it to be true because of what others have told them.

- The kobolds were out on patrol when this dunewinder attacked. Since Kritz defeated the blue dragon, large predators like this have been attacking more. Kritz is preparing to start vanquishing them, as the blue dragon did before her.
- A celebration is taking place soon to confirm Kritz's place as the master of the Khydoban Desert. Kritz also told the kobolds of the tribe that she was expecting some non-kobold visitors in the near future, and those who came were to be treated with respect.
- Use other information provided in the following encounters to answer any more PC questions. Essentially, these kobolds are so in awe of Kritz that they have lost much of their fear. Anyone who could kill the blue dragon must be powerful enough to take care of them, right?

Treasure – 1 *Mithril chain shirt* and an *elixir of fire breath*

ENCOUNTER B2

The Slayer's Welcome (Area 1)

Summary: At the opening to the cave complex that acts as the home for the new leader of the kobolds of the Khydoban, the PCs are welcomed to the festivities.

This encounter assumes that the PCs have saved at least one of the kobolds from the encounter with the dunewinders, and that the PCs have not killed all of the kobolds and are willing to accompany them to the lair. If that is not the case, allow the PCs to spot some other kobolds entering the lair through this concealed entrance.

You now approach the great monolith that acts, or acted, as the lair of the dragon. It stands majestic: a great vertical piece of rock jutting up from the desert sands. Its southern face is pitted, all up and down the vertical side, with openings and crevices.

The only lair entrance currently visible to the PCs is at ground level, and the part of the lair detailed in this adventure is depicted in **Map 3**. Above Area 10 of **Map 3** there is a large vertical shaft leading all the way up to the top of the mountain, which the old blue dragon used to get out of his lair, as well as gain access to the other levels of his lair. From off this shaft are several

other cave complexes that contain other kobold clans that served the old blue dragon, but they keep to themselves and are much less powerful than the clan that dwells on the bottom. If the PCs enter through a different area of the mountain, have the kobolds there talk about the big happenings on the ground level, and hopefully the PCs head in that direction.

Creatures: Knowing that their new leader is expecting outsiders to attend her “coronation,” the kobolds that guard the entrance are welcoming, if uncomfortable. They tell the PCs, as long as the PCs do not immediately proclaim that they are not the people expected, that they should go to the guest chamber (Area 6) and await their audience with the Slayer. If the PCs cannot communicate with the kobolds, they simply escort the PCs to the guest chamber and then use a translator who can speak Merchant’s Tongue.

All ATLS (EL 1/4)

Pikk and Stor: male kobold warrior 1: hp 4, *Monster Manual* 161.

Note that once the PCs are inside the mountain, there are no lights burning regularly. The kobolds do have torches that they can light in deference to the PCs, but they can always extinguish them and leave the PCs in darkness at the whim of the kobolds.

ENCOUNTER B3 **Honor Guard (Area 2)**

Summary: Some of the elite warriors of the lair are practicing for a demonstration of their abilities at the ceremony.

In this chamber, a group of kobolds wielding longspears drill in a frenzied dance of martial prowess. Their quick motions and careful maneuvers indicate they are very practiced fighting with their weapons, and they know how to fight as a group.

Creatures: These creatures are some of the elite warriors of the entire kobold tribe. They represent that most skilled that each clan had to offer, and they answered directly to the dragon. Now they ostensibly answer to Kritz, although they are unsure how to proceed. They only attack the PCs if the PCs attack them first, if the PCs attack helpless kobolds, or if Kritz directly orders them to.

ATL 7 (EL 9)

Mixed male and female kobold fighter 4 (6): hp 33, **Appendix II.**

ATL 9 (EL 11)

Mixed male and female kobold fighter 4 (12): hp 33, **Appendix II.**

ATL 11 (EL 13)

Mixed male and female kobold fighter 8 (6): hp 72, **Appendix II.**

ATL 13 (EL 15)

Mixed male and female kobold fighter 8 (12): hp 72, **Appendix II.**

Tactics: If the PCs do end up in a battle with these members of the kobold honor guard, they most likely get swarmed by the kobolds, and then end up at the end of pointy sticks. The kobolds can use the Swarmfighting feat to gain up to a +4 to hit. They can also share squares and use their mobility to flank and aid each other. They can also use the reach of their longspears to control the movement of the PCs to some small extent. Remember to apply bonuses to AC for the Dodge and Mobility feats when applicable.

Developments: If the PCs defeat these honor guards in battle, all of the other kobolds, except for Kritz herself, flee the lair. These are the best of the best in the lair right now, and the kobolds are not stupid. Rucku, however, may be desperate enough to attempt to get the PCs to attack Kritz in return for telling them where some of the dragon’s treasure is hidden. See **Encounter B4** for more details.

ENCOUNTER B4 **The Unhappy Warlord (Area 3)**

Summary: Rucku, the leader of the armies of the kobolds, is unhappy that he was not chosen to be the leader of the kobolds. He wants nothing more than Kritz’s death so that he can take her place.

A kobold stands in this chamber polishing his shield. His arms and armor are well kept. He talks to himself in a hissing voice as he works.

If the PCs can understand Draconic, they hear Rucku muttering to himself that no female is going to lead the tribe and be master of a lair while he is alive.

Creature: Rucku is the leader of the warriors of the tribe. He had no idea that the blue dragon was close to death, and never in his wildest imagination did he expect Kritz, whom he considered the dragon's little pet, to have the will or the ability to defeat the dragon. He doesn't believe that she did, and he sent some of his warriors to kill Kritz. However, those warriors he sent were killed instead, and their screams of pain as they died echoed through the lair. No one saw what happened, but it didn't sound pleasant. So now Rucku is conflicted: he knows that a single kobold cannot take the place of a dragon, and he knows that it is unlikely Kritz killed the dragon by herself, but he also fears her a bit.

All ATLS (EL 7)

Rucku, male kobold ranger 7: hp 52, **Appendix II.** (Same stats as Rucku's Warriors ATLLLevel 7.)

Developments: If the PCs attack Rucku, he calls for his warriors from their sleeping quarters in Area 7 (see Encounter B8). Likewise, if he hears them being attack, he goes to their aid. Likewise, if the PCs attack non-combatant kobolds or the honor guard, Rucku calls his warriors forth to counterattack.

However, if the PCs attack Kritz or the half-dragon scorpions, Rucku does not assist. In fact, the unhappy warlord, if he gets the opportunity to speak to the PCs, offers to tell them the location of a portion of the dragon's hidden horde if they vow to kill Kritz. He tells them that Kritz made a deal with infernal forces to kill the dragon, and now she rules in his place, which is most dishonorable. But, he is restricted by custom to kill her himself. If the PCs would do it on his behalf, all would be made right. This is a lie, of course.

If the PCs agree to help Rucku, he tells them that the proper course of action is to challenge Kritz to ritual combat in the lair of the dragon. By her title, she must accept this, as she is the guardian of the lair. She must be powerful enough to stand alone against any intruders if she is to be deemed worthy of her title.

If the PCs ask Rucku if he wants to be ruler, he tells them that he does not, and this is true. He wants to keep the lair safe until another dragon hears about the death of the blue dragon and

comes to claim the lair and the treasure as their own. Then the kobolds can go about the business of doing what they do best: taking care of a true dragon master.

ENCOUNTER B5

The Kitchen (Area 4)

Summary: A small contingent of kobold workers prepares a feast for the festivities of the evening.

In this chamber, unarmed and unarmored kobolds bustle about, apparently preparing food and drink.

Normally, these kobolds would be terrified of non-kobolds entering the kitchen area, but as they have been told that strangers might be in the lair, they just cast a wary eye the way of the PCs and go about their business. If the PCs speak Draconic and want to question the workers, they learn the basic story of the lair: the dragon protected them in return for the kobolds serving it. This has been the way forever, and now they look forward to serving their new leader, Kritz the Slayer, a kobold of such power unseen in the annals of the tribe's history. The tribe is destined for great things now.

Incidentally, the meat being prepared is Dejoy, prisoners taken from a nearby desert clan.

ENCOUNTER B6

The Training Area (Area 5)

Summary: In this area, some of the normal kobolds take part in a new kind of training that Kritz has been tutoring them in.

In this chamber, 12 kobolds sit on the floor in an awkward position, legs crossed and arms outstretched in front of them. Most wriggle awkwardly, some are able to hold the pose, and a couple of the creatures are sprawled on the floor asleep. Many look at you as you pass, but then try to avoid eye contact.

Creatures: These normal kobold warriors are trying to learn the focus and mental toughness that the dragon taught Kritz. Being kobolds, however, they are not the ideal students.

All ATLS (EL 5)

Mixed male and female kobold warrior 1 (12): hp 5, **Monster Manual 161.**

Developments: If questioned, these kobolds tell the same story as the kobolds in Area 4. If the

PCs attack these kobold or any non-combatants, these kobolds attack. Otherwise they flee in the face of battle.

ENCOUNTER B7

The Guest Quarters (Area 6)

Summary: The blue dragon reserved this chamber for visitors it received.

This chamber contains a table and four sturdy chairs. Mattresses and bedrolls are stacked in the corner.

This chamber is simply a place for the visitors to the lair to rest. If the PCs allow the kobolds to bring them here, and if they wait, Kritz visits them under the assumption that they are the people who came to establish a dragon pact with the now-deceased blue dragon.

The initial meeting between Kritz and the PCs is described here, although it could take place anywhere in the lair. The following description assumes the meeting takes place under peaceful circumstances. If the circumstances are hostile, change the encounters as necessary.

In front of you is a kobold much smaller and slighter than the others of her race. It looks as though a strong breeze might be able to knock her over. She wears small robes of blue tint, and she carries the accoutrements of a spellcaster. On her finger is a ring, but what draws your eye to it is not the ring but the large diamond set into the ring.

Creature: Kritz exhibited great magical powers as a young kobold, and she was sent to the blue dragon for appraisal. She instantly became its favorite, and it trained her in all manner of magic and combat. The dragon's death greatly saddened her, and the kobolds' mistaken belief that she killed the dragon is a bit of a mixed blessing: she does not want the responsibility of leading the entire tribe, as that would cut into her studies, but on the other hand as the leader she does not have to worry about answering to anyone else.

