

GRM2-07



MALFICIUS EX MALFICIUS

A Two-Round D&D[®] LIVING GREYHAWK[®]
Gran March Regional Adventure

Version 2

by Jeffrey W. Kahrs & Thomas B. Hill

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

In which the characters attempt to discover the source of a mysterious storm plaguing the Barony of Shibolet. Characters should be suitable for extended operations in inhospitable terrain. An adventure for characters levels 1 - 10.

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with the actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in *bold italics* is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for

unusual monsters and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creature's abilities.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mount, and so forth) use the following chart to determine that number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
¼ and 1/6	0	0	0	1
1/3 and ½	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is being played at, that

character receives only half of the experience points awarded for the adventure. This simulates the fact that either that your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Joza are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in Gran March. This module counts as military time for members in the Gran March military. In-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50gp, and Luxury Upkeep costs 100gp. Out-of-region characters pay double these amounts.

Note: In Gran March adventures, any active member of the military or reactivated veteran receives Adventurer's Standard upkeep at no charge. They also collect their military pay for each time unit of the adventure, which like profession checks is not limited by the adventure treasure cap.

Adventure Summary and Background

Malficus ex Malficus (literally From Evil, Evil) concerns two mysteries. The first (comprising round one of the module) involves the plan of a Vecna cultist to use a mass sacrifice to re-empower an old set of standing stones and to use that power to bring destruction on the March.

The Cult leader, Mazneral, has gathered a group of bandits around him and persuaded them to follow Vecna. He has promised them great reward for their sacrifice and almost all of them have bought into it. The sacrifice occurred and the rains began to fall. They will not stop until the party intervenes.

The adventure begins in a small cross roads tavern in Barony Shibolet south of Ft. Tribulation and the Rushmoors. A local elector who has information on the storms meets the party and asks them to investigate.

Traveling towards the Rushmoors, the party has a possible stroke of luck. They happen upon a group of bandits who fled before Mazneral revealed his plan. However, they still possess some information that makes things easier on the party.

After this, the party enters the swamp and must overcome the natural hazards of such a place, including a crocodile attack.

Mazneral has been granted the service of a black dragon and this servant attempts to waylay the party before they come across the campsite.

If the party dispatches these, they come upon a scene of complete horror. The recruited cultists have sacrificed themselves by plunging a dagger into their left eye. This act of suicide has powered the stones.

Should the PCs try to stop the stones, Mazneral reveals himself and attempts to kill the party. Following this, the party must destroy the trapped obelisk in the middle of the stones in order to end the storms.

Once that is done, the party finds, to their detriment, that the enemy of my enemy is not always my friend.

DM's Note: Until the stones are disabled, the rest of the encounters occur in heavy rain. One consequence is that all ranged attacks from greater than 5 feet have a - 4 penalty. Apply a -4 penalty to spot and listen checks also.

Introduction

The rain has been pouring for days and shows no sign of letting up. Even the military roads are beginning to flood and you have sought shelter in the Wounded Owlbear, a well-kept crossroads tavern in the Barony of Shibolet near the Rushmarch. Other travelers have gathered around the roaring fire.

Have the players describe themselves to each other in character and allow time for general roleplaying. When that dies down, or after a suitable period, have the following happen.

As the door to the tavern is swung open your conversations are drowned out by the howl of the wind. A lone woman traveler enters the tavern escorted by a well-armed man. The woman is wearing a heavy oiled cloak whose cowl conceals her features. The man is clad in chainmail, a long sword carried on a baldric swings at his side. As he holds the door aside for the woman you note that the large shield slung across his back bears some sort of heraldic device.

If the characters ask, allow them a Knowledge (Gran March, or Nobility & Royalty, or other relevant) roll at DC 10 to recognize it as the symbol of Larinta Cindor, one of the Electors of Shibolet.

The man approaches the tavern owner, has a brief conversation with him, and then the owner escorts the woman to a back room. The man looks around the tavern and his eyes light upon the party. He approaches them and asks if they will join him and the lady in the back room.

- He introduces himself as Gravoc Frem, a retired soldier.
- He does not reveal the identity of the woman, but confirms it if the characters offer it.
- He only states that the woman has business of grave import and asks the characters' help.

He escorts those characters that agree to help into the back room.

In the room, the woman stands looking out through the cracks in the shuttered window. Her cloak hangs dripping over one chair and she holds a metal cup in her right hand, the contents a liquid that sends steam into the air for a short space above its surface before joining with the cloying humidity of the air.

"Please, sit," she says, not turning from her regard of the window. "I am Elector Larinta Cindor and am in need of your help."

She reveals the following in the course of her conversation with the party. She never turns away from the window.

- The storms plaguing the region are not natural.
- Divination spells done by the local clergy have determined that a set of standing stones in the Rushmoors is somehow causing the effect. However, it is not possible to precisely locate these stones.
- She can give a rough search area.
- All local files have been assigned to flood duty. Evacuation, sand bagging and such.

- She needs the party to go into the swamp and find out what is going on and, if possible, to stop it.
- Time is urgent. Perhaps only a few days are left before the flooding becomes a true disaster.
- Military and veteran PCs will be activated for this purpose. Other PCs will receive the promise of future favors.

Assuming the party accepts, she will give them a rough map on oiled paper that shows the approximate location of the stones. She will insist that the party leave tonight to make the best time towards the swamp. Time, she again stresses, is urgent.

Encounter 1: Unexpected Fortune

As you travel north toward the swamp the rain continues to pound down upon you, soaking everything on your body. You have traveled for nearly eight bleak hours when you spy a bit of light through the storm ahead. The broad outline of a farmhouse then slowly resolves itself through the sheets of rain, the lights twinkling a welcome of warmth through its shuttered windows. Soaked and sodden as you are rest would be welcome and a warm fire even more so.

As the party approaches the farmhouse, it is obvious that it has been abandoned for some time. The lights are torches from a group of bandits that have taken refuge from the storm also. As fate would have it, these bandits are deserters from the cult that controls the standing stones and have a few pieces of information that can help the party, if they can get them.

Allow the party to discover the bandits' identity through roleplaying. The bandits have recently looted a farmhouse down the road and have the swag with them. They claim to be penniless refugees however. Allow the party to make Sense Motive roles against the bandits' Bluff checks if they so desire. If they succeed, they see some holes in this story and are able to determine that these people are more than they appear.

Alternatively, the party could state their purpose and the bandits would be grateful to offer information that would help them. The fact that they know this should make the party suspicious.

All the bandits want is safe passage. At the very least, they will demand limited immunity for their recent crimes and a promise that they will not be executed. Roleplay Intimidation and Bluff checks and such, but the bandits refuse to turn over the information without the above promises unless things have gone very badly for them. The bandits do not want to fight but will defend themselves if attacked.

What the bandits know:

- The precise path to the camp. This information gives the characters bonuses to avoid the wilderness encounters, as they do not just wander about.
- They know that the leader of the cult keeps a "pet." A black dragon. This should help the party prepare for that encounter.
- They hung around until they realized that the cult was dedicated to the Whispered One (they will not say Vecna) and then they bolted.
- They will not go back under any circumstances, as they are terrified of the cult.

APL 2 (EL 1)

Bandits (2): Male human Com 1; hp 4 each; see Appendix I.

APL 4 (EL 2)

Bandits (2): Male human Rog 1; hp 6 each; see Appendix I.

APL 6 (EL 4)

Bandits (4): Male human Rog 1; hp 7 each; see Appendix I.

APL 8 (EL 6)

Bandits (4): Male human Rog 2; hp 12 each; see Appendix I.

APL 10 (EL 8)

Bandits (6): Male human Rog 3; hp 17 each; see Appendix I.

Tactics: The bandits if forced to fight understand gang tactics. They are by far not that skilled of fighters. Play them as such with gang tactics.

Treasure: Recover the bandit's gear (if they really want to).

APL 2 - L: 2.8gp; C: 0gp; M: 0.

APL 4 - L: 2.8gp; C: 0 gp; M: 0.

APL 6 - L: 5.6gp; C: 0 gp; M: 0.

APL 8 - L: 5.6gp; C: 0 gp; M: 0.

APL 10 - L: 8.4 gp; C: 0 gp; M: 0.

Development: At this point the characters may rest until morning. Armed with a bit more information about what they face, the characters may proceed onward into the swamp.

Encounter 2: Enter the Swamp

The Rushmoors, like all true swamps, is the penultimate example of the cycle of life. Birth, reproduction, and

death occur at a frenetic pace. Stress this in your descriptions to the players. Flowers bloom in vibrant, radiant colors, but contain razor sharp thorns and virulent poisons. Mating calls of insects, amphibians and birds echo from tree to tree, creating a never-ending cacophony. The pungent smell of rot is contrasted with the sweetness of the blooming fungi. Life is happening and the characters have stumbled into it.

Unfortunately for the party, the route they take leads directly through a crocodile nest. These are animals, intent on defending their territory but not suicidal and controllable through normal or magical means. Allow the party Spot checks to notice the crocodiles lying in wait. Apply the -4 penalty. The DC varies by APL as follows: APL 2 - DC 29; APL 4 - DC 29 (crocodile), DC 22 (giant crocodile); APL 6, 8 & 10 - DC 22.

The crocodiles first attack any small animals with the party first. They do not ignore anyone attacking them however and turn to attack anyone who does them harm.

APL 2 (EL 2)

Crocodile: hp 22; see Monster Manual p. 195.

APL 4 (EL 5)

Crocodile: hp 22; see Monster Manual p. 195.

Crocodile, Giant: hp 59; see Monster Manual p. 195.

APL 6 (EL 6)

Crocodiles, Giant (2): hp 59 each; see Monster Manual p. 195.

APL 8 (EL 8)

Crocodiles, Giant advanced (2): hp 119 each; see Appendix I.

APL 10 (EL 10)

Crocodiles, Giant advanced (2): hp 119 each; see Appendix I.

Encounter 3: The Wilderness

The hazards of the swamp are not to be underestimated. Choose one, but try not to run counter to a party's strengths. If the party got the direct route from the bandits, they get a +2 bonus to any rolls that need to be made as they are spending less time wandering around.

1. **Infected bugs:** The characters are attacked by infected mosquitoes and have a chance to contract Swamp Fever.

Swamp Fever: This is a malarial disease borne by the numerous mosquitoes of the swamp although this is unknown at the present time. A Fortitude

saving throw (DC 14) avoids contracting it. If it is contracted, the infected person suffers one point of temporary Constitution damage per day until they make their saving throw, at which point the episode stops. They then recover one point of ability damage per day (or more as outlined under the Heal skill). A Heal check by another character may replace the character's saving throw if needed. If a character's Constitution drops to zero, he dies. The disease is permanent unless *cure disease* is used. Episodes will reoccur throughout an infected person's life.

2. **Quicksand:** The lead character must make a Reflex saving throw (DC 15) or be stuck in quicksand. Anyone caught in it will become completely submerged under in (600/weight in pounds of person and all equipment) rounds unless they make a Swim check at DC 20 or are pulled out by friends. Pulling someone out requires enough strength to lift the character and equipment to the knees and then a Strength check at DC 14. Each roll may be retried each round. Note that small characters sink in half the time. Be generous and give bonuses to the rolls for character creativity.
3. **Bog Hole:** One of the characters, determined at random, must make a reflex save at DC 15 or fall into a bog hole and be immersed in water over their head. The character must make a Swim check at DC 10. Any character possessing the Swim skill automatically succeeds or may automatically save the character in question. If no one possesses the skill or cannot make the roll, the Character suffers 1d3 points of subdual damage but the character does not drown.

Encounter 4: Black as Night

The land rises out of the swamp as you come upon one of the many elevated hillocks that dot the sunken land. Short thorny bushes cover the island and, consulting your maps, you realize you must be near the standing stones.

The black dragon that acts as guardian of the camp is preparing to attack. Allow the party Spot and Listen checks (apply the -4 penalty) opposed by the dragon's Hide and Move Silently checks to avoid being surprised. The dragon takes 10 on its checks. Anyone who succeeds in their Spot or Listen checks is unsurprised may act in normal initiative order during the surprise round. On the dragon's initiative, it uses its breath weapon.

Before you can decide what your next move should be, the bushes explode with black death.

APL 2 (EL 2)

Nox (Wyrmling Black Dragon): hp 30; see Appendix I.

APL 4 (EL 4)

Nox (Young Black Dragon): hp 85; see Appendix I.

APL 6 (EL 6)

Nox (Juvenile Black Dragon): hp 110; see Appendix I.