ATL 7 (EL 10)

Kritz, female kobold monk 2 / sorcerer 4 / enlightened fist 4: hp 60, Appendix II.

ATL 9 (EL 12)

Kritz, female kobold monk 2 / sorcerer 4 / enlightened fist 6: hp 70, Appendix II.

ATL 11 (EL 14)

Kritz, female kobold monk 2 / sorcerer 4 / enlightened fist 8: hp 80, Appendix II.

ATL 13 (EL 16)

Kritz, female kobold monk 2 / sorcerer 4 / enlightened fist 10: hp 90, Appendix II.

Developments: Assuming the PCs are pretending to be the expected visitors, Kritz approaches them and explains the situation. The dragon has recently died, she is the new ruler of the entire tribe, and she cannot assist them in any way as the dragon was going to.

However, if the PCs remain peaceful throughout the talks, she makes a proposition for them. The warlord of the tribe, Rucku, has been sending his soldiers after her, tasking them to kill her so he can rule in her place. Obviously, she is much too powerful to fall to them, but she doesn't want to continue dealing with this annoyance. What she proposes is that the PCs go kill Rucku and his warriors. In return for that, she promises the PCs some of the treasure left by the dragon. She says that she cannot kill Rucku herself, as the leader can only kill followers who attack her first. [This is true.] She can assure them that no other kobolds can interfere if they undertake this.

If asked about the diamond ring, Kritz at first absolutely refuses to part with it. If the PCs persist in making that a part of the bargain, she tells them that the only way she could part with it is if they defeated her in ritual combat. She finally relents and agrees that if the PCs agree to kill Rucku and his warriors, she can agree to that combat. More information on that combat can be found in **Encounter B11**.

ENCOUNTER B8

The Warriors (Area 7)

Summary: Rucku's private army uses these chambers as their barracks. They remain alert at all times to be called forth to deal with an invasion of desert creatures or go forth on raids.

This chamber contains rudimentary sleeping mats and some small tables. Extra pieces of weapons and armor are piled in the corners.

Creatures: These kobolds have been hand-picked and trained by Rucku to act as the

vanguard in any large battles the kobolds fight. They come from all the different clans of the tribe, and they answer only to Rucku. If he is attacked and shouts for help, they are prepared to assist him.

ATL 7 (EL 7)

Mixed male and female kobold ranger 2 (6): hp 12, Appendix II.

ATL 9 (EL 9)

Mixed male and female kobold ranger 2 (12): hp 12, Appendix II.

ATL 11 (EL 12)

Mixed male and female kobold ranger 7 (6): hp 52, Appendix II.

ATL 13 (EL 14)

Mixed male and female kobold rogue 7 (12): hp 52, Appendix II.

Tactics: The philosophy of Rucku's Warriors is "death by a thousand cuts." They attempt to flank or assist each other if their attacks don't seem to be hitting. If they get desperate, they swarm an enemy and attempt to either grapple or disarm.

ENCOUNTER B9

The Living Quarters (Area 8)

Summary: These quarters are the home of the kobolds that serve the dragon directly or keep this area of the lair clean and functional.

Each living quarter contains 16 non-combatant kobolds. They do not fight, and they attempt to flee if attacked. There are no children or eggs here: those are kept in a different level of the lair.

If the PCs question the kobolds here, they get the same answers as they get in **Encounter B5**.

ENCOUNTER B10

The Dragon's Elite (Area 9)

Summary: Some half-dragon monstrous scorpions were kept here as pets of the dragon. He also kept them nearby to use as enforcers if the kobolds ever needed to be taught a lesson.

Note: This chamber may be too small to hold all of the scorpions, depending on the ATL. Make this chamber larger than the map shows in order to fit all the scorpions. Since the scorpions can

fly, you can also have the room be much taller and contain ledges where they rest.

The floor of this large chamber is littered with animal bones. In the middle of the pile of bones is a creature looking like a massive scorpion, only it is a dark blue and is covered with scales instead of a shell, and it has wings.

Creatures: Living for 1000 years in a desert can get boring, and the blue dragon would often change its form and cavort with all manner of creatures for amusement. The results of one of those dalliances reside in this room.

ATL 7 (EL 8)

Half-dragon large monstrous scorpion (2): hp 36, Appendix II.

ATL 9 (EL 10)

Half-dragon large monstrous scorpion (4): hp 36, Appendix II.

ATL 11 (EL 12)

Half-dragon huge monstrous scorpion (2): hp ?, Appendix II.

ATL 13 (EL 15)

Half-dragon huge monstrous scorpion (4): hp ?, Appendix II.

Tactics: These half-dragons once answered only to their sire, but now that he is gone they answer to Kritz, whom they have gotten used to. Although they are of animal intelligence, they understand Kritz's simple commands. They attack only if attacked or if Kritz commands them to attack.

Remember that these creatures are not intelligent. They have breath weapons, but they do not have the intelligence to line up the shot to get as many PCs as possible. If one PC is doing lots of damage, it blasts that PC—it doesn't wait for the best opportunity or move to get a better line.

ENCOUNTER B11

The Dragon's Resting Place (Area 10)

Summary: The PCs partake in a ritual combat with the kobold ruler in order to claim the item they seek.

This area was once the favorite resting place of the old blue dragon. It kept a great deal of its

wealth here, and this is where the creature died. After its death, Kritz ordered it to be cut up: the edible parts were to be eaten, and the non-edible parts buried in the desert. The only part of the dragon still present is its head, which sits on a small pile of coins and gems in the northeast corner of the room and stares out at its former demesne.

As mentioned previously, there is a vertical shaft over the central area of this chamber, large enough to go all the way to the top of the mountain. The blue dragon could enter and leave the mountain through this passage. The passage does have enough twists and turns that it does not allow in sunlight. Wall sconces have been placed around the chamber to hold torches, but will only be used if the PCs are on favorable terms with Kritz and require it to see.

On the floor in the middle of the room is a circle, drawn out in some red liquid, possibly blood. The circle is 30 feet in diameter. This is the circle where the ritual combat takes place.

If the PCs have challenged Kritz to ritual combat, either as a deal with her to get the diamond ring, or as a deal with Rucku, the combat takes place within the red circle. There are significant differences between the two challenges:

- If the PCs join with Rucku and challenge Kritz, it is a battle to the death.
- If the PCs make a deal with Kritz, then it is not necessarily a battle to the death. Instead the PCs must simply survive two minutes with Kritz in the circle. All the PCs who survive the entire two minutes are free to leave with the promised treasure.
- The only rule of the combat, no matter who issued the challenge, is that combatants must stay in the red circle. Those leaving the circle cannot be targeted by anyone for attacks, but they also cannot take part in the combat in any way. Those forced out of the circle (grappling, bull rush, spell, etc.) are allowed 30 seconds to get back into the circle.
- If someone voluntarily leaves the circle but then attempts to continue the combat, they are swarmed by any kobolds watching the combat.

Tactics: Kritz, if run properly, should be an extremely difficult foe. Her enlightened fist abilities allow her to use a stunning fist attempt

to cast a touch spell as a free action if she makes a full attack in the same round. That means she can cast *shocking grasp*, *vampiric touch*, *touch of idiocy*, *chill touch*, or *wrack* (or an empowered version of those if applicable) and then deliver the spell via either touch attacks or normal unarmed attacks. She can also attack defensively, taking a -4 on her attacks to gain a +3 to an already high armor class.

She keeps *greater mage armor* and *false life* active at all times. If she knows she is about to go into battle, or even going into an unknown situation, she also pre-casts *shield* and *bull's strength*.

If the PCs are victorious, either by lasting two minutes with Kritz, or by defeating her, they are allowed to leave with the treasures they were promised. If the PCs attempt to find more treasure than they were promised, or if they attempt to go to other areas of the dragon's lair within the mountain, use more foes to dissuade them. Or you could give a mental call from the College of Magic, telling them that if they have the phylactery, it is time to come back.

On what terms the PCs leave the lair is left up to the DM. The kobolds, though evil, are lawful and keep their word in these matters. Out here in the desert, without a large predator like a dragon to back them up, they are not a major threat to anyone. The PCs do not have the resources to clean out the entire lair.

If the PCs made a deal with either Rucku or Kritz for treasure, they are given a chest that rests beneath the head of the old blue dragon. The PCs are told that the chest is magical, and that it can hold much more than it appears to be able to hold.

Track B Conclusion

Summary: If the PCs have the phylactery, they are scryed upon and teleported back to civilization. If they were forced to leave without it, they can take a very long trip back to Pecal.

Once the PCs have left the lair, the people at the College of Magic charged with keeping an eye on them can contact them by using a message spell through the scrying. If the PCs have the phylactery, they are asked to show it. Showing it brings a high-level wizard to their side almost immediately, and the group is teleported back to Bet Rogala. Go to the **Main Conclusion**.

If the PCs failed to get the phylactery, they are told to get themselves back by any means possible and then report what they saw and found. Instead of the Main Conclusion, describe a long trip back over various land, sea, and river routes.

Main Conclusion

Summary: The PCs are rewarded for their hard work, assuming they completed their missions.

Success:

Assuming the PCs have succeeded, read the following:

Back at the College of Magic, you are rushed in to see Archmage Zenith as soon as you arrive.

Allow the PCs to tell their stories. The Archmage listens carefully, asking many questions and prompting the PCs to elaborate as much as possible. After they have concluded their stories, the Archmage speaks:

“You have done better than I had hoped. We are one step closer to eliminating Gahida’s threat to Pekal once and for all. We are still waiting for the other group we sent out to report back on their progress, but we are hopeful. As soon as we have the other part of this most difficult puzzle, I will call you back to bear witness to the fruits of your labor: the destruction of Gahida’s phylactery. Please do not mention this to anyone, as I do not want the populace to be unduly alarmed.”

With that, the Archmage again thanks the PCs and dismisses them.

End of Track A

Track B Addition –

Players who went through Track B should also be read this if they succeeded.

Before they get out the door however he does one more thing.

“Ahem.... I had heard rumors that the dragon had a extra-dimensional storage device in its lair. Did you manage to acquire it during your travels?”

If the PCs show him the chest of holding....

“The funny thing about chests of holding is that you never know what you may find inside of them.” Archmage Zenith says with a smile as he gives the top of the chest a good hard slap.

“Again, you have our thanks.”, he says with a slight snicker as he wanders out of the room.

Archmage Zenith has placed a few surprises in the Chest of Holding for the heroes who helped him and the College of Magic.

Treasure – *Efficient Quiver, Wand of Cure Moderate Wounds with 22 charges, Potion of Barkskin +3, and a Light steel shield +1*

End of Track B

Failure:

If the PCs did not succeed, the Archmage still meets with them to hear their report. Due to their lack of success, he is in a poor mood and is not inclined to stay long nor to pay particular attention to their report while there. Once the PCs finish making their report the Archmage thanks the PCs for their efforts and dismisses them. The last to leave the room overhears him mutter something about hoping the College’s other group was more competent.

After the final results are reported for the play of this adventure, an announcement and description of the final results will be posted to the Living Kalamar Yahoo Group:

http://games.groups.yahoo.com/group/living_kalamar

Awards

TREASURE

Other than the items listed here (by Track) and the funds listed in the tracks there is no other treasure for this event.

Track A –

Tier's 1 and 2

Elixir of Fire Breath - This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

2 Potions of Cure Moderate Wounds - Black viscous liquid resides in a small metal potion vial. When opened and the vapors are inhaled you immediately think of wet dog hair. However you have been assured that this is a healing potion. You are just not certain what race would produce such a foul smelling concoction. Probably the hobgoblins. They would like something like this.

Arrows +1 - The fletching on these arrows are green and red, possibly from a peacock or some other exotic bird. There are twenty arrows in the quiver.

Wand of Cure Light Wounds - This thin wand of sandalwood bears etching that when translated reads "Glory to the Light of the Eternal Lantern". The small diamond on the end of the wand is slightly cracked, as though it has seen some use. This wand starts out with 22 charges.

Potion of Expeditious Retreat - Small wings are etched into the side of the potion bottle, giving you a clue as to the function of this bright orange liquid. The fact that it tastes like horse dung and old nails leads you to believe that someone has a sense of humor.

Chest of Holding - This small chest is only six inches tall, one foot wide, and one foot deep. Carved on the lid of the chest is the depiction of a box inside a box. This item acts in all respects as a bag of holding, type I except that it is in chest form.

Tier 2 ONLY –

Potions of Cure Moderate Wounds - Black viscous liquid resides in a small metal potion vial. When opened and the vapors are inhaled you immediately think of wet dog hair. However you have been assured that this is a healing potion. You are just not certain what race would produce such a foul smelling concoction. Probably the hobgoblins. They would like something like this.

Mithril Shirt - It is simply amazing how light and supple the chain feels beneath your fingers. Almost like silk as it slides through your hands, across your arms, and then over your shoulders. More amazing still is the sound that it makes as it settles on your form. None. Not a single jingle of link against link rings out as your marvel at your find. This shirt in all ways conforms to the Mithril Shirt listed in the DMG.

Track B –

Mithril Shirt - It is simply amazing how light and supple the chain feels beneath your fingers. Almost like silk as it slides through your hands, across your arms, and then over your shoulders. More amazing still is the sound that it makes as it settles on your form. None. Not a single jingle of link against link rings out as your marvel at your find. This shirt in all ways conforms to the Mithril Shirt listed in the DMG.

Elixir of Fire Breath - This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25

feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

3 x Potion of Cure Moderate Wounds - Black viscous liquid resides in a small metal potion vial. When opened and the vapors are inhaled you immediately think of wet dog hair. However you have been assured that this is a healing potion. You are just not certain what race would produce such a foul smelling concoction. Probably the hobgoblins. They would like something like this.

Chest of Holding - This small chest is only six inches tall, one foot wide, and one foot deep. Carved on the lid of the chest is the depiction of a box inside a box. This item acts in all respects as a bag of holding, type I except that it is in chest form.

Efficient Quiver - Glyphs and sigils adorn the straps and edges of this magnificently crafted quiver. The craftsman that created this surely knew his way around a bow and certainly was aware of what an archer needed. This item in all respects acts as an Efficient Quiver as described in the SRD.

Wand of Cure Moderate Wounds - This thin wand of ebony bears etching that when translated reads "Heal Thyself". The small emerald on the end of the wand is slightly cracked, as though it has seen some use. This wand starts out with 22 charges.

Potion of Barkskin +3 - This woodsy smelling potion is a slimy green and somewhat thick. It almost appears as though you should put it on your skin rather than drink it. The spell that created this potion was cast by a sixth level druid so it should last for an hour.

Light Steel Shield +1 - A blank shield, waiting for someone to claim it now rests in your hands. You have but to place your crest, sigil, or other mark upon it to make it your own. Its exquisite craftsmanship shows that this shield was made by someone special and meant for the same. Are you that special person?

Track A and B –

Appreciation of Zenith– This favor shows just how far the reach of the College of Magic extends. It counts as TWO favors when used to create magic items or for other "favor based" meta-organizational benefits. It works with any of the Living Kingdoms of Kalamar Meta-Organization as the College of Magic takes care of the costs involved with calling in the favors.

Judge Rewards

If a judge runs this scenario without playing it first, eh or she is never allowed to play the event. In essence, he "eats" the scenario so that others can enjoy it. IF you are a judge that is in this situation, then you are entitled to: Full Gold, Full XP, and a Chest of Holding, to be given to the character of your choice that YOU own.

Experience Points and Day Units

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 – Track A

All characters who participate receive the following:	Tier 1	Tier 2
Encounter A1: Role-playing and agreeing to talk to Arturr	25	50
Encounter A2: Participating in “The Long Run”	25	50
Encounter A3: Role-playing/Gaining information	50	100
Encounter A3 Extra – If PC becomes honorary member of tribe	25	50
Encounter A4: Defeating/Bypassing Goblin guards	50	100
Encounter A5: Defeating Bugbears	50	100
Encounter A6: Discovering information for the Fhokki	25	50
Encounter A7: Defeating/Bypassing/Controlling guard animals	25	50
Encounter A8: Defeating/Capturing The Poet	75	125
Encounter A9: Defeating the Guard	25	50
Encounter A11: Defeating the creatures in the Mine	25	50
Conclusion – PCs gain the diamond	50	75
<i>Discretionary Role Playing Experience</i>	150	150
Total Possible	500	1,000

The maximum possible experience a Tier 1 table can receive is 500 XP
The maximum possible experience a Tier 2 table can receive is 1,000 XP

EXPERIENCE – Track B

All characters who participate receive the following:	Tier 2	Tier 3
Encounter B1: Defeating the Dunewinder/Dunewinders	150	200
Encounter B1 – Role-playing with the kobolds	50	75
Encounter B2: Picking a fight with the kobolds or,	50	75
Encounter B2 – Role-playing with the kobolds*	50	75
Encounter B3: Picking a fight with the kobolds or,	50	75
Encounter B3: Role-playing with the kobolds*	50	75
Encounter B4: Picking a fight with Rucku or,	75	100
Encounter B4: Role-playing with Rucku*	100	150
Encounter B6: Picking a fight with the kobold students or	50	75
Encounter B6: Role-playing with the kobold students*	75	100
Encounter B7: Picking a fight with Kritz or,	75	100
Encounter B7: Role-playing with Kritz*	100	150
Encounter B8: Picking a fight with Rucku’s Warriors or,	75	125
Encounter B8: Role-playing with Rucku’s Warriors*	100	125
Encounter B10: Winning combat with The Dragon’s Elite or,	100	150
Encounter B10: Avoiding combat with The Dragon’s Elite*	125	150
Encounter B11: Winning the Ritual Combat	100	125
<i>Discretionary Role Playing Experience</i>	275	400
Total Possible	1,000	1,500

*This is an either/or reward. Either the PCs do the first item or the second item, and gain experience for the item that they do. They cannot gain BOTH rewards.

The maximum possible experience a Tier 2 table can receive is 1,000 XP
The maximum possible experience a Tier 3 table can receive is 1,500 XP.

Appendix I: NPCs and Monsters (Track A)

ATL 1

THE POET

CR 3

Male arctic bugbear ranger 1
CE medium humanoid (goblinoid)
Init +2; Senses Listen +4, Spot +4
Languages Goblin, Fhokki

AC 19, touch 12, flat-footed 17
hp 36 (4 HD)
Fort +7, Ref +7, Will +2

Speed 30 ft. (6 squares)
Melee longsword +6 (1d8+4)
Ranged composite longbow +6 (1d8+2)
Base Atk +3; Grp +6
Atk Options Favored enemy (human) +2
Combat Gear 20 +1 arrows, wand of cure light wounds (22 charges)

Abilities Str 16, Dex 15, Con 18, Int 10, Wis 12, Cha 11

SQ cold resistant, wild empathy
Feats Alertness, Combat Expertise, Track^B
Skills Handle Animal +6, Hide +3, Listen +4, Move Silently +7, Spot +4
Possessions combat gear plus chain shirt, longsword, short sword, mighty composite longbow (+2 str)

ATL 3

KYLTRAK

CR 5

Female arctic bugbear rogue 3
CE medium humanoid (goblinoid)
Init +8; Senses Listen +9, Spot +9; darkvision 60 ft.
Languages Goblin, Fhokki

AC 19, touch 14, flat-footed 19; Dodge, uncanny dodge
hp 38 (6 HD)
Fort +4, Ref +9, Will +1; evasion

Speed 30 ft. (6 squares)
Melee longsword +7 (1d8+5) or dagger +7 (1d4+3)
Ranged dagger +8 (1d4+3)
Base Atk +4; Grp +7
Special Atk sneak attack +2d6
Combat Gear *potion of expeditious retreat*

Abilities Str 16, Dex 18, Con 14, Int 12, Wis 10, Cha 6
SQ cold resistant, trapfinding, trap sense +1, uncanny dodge