APL 8 (EL 10)

Nox (Young Adult Black Dragon): Male black dragon Rog 2; hp 168; see Appendix I.

APL 10 (EL 12)

Nox (Adult Black Dragon): Male black dragon Rog 2; hp 215; see Appendix I.

Tactics: The black dragon uses its breath weapon immediately. If it possesses the ability to create magical darkness, it will do so upon a small object it has concealed on its body. Using its blindsight the dragon will be unaffected by the darkness, however when PCs are in the area they will be affected (unless they have blindsight or a similar ability that allows them to see through magical darkness). The dragon takes full advantage of the darkness to close with the strongest looking warrior and attack it (gaining sneak attack damage if the character is denied his Dexterity bonus to AC). The dragon is naturally cunning and moderately intelligent, however like all evil dragons it is also arrogant. It attempts to fight the toughest foes one on one, except when using its breath weapon. If it feels that it is going to lose the fight then it will retreat into the swamp, abandoning Mazneral. If the characters drive off the dragon then they have successfully defeated it.

Development: Following the fight with the dragon, the party may continue over the hill and onward to their final destination.

Encounter 5: The Horror of Faith

As you crest the hill you notice a campsite laid out in perfect order. The camp is built around a large circle of stones that lies at its center. Lightning crackles between the stones and a massive obelisk that stands in its center. Surrounding the circle, again in as perfect order as the ground will allow, is a circle of people that lay on their backs.

When the party approaches the bodies:

As you approach the forms of the dead men become clearer. Each lies transfixed by a dagger or knife that has been run through its left eye. Many of the blades are still caught in the death-grip of the men

who plunged them into their own eye. The mouths of each of the men are quirked in a small smile.

This is a mass ritual suicide. The bodies represent a true cross section of the population of Gran March. All ages and races are present. This should be a scene of evil and revulsion. What has happened here is blasphemy of the highest order. Play this up. The PCs will expect the bodies to animate, play to this fear but allow the horror that even that will not occur to sink in. All that is here is death; meaningless, vile death to appease an uncaring god. This is loss on a tremendous scale.

The cult leader Mazneral is hidden in his tent near the standing stones. He will not attack unless the party moves to enter the stone circle. Then he (and possibly his allies) explode onto the scene.

APL 2 (EL 4)

Mazneral: Male human Ftr2/Rog2; hp 30; see Appendix I.

APL 4 (EL 7)

Mazneral: Male human Ftr4/Rog3; hp 52; see Appendix I.

APL 6 (EL 9)

Mazneral: Male human Ftr4/Rog3/Blackguard2; hp 68; see Appendix I.

APL 8 (EL 10)

Mazneral: Male human Ftr4/Rog3/Blackguard2; hp 68(86); see Appendix I.

Cizzerin: Male human Clr7(Vecna); hp 52(66); see Appendix I.

APL 10 (EL 12)

Mazneral: Male human Ftr4/Rog3/Blackguard2; hp 68(86); see Appendix I.

Cizzerin: Male human Clr9(Vecna); hp 66(84+13 temp hp); see Appendix I.

Sylus: Male human Wiz(Div)6/Loremaster3; hp 51(71); see Appendix I.

Tactics: At all APLs Mazneral begins his combat (with a surprise round due to his *invisibility* if he is able) by attempting to sunder the most imposing looking warrior's weapon. He may attempt to sunder another character's weapon, but it is not a priority. He focuses on one target until that target is defeated, but if he is consistently unable to land blows against that target, he selects a new target. After defeating his primary target Mazneral then attacks any obvious healers/clerics by first sundering any visible holy symbol (using the rules

for Attacking an Object on page 135 of the *Player's Handbook*) and then attempting to slay them with his weapon. On APL 8 and 10 when Cizzern is present, Mazneral attempts to flank his target with him. Remember, since Mazneral has Improved Sunder he does double damage when he sunder. Also note that Mazneral cannot sunder a weapon with an enhancement bonus greater than his own weapon's (a temporary enhancement bonus from a *greater magic weapon* spell **does** allow him to sunder a more powerful weapon).

Cizzern begins by casting *unholy blight* to weaken the group, and then casts *hold person* on a heavy fighter or roguish looking character. Once he has cast those two spells he readies his weapon and engages in melee, attempting to flank an opponent with Mazneral. Cizzern casts his memorized healing spells when needed (he cannot spontaneously convert memorized spells for healing spells, and in order to cast a spell he must have one hand free for the somatic component). Do not forget that Cizzern is under the effect of a *necklace of prayer beads, bead of karma* and so has a caster level four higher than normal. If he notices someone who seems to have several magical effects (be a good judge of this) he attempts a targeted *dispel magic* to get rid of them.

Sylus begins by casting *slow* on as many members of the opposing party as he can manage. His next action is to cast *feeblemind* on an obvious arcane spellcaster. He then casts an *empowered fireball* for maximum effect and then reads the scroll of *empowered lightning bolt*. He expects Mazneral to make his save and take no damage due to his Evasion class ability, and expects Cizzern to resist the spell because of his *spell resistance*. Next he casts *magic missile* on as many opponents as he is able (testing for *shield* spells) and then drops a *confusion* spell. He then just hammers away with *magic missiles*, *blindness*, *flaming sphere*, *glitterdust*, and *dispel magic* at those who aren't confused. Sylus does not engage in melee unless he has no other alternative.

Note that at APL 10 Mazneral, Cizzern and Sylus coordinate their battle tactics through a *Rary's telepathic bond* that Sylus established earlier.

Treasure: The treasure in this Encounter is from the bodies of Mazneral, Cizzern and Sylus.. Treasure is per PC.

APL 2 – L: 0gp; C: 0gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *cloak of resistance* +1 (Value 150gp per character).

APL 4 – L: 0gp; C: 300 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *cloak of resistance* +1 (Value 150gp per character), 1 *brooch of shielding* (Value 225 gp per character).

APL 6 – L: 0gp; C: 800 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *amulet of natural armor* +1 (Value 300gp per character), 1 *cloak of resistance* +1 (Value 150gp per character), 1 *brooch of shielding* (Value 225 gp per character).

APL 8 – L: 87gp; C: 1,100 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *amulet of natural armor* +1 (Value 300gp per character), 1 *ring of protection* +1 (Value 300gp per character), 1 *cloak of resistance* +1 (Value 150gp per character), 1 *brooch of shielding* (Value 225 gp per character), 1 *necklace of prayer beads, bead of karma* (Value 750 gp per character).

APL 10 – L: 87 gp; C: 1,200 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *mithral breastplate* (Value 780 gp per character), 2 *amulet of natural armor* +1 (Value 600 gp per character), 2 *ring of protection* +1 (Value 600 gp per character), 2 *cloak of resistance* +1 (Value 300gp per character), 1 *brooch of shielding* (Value 225 gp per character), 1 *ring of counterspells* (Value 600 gp per character), 1 *necklace of prayer beads, bead of karma* (Value 750 gp per character), 1 scroll of *flamestrike* (Value 168 gp per character), 1 scroll of *empowered lightning bolt* 9th caster level (Value 202 gp per character), 1 scroll of *meteor swarm* 17th caster level (Value 573 gp per character).

Development: With the guardians of the Obelisk now dealt with the characters are able to turn their attention to the source of the foul weather threatening to drown the March.

Encounter 6: The Obelisk

Once the cult leader is defeated the party must destroy the obelisk to stop the storms. If they seem to be stumped, allow them Intelligence checks (DC 10) to understand that the obelisk is the focal point of the magics working amongst the stone circle.

The obelisk is, of course, trapped. The trap only activates when the stone is struck or attacked. Once discharged the trap resets after one minute. Note that the trap spell affects an area. The spell is always centered on the character that struck or attacked the obelisk (except for *acid hands*, that spell is centered on the obelisk and will affect an area as described on page 181 of the *Player's Handbook*). Remember that ranged attacks deal ½ damage to objects before hardness is applied. The obelisk has a hardness of 8 and 150hp. It must be destroyed in order to stop the rain.

APL 2 (EL 2)

☞**Acid Hands Trap:** CR2; magical device; touch trigger; automatic reset (one minute); 1d4 acid damage (*acid hands* spell, Reflex save [DC 11]); Search (DC 26), Disable Device (DC 26).

APL 4 (EL 2)

☞ **Acid Hands Trap:** CR2; magical device; touch trigger; automatic reset (one minute); 1d4 acid damage (*acid hands* spell, Reflex save [DC 11]); Search (DC 26), Disable Device (DC 26).

APL 6 (EL 4)

☞ **Acidball Trap:** CR4; magical device; touch trigger; automatic reset (one minute); 3d6 acid damage (*acidball* spell, Reflex save [DC 14]); Search (DC 28), Disable Device (DC 28).

APL 8 (EL 6)

☞ **Cone of Acid Trap:** CR6; magical device; touch trigger; automatic reset (one minute); 9d6 acid damage (*cone of acid* spell, Reflex save [DC 17]); Search (DC 30), Disable Device (DC 30).

APL 10 (EL 8)

☞ **Prismatic Spray Trap:** CR8; magical device; touch trigger; automatic reset (one minute); Damage varies, see spell description (*prismatic spray* spell, Various saves [DC 20], see spell description); Search (DC 32), Disable Device (DC 32).

Development: If the characters succeed in destroying the obelisk, read or paraphrase the following text:

As you strike the obelisk one final blow, the spidery cracks playing across its surface spread outward to encompass the obelisk's entire surface. The oerth underneath your feet shakes violently as fire erupts from the nearby swampy water in gouts that sizzle and burn the rain sleeting down. The obelisk seems to groan for an agonizing second stretched across your ears like sharp claws drawn across slate. Your very being vibrates until you feel as though you may be shaken to pieces if it does not halt. The obelisk shatters into thousands of fragments that fall to the oerth like hail amid the rain and dead bodies that litter this place. With a tremendous roar the magical energies contained within the obelisk pour in a raging torrent into cloud cover above. As the energies strike the clouds it is as though a stone has struck the surface of a still pond. The clouds break and roll away in unnatural ripples, leaving behind only patches of their former cover. Through the fitful rain the sudden influx of sunlight causes you to blink back tears, either from pain or joy you cannot say.

Your rest is short-lived. A new sort of precipitation shatters your moment of reverie. A hail of arrows from the surrounding trees thunk and splash into the muddy ground and bodies around you, some bouncing off shattered stone and careening wildly to an unknown destination.

If the party cannot destroy the obelisk, they must retreat to Shiboeth. The Elector sends someone to handle the problem. However, the never ceasing rain causes a major dam on the Sheldomar to burst resulting in major

damage and tremendous loss of life. The party may not continue onward and the judge should sign adventure certificates and score the round. The adventure is over.

Encounter 7: Against the Flan

A party of anti-Vecna Flan has been dispatched to wipe out the cultist camp. Unfortunately, they have shown up just as the party has solved the problem. Their orders are to wipe out everything there and they are going to try to do it.

As you bask in the glory of the sun, you are suddenly attacked without warning by a storm of arrows.

APL 2 (EL 2)

Flan Archers (4): Male human War1; hp 11 each; see Appendix I.

APL 4 (EL 4)

Flan Archers (9): Male human War1; hp 11 each; see Appendix I.

APL 6 (EL 6)

Flan Archers (9): Male human Ftr1; hp 11 each; see Appendix I.

APL 8 (EL 8)

Flan Archers (9): Male human Ftr2; hp 18 each; see Appendix I.

APL 10 (EL 10)

Flan Archers (9): Male human Ftr4; hp 32 each; see Appendix I.

Tactics: The Flan attack with their bows until the party approaches, then they flee.

Development: It is very likely that the party will kill or capture one of the Flan. They have their left hand dyed black and a circle of black henna around their left eye. They speak only Flan.

The Flan do not know much about the dead cultists, only that they were sent to slay everyone at the camp, however they were afraid of the cult leaders. The Flan attacked when the party appeared weak.

From here, the party can either track one of the runaways back to the camp, try to convince a captive to reveal the camps location, or head back out of the swamps.

Encounter 8: The Ambush

Whatever option the characters choose, night soon falls and they have an opportunity to rest. The next morning,

immediately after regaining their spells, the party is attacked by a stronger group of Flan who have been sent to capture them and take them back to their leader.

Note that the EL has been lowered because the Flan are only trying to subdue the party and will flee if the battle goes against them.

APL 2 (EL 2)

Flan Raiders (6): Male human War1; hp 14 each; see Appendix I.