Feats Dodge, Improved Initiative, Quick Draw
Skills Hide +13, Listen +9, Move Silently +17, Tumble +13, Spot +9
Possessions combat gear plus longsword, 6 daggers, leather armor, 34 gp

THE POET

CR 5

Male arctic bugbear ranger 3
CE medium humanoid (goblinoid)
Init +2; Senses Listen +6, Spot +6

Languages Goblin, Fhokki

AC 19, touch 12, flat-footed 17
hp 52 (6 HD)
Fort +8, Ref +8, Will +3

Speed 30 ft. (6 squares)
Melee longsword +8 (1d8+4) or
Melee longsword +6 (1d8+3) and
short sword +6 (1d6+1)
Ranged composite longbow +8 (1d8+2)
Base Atk +5; Grp +8
Atk Options Favored enemy (human) +2
Combat Gear 20 +1 arrows, wand of cure light wounds (22 charges)

Abilities Str 16, Dex 15, Con 18, Int 10, Wis 12, Cha 11

SQ cold resistant, wild empathy
Feats Alertness, Combat Expertise, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B
Skills Handle Animal +7, Hide +7, Listen +6, Move Silently +9, Spot +6
Possessions combat gear plus chain shirt, longsword, short sword, mighty composite longbow (+2 str)

ATL 5

KYLTRAK

CR 7

Female arctic bugbear rogue 5
CE medium humanoid (goblinoid)
Init +8; Senses Listen +11, Spot +11; darkvision 60 ft.
Languages Goblin, Fhokki

AC 19, touch 14, flat-footed 19; Dodge, uncanny dodge
hp 54 (8 HD)
Fort +4, Ref +10, Will +1; evasion

Speed 30 ft. (6 squares)
Melee longsword +8 (1d8+5) or
dagger +8 (1d4+3)
Ranged dagger +9 (1d4+3)
Base Atk +5; Grp +8
Special Atk sneak attack +3d6
Combat Gear *potion of expeditious retreat*

Abilities Str 16, Dex 18, Con 18, Int 12, Wis 10, Cha 6
SQ cold resistant, trapfinding, trap sense +1, uncanny dodge

Feats Dodge, Improved Initiative, Quick Draw
Skills Hide +15, Listen +11, Move Silently +19, Tumble +15, Spot +11
Possessions combat gear plus longsword, 6 daggers, leather armor, 34 gp

GREELLOP

CR 5

Male arctic bugbear fighter 3
CE medium humanoid (goblinoid)
Init +2; Senses Listen +6, Spot +6; darkvision 60 ft.
Languages Goblin, Merchant's Tongue

AC 20, touch 12, flat-footed 18
hp 54 (6 HD)
Fort +7, Ref +7, Will +4

Speed 30 ft. (6 squares)

Melee mw greatsword +10 (2d6+5)
Base Atk +5; Grp +8
Atk Options Cleave, Power Attack
Combat Gear *potion of bull strength*

Abilities Str 16, Dex 14, Con 17, Int 10, Wis 10, Cha 6
SQ cold resistant
Feats Cleave, Endurance, Iron Will, Power Attack,
Weapon Focus (greatsword)
Skills Handle Animal +1, Intimidate +1, Listen +6,
Move Silently +1, Spot +6
Possessions combat gear plus mw greatsword,
chainmail armor, 12 gp

THE POET

CR 7

Male arctic bugbear ranger 5
CE medium humanoid (goblinoid)
Init +2; Senses Listen +8, Spot + 8
Languages Goblin, Fhokki

AC 19, touch 12, flat-footed 17
hp 64 (8 HD)
Fort +9, Ref +9, Will +3

Speed 30 ft. (6 squares)
Melee longsword +10/+5 (1d8+4) or
Melee longsword +8/+3 (1d8+3) and
short sword +8 (1d6+1)
Ranged composite longbow +10/+5 (1d8+2)
Base Atk +7; Grp +10
Atk Options Favored enemy (human) +4, favored
enemy (dwarf) +2
Combat Gear 20 +1 arrows, *wand of cure light
wounds* (22 charges)
Ranger Spells Prepared (CL 2):
1st—longstrider

Abilities Str 16, Dex 15, Con 18, Int 10, Wis 12, Cha
12
SQ cold resistant, wild empathy
Feats Alertness, Combat Expertise, Endurance^B,
Track^B, Two-Weapon Defense, Two-Weapon
Fighting^B
Skills Handle Animal +9, Hide +9, Listen +8, Move
Silently +13, Spot +8
Possessions combat gear plus chain shirt, longsword,
short sword, mighty composite longbow (+2 str)

Appendix II: NPCs and Monsters (Track B)

ATL 7

DUNEWINDER CR 10

N Huge magical beast
Init +2; Senses Listen +8, Spot +8; darkvision 60 ft.,
tremorsense 60 ft.

AC 21, touch 10, flat-footed 19
hp 114 (12 HD)

Immune desiccation, fire
Fort +12, Ref +10, Will +5
Weakness vulnerable to cold

Speed 50 ft. (10 squares), burrow 20 ft.

Melee bite +18 (2d8+12)

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +28

Atk Options Awesome Blow, Improved Bull Rush,
Power Attack, Snatch

Special Atk breath weapon, death throes, improved
grab, poison, shred

Abilities Str 26, Dex 15, Con 19, Int 5, Wis 12, Cha 12
Feats Alertness, Awesome Blow, Improved Bull Rush,
Power Attack, Snatch

Skills Hide +2 (+6 in sand), Listen +8 Spot +8 Survival
+6

Breath Weapon (Su) 60 ft. line, once per hour, 10d6
fire, Reflex DC 20 half.

Death Throes (Ex) When killed, a dunewinder
explodes in a blast of spiked flesh that deal 12d4
point of piercing damage to everything with 60 ft.
(Reflex half DC 20). In addition, all creatures
injured must make a Fortitude save or be
poisoned (see below).

Improved Grab (Ex) If a dunewinder hits with its bite
attack, it can attempt to start a grapple as a free
action without provoking an attack of opportunity.
If it wins the grapple check, it can shred its
opponent.

Poison (Ex) Injury, Fortitude DC 20, initial and
secondary damage 1d8 Con.

Shred (Ex) On a successful grapple check, a
dunewinder crushes the creature it has grabbed,
dealing 3d4+12 points of piercing damage. In
addition, the bristles inject poison into the
wounds.

KOBOLD HONOR GUARD CR 4

Mixed male and female kobold fighter 4
LE Small humanoid (reptilian) (dragonblood)
Init +4; Senses Listen +0, Spot +0; darkvision 60 ft.
Languages Deji, Draconic

AC 20, touch 15, flat-footed 16; Dodge, Mobility
hp 33 (4 HD)

Fort +5, Ref +5, Will +1

Speed 30 ft. (6 squares)

Melee mw longspear +8 (1d6+1) or
shortspear +7 (1d4+1)

Ranged shortspear +10 (1d4+1)

Base Atk +4; Grp +1

Atk Options spear focus, Swarmfighting

Combat Gear potion of bull's strength

Abilities Str 12, Dex 18, Con 13, Int 12, Wis 10, Cha 8
SQ constitution boost +2, light sensitivity, strength
boost +2

Feats Dodge, Mobility, Swarmfighting

Skills Climb +8, Hide +15, Jump, +8, Search +10

Possessions combat gear plus chain shirt,
masterwork longspear, 3 shortspears

Spear Focus (Ex) A kobold with spear focus gains a
+1 bonus to hit with a longspear, shortspear, and
spear.

RUCKU'S WARRIORS CR 2

Mixed male and female kobold ranger level 2

LE Small humanoid (reptilian)(dragonblood)

Init +3; Senses Listen +6, Spot +6; darkvision 60 ft.

Languages Draconic

AC 18, touch 14, flat-footed 15

hp 12 (2 HD)

Fort +3, Ref +6, Will +1

Speed 30 ft. (6 squares)

Melee kukri +6 (1d3+1/18-20) or

Melee kukri +4 (1d3+1/18-20) and
kukri +4 (1d3+1/18-20)

Ranged dagger +6 (1d3+1/19-20)

Base Atk +2; Grp -1

Atk Options favored enemy (human) +2

Abilities Str 12, Dex 16, Con 11, Int 8, Wis 12, Cha 10

SQ light sensitivity, wild empathy

Feats Track^B, Two-Weapon Fighting^B, Weapon
Finesse

Skills Hide +12, Listen +6, Move Silently +8, Spot +6

Possessions studded leather armor, 2 kukris, 4
daggers

HALF-DRAGON LARGE MONSTROUS SCORPION CR 6

LE Large dragon

Init +0; Senses Listen +0, Spot +4; darkvision 60 ft.,
low-light vision, tremorsense 60 ft.

AC 20, touch 9, flat-footed 20

hp 36 (5 HD)

Immune sleep, paralysis, electricity

Fort +7, Ref +1, Will +1

Speed 50 ft. (10 squares); fly 100 ft. (average)

Melee 2 claws +10 (1d6+4) and
bite +5 (1d8+4)
sting +5 (1d6+2 plus poison)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +15

Atk Options Flyby Attack, Power Attack

Special Atk breath weapon, constrict (1d6+4),
improved grab, poison

Abilities Str 27, Dex 10, Con 16, Int 2, Wis 10, Cha 4
SQ darkvision 60 ft., low-light vision, tremorsense 60
ft.

Feats Flyby Attack, Power Attack

Skills Climb +12, Hide +0, Spot +4

Breath Weapon (Su) 60 ft. line, once per day, 6d8
electricity, Reflex DC 15 half.

Poison (Ex) Injury, Fortitude DC 15, initial and secondary damage 1d4 Con.

KRITZ CR 10

Female kobold monk 2/sorcerer 4/enlightened fist 4

LE Small humanoid (reptilian)(dragonblood);
darkvision 60 ft.