APL 4 (EL 4)

Flan Raiders (12): Male human War1; hp 14 each; see Appendix I.

APL 6 (EL 6)

Flan Raiders (12): Male human Ftr1; hp 14 each; see Appendix I.

APL 8 (EL 8)

Flan Raiders (12): Male human Ftr3; hp 24 each; see Appendix I.

APL 10 (EL 10)

Flan Raiders (12): Male human Ftr4; hp 45 each; see Appendix I.

Encounter 9: The Trap

Should the party (or a portion thereof) escape capture and attempt to follow the Flan back to their camp they run into a trap set to capture them.

APL 2 (EL 2)

☞**Knockout Gas Trap:** CR2; mechanical; location trigger; manual reset; gas; multiple targets; never miss; poison (somnus dust, Fortitude save [DC 15] resists, unconsciousness/--); Search (DC 15), Disable Device (DC 15).

APL 4 (EL 4)

☞**Knockout Gas Trap:** CR4; mechanical; location trigger; manual reset; gas; multiple targets; never miss; poison (somnus dust, Fortitude save [DC 17] resists, unconsciousness/--); Search (DC 21), Disable Device (DC 21).

APL 6 (EL 6)

☞**Knockout Gas Trap:** CR6; mechanical; location trigger; manual reset; gas; multiple targets; never miss; poison (somnus dust, Fortitude save [DC 20] resists, unconsciousness/--); Search (DC 24), Disable Device (DC 24).

APL 8 (EL 8)

☞**Knockout Gas Trap:** CR8; mechanical; location trigger; manual reset; gas; multiple targets; never miss;

poison (somnus dust, Fortitude save [DC 25] resists, unconsciousness/--); Search (DC 28), Disable Device (DC 28).

APL 10 (EL 10)

☞**Knockout Gas Trap:** CR10; mechanical; location trigger; manual reset; gas; multiple targets; never miss; poison (somnus dust, Fortitude save [DC 30] resists, unconsciousness/--); Search (DC 32), Disable Device (DC 32).

Development: If every member of the party is unconscious go to Encounter 10a. If some stay conscious go to encounter 10b.

Encounter 10A: Guardian Dominant

You awake to the smell of vegetables cooking over an open fire. Looking around you see your companions, most of whom are in the process of waking as well. Your equipment seems not to have been tampered with. A figure is seated before the fire, an ancient Flan wrapped in vines from the swamp. You notice that he also has the blackened left hand and the henna circle around his left eye. Laying at his feet is a crocodile.

“Greetings, I am sorry you were treated so roughly, but there was no choice. I will have food ready for you soon.”

The old man possesses the following information, and gives it freely in response to questions put to him by the characters.

- His name is Tar’a’mon and he is a druid. His companion’s name is Grashnor.
- He has a message for the characters to take back to the rulers of Gran March.
- The message is “The incursions have gone on too long. Things that should remain buried are in danger of being revealed. This cannot be allowed. No further incursions will be tolerated and the March has one year to abandon Fort Tribulation.”
- He is not interested in negotiation.
- Threats are met with indifference. Death is part of the circle of the swamp and he is not afraid to die. His death does not change the message he bears.
- He refuses to reveal whom he works for or why the March needs to abandon the swamp.
- If the party is respectful, he uses his healing spells to help them.
- If the party promises to give the message, he gives them a sealed document to take to the Warden.

- If the party is respectful, he gifts each of the characters with a wooden charm. This, he claims, may aid them in their dealings with the Flan in the future.
- If he is attacked, he fights back without mercy. He is truly unafraid to die.
- He imparts the quickest way out of the swamp. If the party has been respectful he informs them that there is still danger.

Encounter 10B: Guardian Supplicant

Having survived the various ambushes and traps, you continue through the swamp. Up ahead you notice a very old Flan wrapped in vines from the swamp. You notice that he also has the blackened left hand and the henna circle around his left eye. Laying at his feet is a crocodile.

He holds his hands out in a gesture of peace. "Please allow me to apologize. We felt we had no choice. I have a message of great importance for your leader."

- His demeanor throughout will be very submissive but he still will not negotiate on the points below.
- His name is Tar'a'mon and he is a druid. His companions name is Grashnor.
- He has a message for the characters to take back to the rulers of Gran March.
- The message is "The incursions have gone on too long. Things that should remain buried are in danger of being revealed. This cannot be allowed. No further incursions will be tolerated and the March has one year to abandon Fort Tribulation."
- He is not interested in negotiation.
- Threats are met with indifference. Death is part of the circle of the swamp and he is not afraid to die. His death does not change the message he bears.
- He refuses to reveal who he works for or why the March needs to abandon the swamp.
- If the party is respectful, he uses his healing spells to help them.
- If the party promises to give the message, he gives them a sealed document to take to the Warden.
- If the party is respectful, he gifts each of the characters with a wooden charm. This, he claims, may aid them in their dealings with the Flan in the future.
- If he is attacked, he fights back without mercy. He is truly unafraid to die.

- He imparts the quickest way out of the swamp. If the party has been respectful he informs them that there is still danger.

APL 2 (EL 3)

Tar'a'mon: Male human Drd3; hp 24; see Appendix I.

APL 4 (EL 3)

Tar'a'mon: Male human Drd3; hp 24; see Appendix I.

Grashnoor, crocodile: hp 22; see *Monster Manual* page 195.

APL 6 (EL 5)

Tar'a'mon: Male human Drd5; hp 36; see Appendix I.

Grashnoor, crocodile: hp 37; see Appendix I.

APL 6 (EL 5)

Tar'a'mon: Male human Drd5; hp 36; see Appendix I.

Grashnoor, crocodile: hp 37; see Appendix I.

APL 8 (EL 7)

Tar'a'mon: Male human Drd7; hp 48; see Appendix I.

Grashnoor, giant crocodile: hp 59; see Appendix I.

APL 10 (EL 9)

Tar'a'mon: Male human Drd9; hp 60; see Appendix I.

Grashnoor, advanced giant crocodile: hp 77; see Appendix I.

Encounter 11: Evil strikes Back

Though the Whispered One is often indifferent to his followers, he reserves special wrath for those who defeat his plans. The party is be traveling back out of the swamp as night falls. When it does, Vecna has an undead surprise in store for them.

APL 2 (EL 4)

Flan Zombies (9): 16 hp each; see *Monster Manual* page 191.

APL 4 (EL 6)

Flan Zombies (9): 16 hp each; see *Monster Manual* page 191.

Flan Mummy: hp 42; see *Monster Manual* page 138.

APL 6 (EL 8)

Flan Ghouls (9): 13 hp each; see *Monster Manual* page 97.

Flan Ghosts (2): 26 hp each; see *Monster Manual* page 97.

APL 8 (EL 10)

Tatana: Female flan vampire, Ftr7; 54hp; see Appendix I.

Flan Wights (4): 26 hp each; see *Monster Manual* page 183.

APL 10 (EL 12)

Tatana: Female flan vampire, Ftr7; 54hp; see Appendix I.

Mibbandin: Male flan vampire, Clr9(Vecna); 68hp; see Appendix I.

Flan Wights (2): 26 hp each; see *Monster Manual* page 183.

Treasure: Recover the gear (if any) from the undead.

APL 2 – L: 0gp; C: 0gp; M: 0.
APL 4 – L: 0gp; C: 0 gp; M: 0.
APL 6 – L: 0gp; C: 0 gp; M: 0.
APL 8 – L: 82.2gp; C: 0 gp; M: 0.
APL 10 – L: 164.1 gp; C: 0 gp; M: 0.

Development: The characters are able to exit the swamp without further incident.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1: Unexpected Fortune

Defeating the bandits

APL 2	30 xp
APL 4	60 xp
APL 6	120 xp
APL 8	180 xp
APL 8	240 xp

Encounter 2: Enter the Swamp

Defeating the crocodiles

APL 2	60 xp
APL 4	150 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

Encounter 4: Black as Night

Defeating Nox

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	300 xp
APL 10	360 xp

Encounter 5: The Horror of Faith

Defeating Mazneral and his allies

APL 2	120 xp
APL 4	210 xp
APL 6	270 xp
APL 8	300 xp
APL 10	360 xp

Encounter 6: The Obelisk

Defeating the trap

APL 2	60 xp
APL 4	60 xp
APL 6	120 xp
APL 8	180 xp
APL 10	240 xp

Destroying the Obelisk

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp
APL 8	120 xp
APL 10	150 xp

Encounter 7: Against the Flan

Defeating the Flan

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

Encounter 8: The Ambush

Defeating the Flan

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

Encounter 9: The Trap

Defeating the trap

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

Encounter 11: Evil Strikes Back

Defeating the undead

APL 2	120 xp
-------	--------

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp

Role-Playing Award

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

Total possible experience

APL 2	600 xp
APL 4	1,200 xp
APL 6	1,800 xp
APL 8	2,400 xp
APL 10	3,000 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is the number of gold pieces a character's total and coin value increases at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

No matter what they actually recover from the module, they may only keep piles of gold pieces. Note that it is possible (though unlikely, due to time pressure in the module) that the PCs could recover more than the allowed value from the module. In this case, the excess is confiscated by the Office of Strategic Resource Management.

Note: Any pay collected by active members of the Gran March military is not affected by the maximum treasure cap of the adventure and may be collected even if it would place the character over the treasure cap for the adventure.

Encounter 1: Unexpected Fortune

Recover the bandit's gear (if they really want to).

APL 2 - L: 2.8gp; C: 0gp; M: 0.
 APL 4 - L: 2.8gp; C: 0 gp; M: 0.
 APL 6 - L: 5.6gp; C: 0 gp; M: 0.
 APL 8 - L: 5.6gp; C: 0 gp; M: 0.
 APL 10 - L: 8.4 gp; C: 0 gp; M: 0.

Encounter 5: The Horror of Faith

Recover the arms, armor and equipment of Mazneral and his allies.

APL 2 - L: 0gp; C: 0gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *cloak of resistance* +1 (Value 150gp per character).

APL 4 - L: 0gp; C: 300 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *cloak of resistance* +1 (Value 150gp per character), 1 *brooch of shielding* (Value 225 gp per character).

APL 6 - L: 0gp; C: 800 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *amulet of natural armor* +1 (Value 300gp per character), 1 *cloak of resistance* +1 (Value 150gp per character), 1 *brooch of shielding* (Value 225 gp per character).

APL 8 - L: 87gp; C: 1,100 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *chain shirt* (Value 187 gp per character), 1 *amulet of natural armor* +1 (Value 300gp per character), 1 *ring of protection* +1 (Value 300gp per character), 1 *cloak of resistance* +1 (Value 150gp per character), 1 *brooch of shielding* (Value 225 gp per character), 1 *necklace of prayer beads, bead of karma* (Value 750 gp per character).

APL 10 - L: 87 gp; C: 1,200 gp; M: 1 +1 *greatsword* (Value 352 gp per character), 1 +1 *mithral breastplate* (Value 780 gp per character), 2 *amulet of natural armor* +1

(Value 600 gp per character), 2 *ring of protection* +1 (Value 600 gp per character), 2 *cloak of resistance* +1 (Value 300gp per character), 1 *brooch of shielding* (Value 225 gp per character), 1 *ring of counterspells* (Value 600 gp per character), 1 *necklace of prayer beads, bead of karma* (Value 750 gp per character), 1 scroll of *flamestrike* (Value 168 gp per character), 1 scroll of *empowered lightning bolt* 9th caster level (Value 202 gp per character), 1 scroll of *meteor swarm* 17th caster level (Value 573 gp per character).

Encounter 11: Evil Strikes Back

Recover the gear (if any) from the undead.

APL 2 – L: 0gp; C: 0gp; M: 0.

APL 4 – L: 0gp; C: 0 gp; M: 0.

APL 6 – L: 0gp; C: 0 gp; M: 0.

APL 8 – L: 82.2gp; C: 0 gp; M: 0.

APL 10 – L: 164.1 gp; C: 0 gp; M: 0.

Adventure Maximums

APL 2: 600gp

APL 4: 1,200gp

APL 6: 2,000gp

APL 8: 3,400gp

APL 10: 5,800gp

Special (appears on Adventure Certificate)

Influence Point: Elector Larinta Cindor. For aiding the Elector in her time of need you have received this influence point. This may be used as an influence point with the College of Electors, the Rush Warden, or the Herdmaster's Guild (organizations with which the Elector has some sway). It may also potentially be used for other purposes. Submit unique proposals to the Gran March triad.