Init +3; Senses Listen -1, Spot -1

Languages Draconic

AC 28, touch 22, flat-footed 25 (+3 Dex, +6 Cha, +2

Monk, +1 size, +6 greater mage armor)

hp 60 (10 HD)

Fort +6, Ref +11, Will +10; evasion

Speed 50 ft. (10 squares)

Melee unarmed strike +8/+3 (1d6+1) or

Melee unarmed strike +6/+6/+1 (1d6+1) or

Melee touch spell +8/+3 touch (varies)

Ranged ray +9 touch (varies)

Base Atk +6; Grp +3

Atk Options arcane fist, fist of energy, flurry of blows,
stunning fist (7/day)

Combat Gear *boots of speed*, *potion of barkskin* +2,
potion of cure serious wounds, tanglefoot bag,

Sorcerer Spells Known (CL 10):

3rd (5/day)—greater mage armor, vampiric touch

2nd (8/day)—bull's strength, false life, mirror
image

1st (8/day)—chill touch (DC 17), magic missile,
ray of enfeeblement, shield, shocking grasp

0 (6/day)—daze, detect magic, light, mage hand,
ray of frost, resistance, touch of fatigue

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 22

SQ ki strike (magic), light sensitivity

Feats Ascetic Mage, Combat Casting, Deflect Arrow^B,

Empower Spell, Improved Unarmed Strike^B,

Practiced Spellcaster, Stunning Fist^B

Skills Concentration +14 (+18 defensively), Escape

Artist +6, Jump +6, Knowledge (arcana) +5,

Spellcraft +6, Tumble +18

Possessions combat gear plus *ring of charisma* +4

(*Gahida's Phylactery*)

Arcane Fist (Su) An enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. She can choose to deliver the touch spell with any single unarmed strike attack she makes during the action.

Fist of Energy (Su) Once per round as a free action, an enlightened fist can spend one of her daily stunning attempts to imbue her unarmed strike with either fire or electricity. For 1 round, each of her unarmed strikes that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

ATL 9

DUNEWINDER

CR 10

N Huge magical beast
Init +2; Senses Listen +8, Spot +8; darkvision 60 ft.,
tremorsense 60 ft.

AC 21, touch 10, flat-footed 19
hp 114 (12 HD)

Immune desiccation, fire
Fort +12, Ref +10, Will +5
Weakness vulnerable to cold

Speed 50 ft. (10 squares), burrow 20 ft.

Melee bite +18 (2d8+12)

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +28

Atk Options Awesome Blow, Improved Bull Rush,
Power Attack, Snatch

Special Atk breath weapon, death throes, improved
grab, poison, shred

Abilities Str 26, Dex 15, Con 19, Int 5, Wis 12, Cha 12
Feats Alertness, Awesome Blow, Improved Bull Rush,
Power Attack, Snatch

Skills Hide +2 (+6 in sand), Listen +8 Spot +8 Survival
+6

Breath Weapon (Su) 60 ft. line, once per hour, 10d6
fire, Reflex DC 20 half.

Death Throes (Ex) When killed, a dunewinder
explodes in a blast of spiked flesh that deal 12d4
point of piercing damage to everything with 60 ft.
(Reflex half DC 20). In addition, all creatures
injured must make a Fortitude save or be
poisoned (see below).

Improved Grab (Ex) If a dunewinder hits with its bite
attack, it can attempt to start a grapple as a free
action without provoking an attack of opportunity.
If it wins the grapple check, it can shred its
opponent.

Poison (Ex) Injury, Fortitude DC 20, initial and
secondary damage 1d8 Con.

Shred (Ex) On a successful grapple check, a
dunewinder crushes the creature it has grabbed,
dealing 3d4+12 points of piercing damage. In
addition, the bristles inject poison into the
wounds.

KOBOLD HONOR GUARD

CR 4

Mixed male and female kobold fighter 4
LE Small humanoid (reptilian) (dragonblood)
Init +4; Senses Listen +0, Spot +0; darkvision 60 ft.
Languages Deji, Draconic

AC 20, touch 15, flat-footed 16; Dodge, Mobility
hp 33 (4 HD)

Fort +5, Ref +5, Will +1

Speed 30 ft. (6 squares)

Melee mw longspear +8 (1d6+1) or
shortspear +7 (1d4+1)

Ranged shortspear +10 (1d4+1)

Base Atk +4; Grp +1

Atk Options spear focus, Swarmfighting

Combat Gear potion of bull's strength

Abilities Str 12, Dex 18, Con 13, Int 12, Wis 10, Cha 8
SQ constitution boost +2, light sensitivity, strength
boost +2

Feats Dodge, Mobility, Swarmfighting

Skills Climb +8, Hide +15, Jump, +8, Search +10

Possessions combat gear plus chain shirt,
masterwork longspear, 3 shortspears

Spear Focus (Ex) A kobold with spear focus gains a
+1 bonus to hit with a longspear, shortspear, and
spear.

RUCKU'S WARRIORS

CR 2

Mixed male and female kobold ranger level 2

LE Small humanoid (reptilian)(dragonblood)

Init +3; Senses Listen +6, Spot +6; darkvision 60 ft.

Languages Draconic

AC 18, touch 14, flat-footed 15

hp 12 (2 HD)

Fort +3, Ref +6, Will +1

Speed 30 ft. (6 squares)

Melee kukri +6 (1d3+1/18-20) or

Melee kukri +4 (1d3+1/18-20) and
kukri +4 (1d3+1/18-20)

Ranged dagger +6 (1d3+1/19-20)

Base Atk +2; Grp -1

Atk Options favored enemy (human) +2

Abilities Str 12, Dex 16, Con 11, Int 8, Wis 12, Cha 10

SQ light sensitivity, wild empathy

Feats Track^B, Two-Weapon Fighting^B, Weapon
Finesse

Skills Hide +12, Listen +6, Move Silently +8, Spot +6

Possessions studded leather armor, 2 kukris, 4
daggers

HALF-DRAGON LARGE MONSTROUS SCORPION

CR 6

LE Large dragon

Init +0; Senses Listen +0, Spot +4; darkvision 60 ft.,
low-light vision, tremorsense 60 ft.

AC 20, touch 9, flat-footed 20

hp 36 (5 HD)

Immune sleep, paralysis, electricity

Fort +7, Ref +1, Will +1

Speed 50 ft. (10 squares); fly 100 ft. (average)

Melee 2 claws +10 (1d6+4) and
bite +5 (1d8+4) and
sting +5 (1d6+2 plus poison)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +15

Atk Options Flyby Attack, Power Attack

Special Atk breath weapon, constrict (1d6+4),
improved grab, poison

Abilities Str 27, Dex 10, Con 16, Int 2, Wis 10, Cha 4
SQ darkvision 60 ft., low-light vision, tremorsense 60
ft.

Feats Flyby Attack, Power Attack

Skills Climb +12, Hide +0, Spot +4

Breath Weapon (Su) 60 ft. line, once per day, 6d8 electricity, Reflex DC 15 half.
Poison (Ex) Injury, Fortitude DC 15, initial and secondary damage 1d4 Con.

Kritz CR 12

Female kobold monk 2/sorcerer 4/enlightened fist 6
LE Small humanoid (reptilian)(dragonblood);
darkvision 60 ft.

Init +3; Senses Listen -1, Spot -1

Languages Draconic

AC 28, touch 22, flat-footed 25 (+3 Dex, +6 Cha, +2 Monk, +1 size, +6 greater mage armor)

hp 70 (12 HD)

Fort +7, Ref +12, Will +11; evasion

Speed 50 ft. (10 squares)

Melee unarmed strike +9/+4 (1d8+1) or

Melee unarmed strike +7/+7/+2 (1d8+1) or

Melee touch spell +9/+4 touch (varies)

Ranged ray +10 touch (varies)

Base Atk +7; Grp +4

Atk Options arcane fist, fist of energy (burst), flurry of blows, stunning fist (9/day)

Combat Gear *boots of speed*, *potion of barkskin* +2, *potion of cure serious wounds*, tanglefoot bag,

Sorcerer Spells Known (CL 12):

4th (4/day)—force missiles (3 missiles)

3rd (6/day)—greater mage armor, vampiric touch

2nd (8/day)—bull's strength, false life, mirror

image

1st (8/day)—chill touch (DC 17), magic missile,

ray of enfeeblement, shield, shocking grasp

0 (6/day)—daze, detect magic, light, mage hand, message, ray of frost, resistance, touch of fatigue

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 23

SQ arcane rejuvenation, ki strike (magic), light sensitivity

Feats Arcane Strike, Ascetic Mage, Combat Casting, Deflect Arrow^B, Empower Spell, Improved Unarmed Strike^B, Practiced Spellcaster, Stunning Fist^B

Skills Concentration +16 (+20 defensively), Escape

Artist +10, Jump +6, Knowledge (arcana) +5,

Spellcraft +6, Tumble +20

Possessions combat gear plus *ring of charisma* +4 (*Gahida's Phylactery*)

Arcane Fist (Su) An enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. She can choose to deliver the touch spell with any single unarmed strike attack she makes during the action.

Arcane Rejuvenation (Su) An enlightened fist can channel energy to heal her own wounds. As a standard action, she can sacrifice one of her prepared spells or unused spell slots; doing this heals a number of hit points equal to the spell's level.

Fist of Energy (Su) Once per round as a free action, an enlightened fist can spend one of her daily stunning attempts to imbue her unarmed strike

with either fire or electricity. For 1 round, each of her unarmed strikes that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice). At 6th level, an enlightened first can cause her energy-imbued unarmed strikes to burst with flame or lightening on a critical hit. In addition to dealing the extra 1d6 points of energy damage, her unarmed attacks deal an extra 1d10 points of energy damage on a critical hit. This energy can also be channeled through monks weapons.

ATL 11

ADVANCED DUNEWINDER

CR 14

N Gargantuan magical beast
Init +3; Senses Listen +10, Spot +10; darkvision 60 ft., tremorsense 60 ft.

AC 21, touch 9, flat-footed 18

hp 262 (21 HD)

Immune desiccation, fire

Fort +19, Ref +15, Will +10

Weakness vulnerable to cold

Speed 50 ft. (10 squares), burrow 20 ft.

Melee bite +29 (4d8+18)

Space 20 ft.; Reach 10 ft.

Base Atk +21; Grp +45

Atk Options Awesome Blow, Improved Bull Rush, Power Attack, Snatch

Special Atk breath weapon, death throes, improved grab, poison, shred

Abilities Str 34, Dex 16, Con 24, Int 5, Wis 12, Cha 12

Feats Alertness, Awesome Blow, Improved Bull Rush, Improved Natural Armor, Improved Natural

Attack, Iron Will, Power Attack, Snatch

Skills Hide +1 (+5 in sand), Listen +10 Spot +10 Survival +9

Breath Weapon (Su) 60 ft. line, once per hour, 10d6 fire, Reflex DC 27 half.

Death Throes (Ex) When killed, a dunewinder explodes in a blast of spiked flesh that deal 12d4 point of piercing damage to everything with 60 ft. (Reflex half DC 27). In addition, all creatures injured must make a Fortitude save or be poisoned (see below).

Improved Grab (Ex) If a dunewinder hits with its bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can shred its opponent.

Poison (Ex) Injury, Fortitude DC 27, initial and secondary damage 1d8 Con.

Shred (Ex) On a successful grapple check, a dunewinder crushes the creature it has grabbed, dealing 3d4+12 points of piercing damage. In addition, the bristles inject poison into the wounds.

KOBOLD HONOR GUARD

CR 8

Mixed male and female kobold fighter 8
LE Small humanoid (reptilian) (dragonblood)
Init +4; Senses Listen +0, Spot +0; darkvision 60 ft.
Languages Deji, Draconic

AC 20, touch 15, flat-footed 16; Dodge, Mobility
hp 72 (8 HD)

Fort +8, Ref +6, Will +2

Speed 30 ft. (6 squares)

Melee mw longspear +12/+7 (1d6+3) or shortspear +11/+6 (1d4+1)

Ranged shortspear +14 (1d4+1)

Base Atk +8; Grp +1

Atk Options Spear focus, Spring Attack, Swarmfighting

Combat Gear potion of bull's strength

Abilities Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8
SQ constitution boost +2, light sensitivity, strength boost +2

Feats Blind-Fight, Dodge^B, Mobility, Spring Attack, Swarmfighting, Weapon Specialization (longspear)

Skills Climb +12, Hide +19, Jump, +12, Search +14

Possessions combat gear plus chain shirt, masterwork longspear, 3 shortspears

Spear Focus (Ex) A kobold with spear focus gains a +1 bonus to hit with a longspear, shortspear, and spear.

RUCKU'S WARRIORS

CR 7

Mixed male and female kobold ranger level 7

LE Small humanoid (reptilian)(dragonblood)

Init +3; Senses Listen +11, Spot +11; darkvision 60 ft.

Languages Draconic

AC 18, touch 14, flat-footed 15

hp 52 (7 HD)

Fort +6, Ref +8, Will +3

Speed 30 ft. (6 squares)

Melee kukri +12/+7 (1d3+1/18-20) or

Melee kukri +10/+5 (1d3+1/18-20) and kukri +10/+5 (1d3+1/18-20)

Ranged dagger +11/+6 (1d3+1/19-20)

Base Atk +7; Grp +4

Atk Options favored enemy (human) +4, favored enemy (gnome) +2

Ranger Spells Prepared (CL 3):

1st—resist energy

Abilities Str 12, Dex 16, Con 12, Int 8, Wis 12, Cha 10

SQ distracting attack, light sensitivity, wild empathy

Feats Endurance^B, Improved Two-Weapon Fighting^B, Track^B, Two-Weapon Fighting^B, Two-Weapon

Pounce, Weapon Finesse, Weapon Focus (kukri)

Skills Hide +17, Listen +11, Move Silently +13, Spot +11

Possessions studded leather armor, 2 kukris, 4 daggers

Distracting Attack (Ex) Whenever one of Rucku's Warriors hits an opponent with a melee or ranged attack, that opponent is considered flanked for the purposes of adjudicating allies' attacks. This flanked condition lasts until an ally attacks, or until the start of the next turn.

HALF-DRAGON HUGE MONSTROUS SCORPION

CR 10

LE Huge dragon

Init +0; Senses Listen +0, Spot +4; darkvision 60 ft., low-light vision, tremorsense 60 ft.

AC 24, touch 8, flat-footed 24

hp 78 (10 HD)

Immune sleep, paralysis, electricity

Fort +10, Ref +3, Will +3

Speed 50 ft. (10 squares); fly 100 ft. (average)

Melee 2 claws +17 (1d8+10) and

bite +12 (2d6+10)
sting +12 (2d4+5 plus poison)
Space 15 ft.; Reach 10 ft.
Base Atk +7; Grp +25
Atk Options Cleave, Flyby Attack, Power Attack
Special Atk breath weapon, constrict (1d8+10),
improved grab, poison

Abilities Str 31, Dex 10, Con 18, Int 2, Wis 10, Cha 4
SQ darkvision 60 ft., low-light vision, tremorsense 60
ft.
Feats Cleave, Flyby Attack, Hover, Power Attack
Skills Climb +14, Hide -4, Spot +4

Breath Weapon (Su) 60 ft. line, once per day, 6d8
electricity, Reflex DC 19 half.
Poison (Ex) Injury, Fortitude DC 19, initial and
secondary damage 1d6 Con.

KRITZ CR 14

Female kobold monk 2/sorcerer 4/enlightened fist 8
LE Small humanoid (reptilian)(dragonblood);
darkvision 60 ft.
Init +3; Senses Listen -1, Spot -1
Languages Draconic

AC 28, touch 22, flat-footed 25 (+3 Dex, +6 Cha, +2
Monk, +1 size, +6 greater mage armor)
hp 80 (14 HD)
Fort +7, Ref +13, Will +12; evasion

Speed 60 ft. (10 squares)
Melee unarmed strike +11/+6 (1d8+1) or
Melee unarmed strike +9/+9/+4 (1d8+1) or
Melee touch spell +11/+6 touch (varies)
Ranged ray +12 touch (varies)
Base Atk +9; Grp +6
Atk Options arcane fist, fist of energy (burst), flurry of
blows, hold ray, stunning fist (11/day)
Combat Gear *boots of speed*, *potion of barkskin* +2,
potion of cure serious wounds, tanglefoot bag
Sorcerer Spells Known (CL 14):
5th (4/day)—wrack (DC 21)
4th (6/day)—force missiles (3 missiles), greater
invisibility
3rd (7/day)—greater mage armor, vampiric touch,
dispel magic
2nd (8/day)—bull's strength, false life, mirror
image, touch of idiocy
1st (8/day)—chill touch (DC 17), magic missile,
ray of enfeeblement, shield, shocking grasp
0 (6/day)—daze, detect magic, light, mage hand,
message, prestidigitation, ray of frost, resistance,
touch of fatigue

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 23
SQ arcane rejuvenation, ki strike (magic), light
sensitivity
Feats Arcane Strike, Ascetic Mage, Combat Casting,
Deflect Arrow^B, Empower Spell, Improved
Unarmed Strike^B, Practiced Spellcaster, Stunning
Fist^B
Skills Concentration +18 (+22 defensively), Escape
Artist +14, Jump +6, Knowledge (arcana) +5,
Spellcraft +6, Tumble +22

Possessions combat gear plus *ring of charisma* +4
(*Gahida's Phylactery*)

Arcane Fist (Su) An enlightened fist can spend one of
her daily stunning attempts to cast and deliver a
touch spell as part of an unarmed full attack
action. She can choose to deliver the touch spell
with any single unarmed strike attack she makes
during the action.

Arcane Rejuvenation (Su) An enlightened fist can
channel energy to heal her own wounds. As a
standard action, she can sacrifice one of her
prepared spells or unused spell slots; doing this
heals a number of hit points equal to the spell's
level.

Fist of Energy (Su) Once per round as a free action,
an enlightened fist can spend one of her daily
stunning attempts to imbue her unarmed strike
with either fire or electricity. For 1 round, each of
her unarmed strikes that hits deals an extra 1d6
points of damage (electricity or fire, depending on
the choice). At 6th level, an enlightened fist can
cause her energy-imbued unarmed strikes to
burst with flame or lightening on a critical hit. In
addition to dealing the extra 1d6 points of energy
damage, her unarmed attacks deal an extra 1d10
points of energy damage on a critical hit. This
energy can also be channeled through monks
weapons.

Hold Ray (Su) An enlightened fist can cast any spell
that produces a ray effect as a touch spell
instead. The spell's range is reduced to touch,
and its Effect entry is replaced with "Target:
Creature touched." She can deliver the spell with
a touch attack or with a normal attack, and she
can hold the charge as with a normal touch spell.
The ability can be combined with the arcane fist
ability to deliver a ray attack as part of an
unarmed full attack action.

ATL 13

ADVANCED DUNEWINDER

CR 16

N Gargantuan magical beast
Init +3; Senses Listen +13, Spot +13; darkvision 60 ft., tremorsense 60 ft.

AC 21, touch 9, flat-footed 18

hp 337 (27 HD)

Immune desiccation, fire

Fort +22, Ref +18, Will +12

Weakness vulnerable to cold

Speed 50 ft. (10 squares), burrow 20 ft.

Melee bite +35 (4d8+18)

Space 20 ft.; Reach 10 ft.

Base Atk +27; Grp +51

Atk Options Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Snatch

Special Atk breath weapon, death throes, improved grab, poison, shred

Abilities Str 35, Dex 16, Con 24, Int 5, Wis 12, Cha 12

Feats Alertness, Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Natural Armor, Improved Natural Attack, Iron Will, Power Attack, Snatch

Skills Hide +1 (+5 in sand), Listen +13 Spot +13 Survival +9

Breath Weapon (Su) 60 ft. line, once per hour, 10d6 fire, Reflex DC 30 half.

Death Throes (Ex) When killed, a dunewinder explodes in a blast of spiked flesh that deal 12d4 point of piercing damage to everything with 60 ft. (Reflex half DC 30). In addition, all creatures injured must make a Fortitude save or be poisoned (see below).

Improved Grab (Ex) If a dunewinder hits with its bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can shred its opponent.

Poison (Ex) Injury, Fortitude DC 30, initial and secondary damage 1d8 Con.

Shred (Ex) On a successful grapple check, a dunewinder crushes the creature it has grabbed, dealing 3d4+12 points of piercing damage. In addition, the bristles inject poison into the wounds.