Swamp Fever. The hero whose name appears on this Adventure Certificate has contracted Swamp Fever during an adventure into the Rushmoors. Once during each game session, the GM must ask the hero to roll 1d20. If the roll is a 1, the character has suffered a relapse of the disease. The infected hero loses one temporary point of Constitution per day, until the victim makes a Fortitude saving throw (DC 14), at which point the episode stops. The hero then recovers the Constitution damage at the normal rate. A successful Heal check (DC 15) allows the infected hero a second saving throw each day to attempt to recover from the disease. The disease is permanent until a *remove disease* spell is sued on the hero (at that time cross this effect off of the character's Adventure Certificate).

Encounter 1: Unexpected Fortune

APL 2 (EL 1)

Bandits (2): Male human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4 each; Init +7; Spd 30ft.; AC 15 (13 touch, 12 flatfooted); Atk +0 melee (1d4/19-20, dagger); AL N; SV Fort +0 Ref +3 Will +0; Str 10, Dex 16, Con 11, Int 10, Wis 10, Cha 10.

Skills & Feats: Bluff +2, Hide +5, Listen +2, Spot +6; Alertness, Improved Initiative.

Possessions: Dagger, leather armor, two days rations, waterskin, traveler's outfit.

APL 4 (EL 2)

Bandits (2): Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6 each; Init +7; Spd 30ft.; AC 15 (13 touch, 12 flatfooted); Atk +0 melee (1d4/19-20, dagger); SA Sneak Attack +1d6; AL N; SV Fort +0 Ref +5 Will +0; Str 10, Dex 16, Con 11, Int 10, Wis 10, Cha 10.

Skills & Feats: Bluff +4, Hide +7, Intimidate +4, Listen +6, Move Silently +7, Open Lock +4, Search +4, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: Dagger, leather armor, two days rations, waterskin, traveler's outfit.

APL 6 (EL 4)

Bandits (4): Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +7; Spd 30ft.; AC 15 (13 touch, 12 flatfooted); Atk +0 melee (1d4+1/19-20, dagger); SA Sneak Attack +1d6; AL N; SV Fort +1 Ref +6 Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Bluff +4, Hide +7, Intimidate +4, Listen +6, Move Silently +7, Open Lock +4, Search +4, Spot +6, Tumble +7; Alertness, Improved Initiative.

Possessions: Dagger, leather armor, two days rations, waterskin, traveler's outfit.

APL 8 (EL 6)

Bandits (4): Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +7; Spd 30ft.; AC 15 (13 touch, 12 flatfooted); Atk +1 melee (1d4+1/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +1 Ref +5 Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Bluff +5, Hide +8, Intimidate +5, Listen +7, Move Silently +8, Open Lock +5, Search +5, Spot +7, Tumble +8; Alertness, Improved Initiative.

Possessions: Dagger, leather armor, two days rations, waterskin, traveler's outfit.

Appendix I: Enemies & Monsters

APL 10 (EL 8)

Bandits (6): Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17 each; Init +7; Spd 30ft.; AC 15 (13 touch, 12 flatfooted); Atk +3 melee (1d4+1/19-20, dagger); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL N; SV Fort +2 Ref +6 Will +2; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills & Feats: Bluff +6, Hide +9, Intimidate +6, Listen +9, Move Silently +9, Open Lock +6, Search +6, Spot +9, Tumble +9; Alertness, Improved Initiative, Weapon Finesse (dagger).

Possessions: Dagger, leather armor, two days rations, waterskin, traveler's outfit.

Encounter 2: Enter the Swamp

APL 8 (EL 8)

Crocodile, Giant advanced: CR6; Huge animal; HD 14d8+56; hp 119; Init +1; Spd 20ft, swim 30ft; AC 16 (touch 8, flatfooted 14); Atk +15 melee (2d8+12, bite) or +15 melee (1d12+12, tail slap); Face/Reach 10ft. by 20ft. / 10ft.; SA Improved Grab; AL N; SV Fort +13, Ref +10, Will +5; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +5, Spot +5.

APL 10 (EL 10)

Crocodile, Giant advanced: CR8; Huge animal; HD 21d8+84; hp 178; Init +1; Spd 20ft, swim 30ft; AC 16 (touch 8, flatfooted 14); Atk +21 melee (2d8+12, bite) or +21 melee (1d12+12, tail slap); Face/Reach 10ft. by 20ft. / 10ft.; SA Improved Grab; AL N; SV Fort +16, Ref +13, Will +7; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +5, Spot +5.

Encounter 4: Black as Night

APL 2 (EL 4)

Nox (Wyrmling Black Dragon): CR2; Tiny dragon; HD 4d12+4; hp 30; Init +0; Spd 60ft., fly 100ft. (average), swim 60 ft.; AC 15 (touch 12, flatfooted 13); Atk +6 melee (1d4, bite), +2 melee (1d3, 2 claws); Face/Reach 2 ½ ft. by 2 ½ ft. / 5ft.; SA Line of acid; SQ Blindsight, keen senses, immune to sleep and paralysis, immune to acid, waterbreathing; AL CE; SV Fort +5, Ref +4, Will +4; Str 11, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +4, Hide +2, Move Silently +2, Spot +4; Flyby Attack.

Blindsight (Ex): Nox can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 ft.

Breath Weapon (Su): Nox has one type of breath weapon, a line of acid 5' wide and 30' long, which inflicts 2d4 points of damage with a Reflex save DC 13 for half.

Keen Senses (Ex): Nox sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 ft.

APL 4 (EL 4)

Nox (Young Black Dragon): CR4; Medium dragon; HD 10d12+20; hp 85; Init +0; Spd 60ft., fly 150ft. (poor), swim 60 ft.; AC 19 (touch 10, flatfooted 19); Atk +12 melee (1d8+2, bite), +1 melee (1d6+1, 2 claws), +12 melee (1d4+1, 2 wings); Face/Reach 5ft. by 5ft. / 5ft.; SA Line of acid; SQ Blindsight, keen senses, immune to sleep and paralysis, immune to acid, waterbreathing; AL CE; SV Fort +9, Ref +7, Will +7; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +10, Escape Artist +10, Hide +5, Listen +10, Move Silently +5, Spot +10; Cleave, Power Attack.

Blindsight (Ex): Nox can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 90 ft.

Breath Weapon (Su): Nox has one type of breath weapon, a line of acid 5' wide and 60' long, which inflicts 6d4 points of damage with a Reflex save DC 17 for half.