KOBOLD HONOR GUARD

CR 8

Mixed male and female kobold fighter 8
LE Small humanoid (reptilian) (dragonblood)
Init +4; Senses Listen +0, Spot +0; darkvision 60 ft.
Languages Deji, Draconic

AC 20, touch 15, flat-footed 16; Dodge, Mobility

hp 72 (8 HD)

Fort +8, Ref +6, Will +2

Speed 30 ft. (6 squares)

Melee mw longspear +12/+7 (1d6+3) or shortspear +11/+6 (1d4+1)

Ranged shortspear +14 (1d4+1)

Base Atk +8; Grp +1

Atk Options Spear focus, Spring Attack, Swarmfighting

Combat Gear potion of bull's strength

Abilities Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8
SQ constitution boost +2, light sensitivity, strength boost +2

Feats Blind-Fight, Dodge^B, Mobility, Spring Attack, Swarmfighting, Weapon Specialization (longspear)

Skills Climb +12, Hide +19, Jump, +12, Search +14

Possessions combat gear plus chain shirt, masterwork longspear, 3 shortspears

Spear Focus (Ex) A kobold with spear focus gains a +1 bonus to hit with a longspear, shortspear, and spear.

RUCKU'S WARRIORS

CR 7

Mixed male and female kobold ranger level 7

LE Small humanoid (reptilian)(dragonblood)

Init +3; Senses Listen +11, Spot +11; darkvision 60 ft.

Languages Draconic

AC 18, touch 14, flat-footed 15

hp 52 (7 HD)

Fort +6, Ref +8, Will +3

Speed 30 ft. (6 squares)

Melee kukri +12/+7 (1d3+1/18-20) or

Melee kukri +10/+5 (1d3+1/18-20) and

kukri +10/+5 (1d3+1/18-20)

Ranged dagger +11/+6 (1d3+1/19-20)

Base Atk +7; Grp +4

Atk Options favored enemy (human) +4, favored enemy (gnome) +2

Ranger Spells Prepared (CL 3):

1st—resist energy

Abilities Str 12, Dex 16, Con 12, Int 8, Wis 12, Cha 10

SQ distracting attack, light sensitivity, wild empathy

Feats Endurance^B, Improved Two-Weapon Fighting^B,

Track^B, Two-Weapon Fighting^B, Two-Weapon

Pounce, Weapon Finesse, Weapon Focus (kukri)

Skills Hide +17, Listen +11, Move Silently +13, Spot +11

Possessions studded leather armor, 2 kukris, 4 daggers

Distracting Attack (Ex) Whenever one of Rucku's Warriors hits an opponent with a melee or ranged attack, that opponent is considered flanked for the purposes of adjudicating allies' attacks. This flanked condition lasts until an ally attacks, or until the start of the next turn.

HALF-DRAGON HUGE MONSTROUS SCORPION

CR 10

LE Huge dragon

Init +0; Senses Listen +0, Spot +4; darkvision 60 ft., low-light vision, tremorsense 60 ft.

AC 24, touch 8, flat-footed 24

hp 78 (10 HD)

Immune sleep, paralysis, electricity

Fort +10, Ref +3, Will +3

Speed 50 ft. (10 squares); fly 100 ft. (average)

Melee 2 claws +17 (1d8+10) and
bite +12 (2d6+10)
sting +12 (2d4+5 plus poison)
Space 15 ft.; Reach 10 ft.
Base Atk +7; Grp +25
Atk Options Cleave, Flyby Attack, Power Attack
Special Atk breath weapon, constrict (1d8+10),
improved grab, poison

Abilities Str 31, Dex 10, Con 18, Int 2, Wis 10, Cha 4
SQ darkvision 60 ft., low-light vision, tremorsense 60
ft.
Feats Cleave, Flyby Attack, Hover, Power Attack
Skills Climb +14, Hide -4, Spot +4

Breath Weapon (Su) 60 ft. line, once per day, 6d8
electricity, Reflex DC 19 half.
Poison (Ex) Injury, Fortitude DC 19, initial and
secondary damage 1d6 Con.

KRITZ CR 16

Female kobold monk 2/sorcerer 4/enlightened fist 10
LE Small humanoid (reptilian)(dragonblood);
darkvision 60 ft.
Init +3; Senses Listen -1, Spot -1
Languages Draconic

AC 30, touch 24, flat-footed 27 (+3 Dex, +7 Cha, +3
Monk, +1 size, +6 greater mage armor)
hp 90 (16 HD); SR 22
Fort +8, Ref +14, Will +13; evasion

Speed 70 ft. (14 squares)
Melee unarmed strike +13/+8 (1d10+1) or
Melee unarmed strike +11/+11/+6 (1d10+1) or
Melee touch spell +12/+7 touch (varies)
Ranged ray +13 touch (varies)
Base Atk +10; Grp +7
Atk Options arcane fist, fist of energy (burst), flurry of
blows, hold ray, stunning fist (13/day)
Combat Gear *boots of speed*, *potion of barkskin* +2,
potion of cure serious wounds, tanglefoot bag
Sorcerer Spells Known (CL 16):
6th (4/day)—greater heroism
5th (6/day)—dominate person (DC 22), wrack (DC
22)
4th (7/day)—force missiles (4 missiles), greater
invisibility
3rd (8/day)—greater mage armor, vampiric touch,
dispel magic
2nd (8/day)—bull's strength, false life, mirror
image, touch of idiocy
1st (8/day)—chill touch (DC 18), magic missile,
ray of enfeeblement, shield, shocking grasp
0 (6/day)—daze, detect magic, light, mage hand,
message, prestidigitation, ray of frost, resistance,
touch of fatigue

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 24
SQ arcane rejuvenation, diamond soul, ki strike
(magic), light sensitivity
Feats Arcane Strike, Ascetic Mage, Combat Casting,
Deflect Arrow^B, Empower Spell, Improved
Unarmed Strike^B, Practiced Spellcaster, Stunning
Fist^B, Weapon Focus (unarmed strike)

Skills Concentration +18 (+22 defensively), Escape
Artist +14, Jump +6, Knowledge (arcana) +5,
Spellcraft +6, Tumble +22
Possessions combat gear plus *ring of charisma* +4
(*Gahida's Phylactery*)

Arcane Fist (Su) An enlightened fist can spend one of
her daily stunning attempts to cast and deliver a
touch spell as part of an unarmed full attack
action. She can choose to deliver the touch spell
with any single unarmed strike attack she makes
during the action.

Arcane Rejuvenation (Su) An enlightened fist can
channel energy to heal her own wounds. As a
standard action, she can sacrifice one of her
prepared spells or unused spell slots; doing this
heals a number of hit points equal to the spell's
level.

Diamond Soul (Su) An enlightened fist gains spell
resistance equal to 10 + the total of her monk
levels and enlightened fist levels.

Fist of Energy (Su) Once per round as a free action,
an enlightened fist can spend one of her daily
stunning attempts to imbue her unarmed strike
with either fire or electricity. For 1 round, each of
her unarmed strikes that hits deals an extra 1d6
points of damage (electricity or fire, depending on
the choice). At 6th level, an enlightened fist can
cause her energy-imbued unarmed strikes to
burst with flame or lightning on a critical hit. In
addition to dealing the extra 1d6 points of energy
damage, her unarmed attacks deal an extra 1d10
points of energy damage on a critical hit. This
energy can also be channeled through monks
weapons.

Hold Ray (Ex) An enlightened fist can cast any spell
that produces a ray effect as a touch spell
instead. The spell's range is reduced to touch,
and its Effect entry is replaced with "Target:
Creature touched." She can deliver the spell with
a touch attack or with a normal attack, and she
can hold the charge as with a normal touch spell.
The ability can be combined with the arcane fist
ability to deliver a ray attack as part of an
unarmed full attack action.

Appendix III: Additional Rules

Ascetic Mage – From the Complete Adventurer

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4th-level sorcerer/1st-level monk would have a +1 bonus to AC as if she were a 5th-level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for an unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than 1 level apart.

Swarmfighting – From Complete Warrior

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

Two-Weapon Pounce – From Players Handbook II

When you charge an opponent while wielding two weapons you can make two quick attacks.

You trade the momentum and power of the charge for the opportunity to use your second weapon.

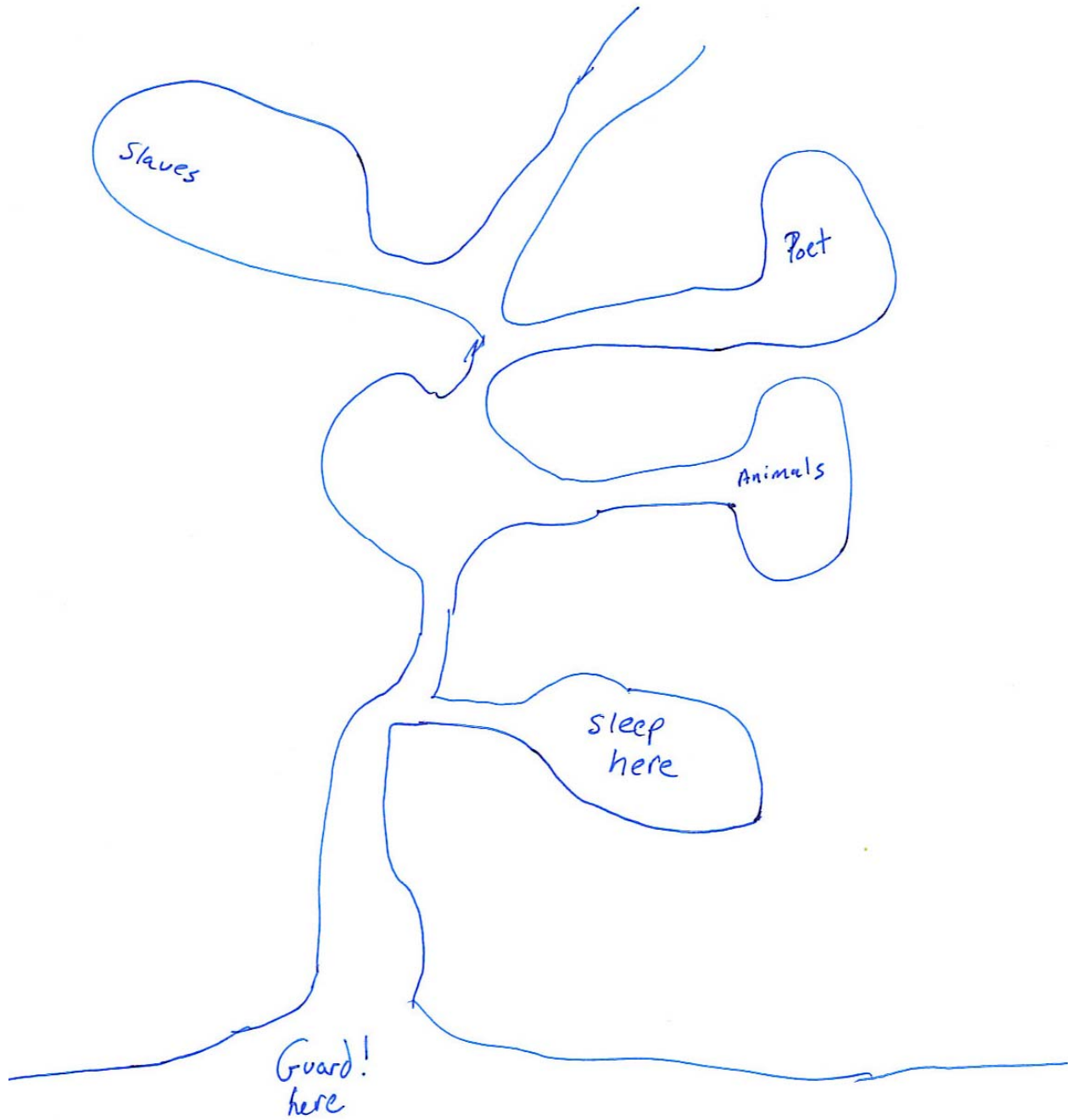
Prerequisites: Dex 15, Two-Weapon Fighting, base attack bonus +6

Benefit: When you are making a charge and wielding weapons in both hands, you can attack with both of your weapons. If you do so, you lose the bonus on attack rolls normally granted by a charge. The -2 penalty to AC from charging still applies.

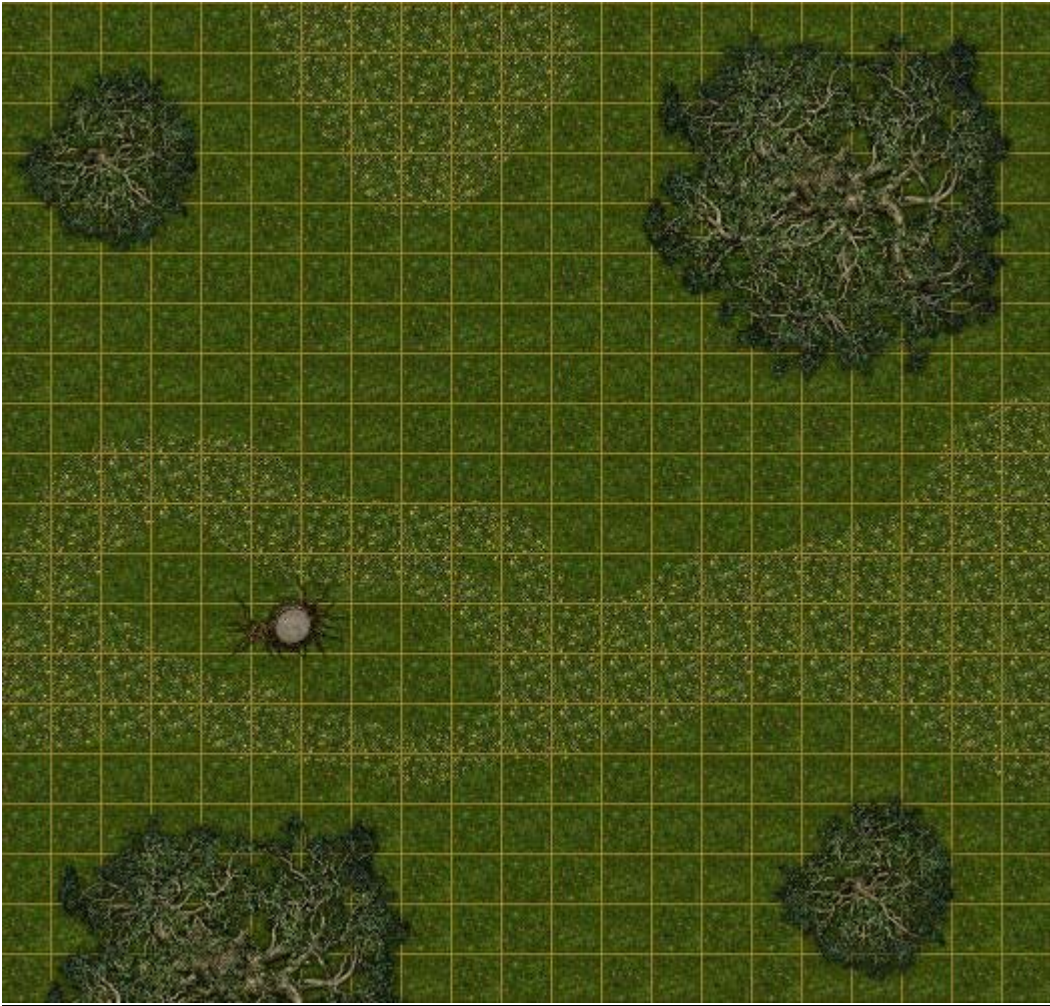
Normal: When making a charge, you get a single attack at the end of your movement.

Special: A fighter can select Two-Weapon Pounce as one of his fighter bonus feats. A ranger who has chosen the two-weapon combat style can select Two-Weapon Pounce as long as he has a back attack bonus of +6 and is wearing light armor or no armor.

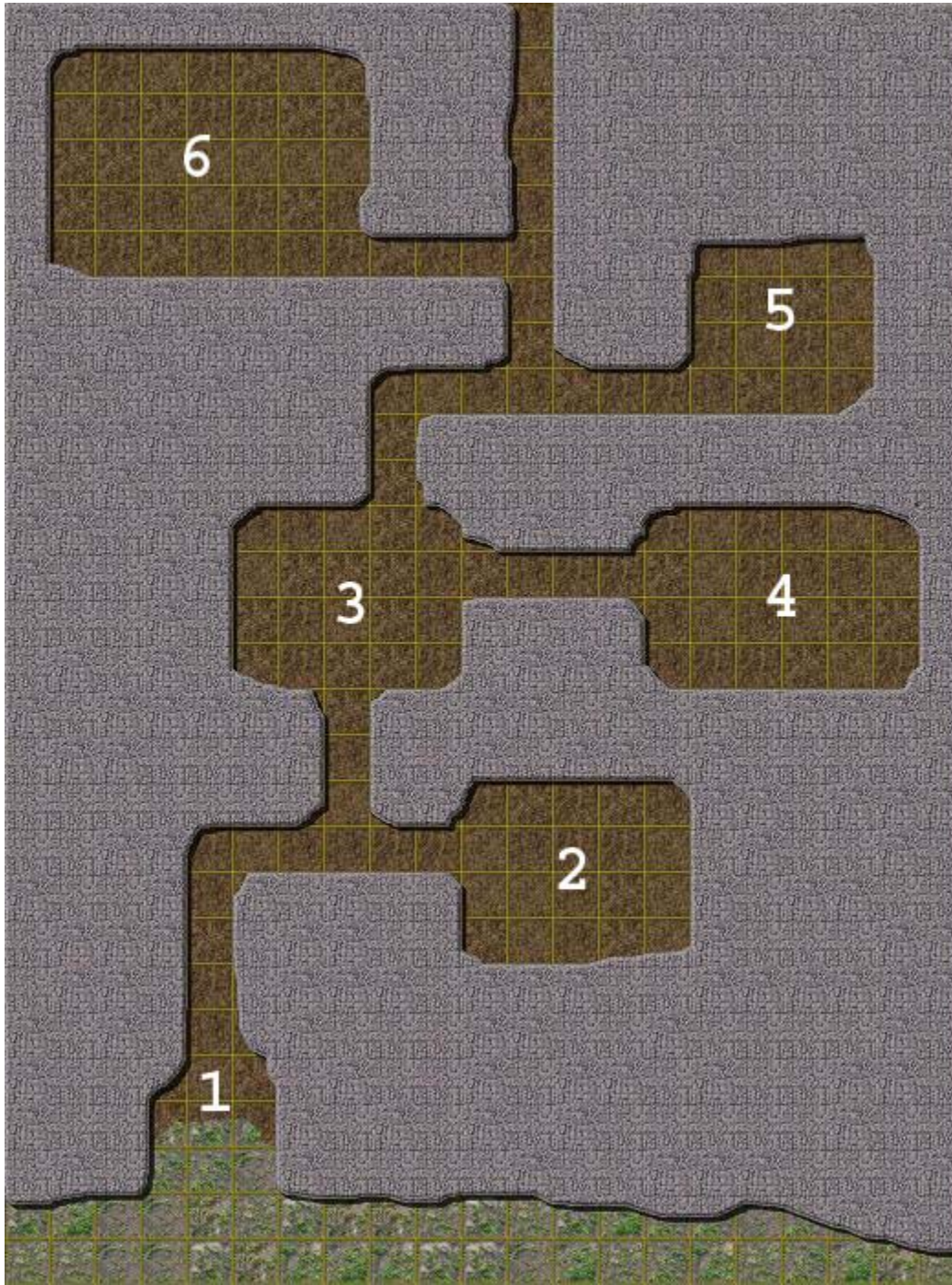
APPENDIX IV: Player Handout 1 (Bugbear Mine Sketch Map)



APPENDIX V: Map 1 (Forest Encounter)



APPENDIX V: Map 2 (Bugbear Mine)



APPENDIX V: Map 3 (The Dragon Lair)