Keen Senses (Ex): Nox sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 300 ft.

APL 6 (EL 6)

Nox (Juvenile Black Dragon): CR6; Medium dragon; HD 13d12+26; hp 110; Init +4; Spd 60ft., fly 150ft. (poor), swim 60 ft.; AC 19 (touch 10, flatfooted 19); Atk +16 melee (1d8+3, bite), +11 melee (1d6+1, 2 claws), +11 melee (1d4+1, 2 wings); Face/Reach 5ft. by 5ft. / 5ft.; SA Line of acid, spell-like abilities; SQ Blindsight, keen senses, immune to sleep and paralysis, immune to acid, waterbreathing; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +13, Escape Artist +13, Hide +6, Listen +13, Move Silently +6, Spot +13; Cleave, Improved Initiative, Power Attack.

Blindsight (Ex): Nox can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 120 ft.

Breath Weapon (Su): Nox has one type of breath weapon, a line of acid 5' wide and 60' long, which inflicts 8d4 points of damage with a Reflex save DC 18 for half.

Keen Senses (Ex): Nox sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 400 ft.

Spell-like Abilities (Sp): 3/day *darkness* (30' radius)

APL 8 (EL 10)

Nox (Young Adult Black Dragon): Male black dragon Rog 2; CR10; Large dragon; HD 16d12+48, 2d6+6; hp 168; Init +4; Spd 60ft., fly 150ft. (poor), swim 60 ft.; AC 28 [includes *mage armor*] (touch 9, flatfooted 28); Atk +19 melee (2d6+4, bite), +14 melee (1d8+2, 2 claws), +14 melee (1d6+2, 2 wings), +14 melee (1d8+2, tail slap); Face/Reach 5ft. by 10ft. / 10ft.; SA Frightful presence, line of acid, spells, sneak attack +1d6, spell-like abilities; SQ Blindsight, DR 5/+1, evasion, keen senses, immune to sleep and paralysis, immune to acid, SR 17, waterbreathing; AL CE; SV Fort +13, Ref +13, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +17, Concentration +19, Escape Artist +16, Hide +17, Listen +19, Move Silently +17, Spot +19; Alertness, Cleave, Improved Initiative, Power Attack.

Blindsight (Ex): Nox can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 150 ft.

Breath Weapon (Su): Nox has one type of breath weapon, a line of acid 5' wide and 80' long, which inflicts 10d4 points of damage with a Reflex save DC 22 for half.

Frightful Presence (Ex): Nox can unsettle foes with its mere presence. This ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a 150ft radius are subject to the effect if they have less than 18HD. A potentially affected creature that succeeds at a Will save DC 19 remains immune to that dragon's frightful presence for one day. On a failure creatures with 4 or

fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Keen Senses (Ex): Nox sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 500 ft.

Spells: Nox knows and casts arcane spells as a 1st level sorcerer.

Spells available (5/3 2, DC = 12 + spell level): 0—[*detect magic, detect poison, ghost sound, mage hand, prestidigitation*]; 1st—[*mage armor, shield*]. This black dragon has pre-cast a *mage armor* spell.

Spell-like Abilities (Sp): 3/day *darkness* (30' radius).

APL 10 (EL 12)

Nox (Adult Black Dragon): CR12; Large dragon; HD 19d12+76, 2d6+6; hp 215; Init +4; Spd 60ft., fly 150ft. (poor), swim 60 ft.; AC 31 [includes *mage armor*] (touch 9, flatfooted 31); Atk +24 melee (2d6+4, bite), +19 melee (1d8+2, 2 claws), +19 melee (1d6+2, 2 wings), +19 melee (1d8+2, tail slap); Face/Reach 5ft. by 10ft. / 10ft.; SA Corrupt water, frightful presence, line of acid, sneak attack +1d6, spells, spell-like abilities; SQ Blindsight, DR 5/+1, evasion, keen senses, immune to sleep and paralysis, immune to acid, SR 18, waterbreathing; AL CE; SV Fort +15, Ref +14, Will +12; Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +21, Concentration +21, Escape Artist +19, Hide +19, Listen +22, Move Silently +18, Spot +22; Alertness, Cleave, Improved Initiative, Power Attack.

Blindsight (Ex): Nox can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 180 ft.

Breath Weapon (Su): Nox has one type of breath weapon, a line of acid 5' wide and 80' long, which inflicts 12d4 points of damage with a Reflex save DC 23 for half.

Corrupt Water (Sp): Once per day Nox can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save DC 10 or become fouled.

Frightful Presence (Ex): Nox can unsettle foes with its mere presence. This ability takes effect automatically

whenever Nox attacks, charges, or flies overhead. Creatures within a 180ft radius are subject to the effect if they have less than 21HD. A potentially affected creature that succeeds at a Will save DC 20 remains immune to Nox's frightful presence for one day. On a failure creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Keen Senses (Ex): Nox sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 600 ft.

Spells: Nox knows and casts arcane spells as a 3rd level sorcerer.

Spells available (6/5 4, DC = 12 + spell level): 0—[*detect magic, detect poison, ghost sound, mage hand, prestidigitation*]; 1st—[*mage armor, protection from good, shield*]. This black dragon has pre-cast a *mage armor* spell.

Spell-like Abilities (Sp): 3/day *darkness* (30' radius).

Encounter 5: The Horror of Faith

APL 2 (EL 4)

Mazneral: Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+4, 2d6+4; hp 30; Init +3; Spd 30ft.; AC 18 (13 touch, 15 flatfooted); Atk +8 melee (2d6+6/19-20, +1 *greatsword*); SA Sneak attack +1d6; SQ Evasion; AL LE; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 14, Int 12, Wis 13, Cha 12.

Skills & Feats: Balance +4, Bluff +7, Diplomacy +11, Escape Artist +7, Hide +7, Intimidate +8, Jump +11, Listen +6, Sense Motive +6, Spot +6, Tumble +11; Cleave, Improved Sunder, Power Attack, Sunder, Weapon Focus (greatsword).

Possessions: +1 *greatsword*, +1 *chain shirt*, *cloak of resistance* +1, ~~*potion of blur*~~.

Active Spell Effects (and durations at beginning of combat): *blur* (3rd; 27 rounds).

APL 4 (EL 7)

Mazneral: Male human Ftr4/Rog3; CR 7; Medium-size humanoid (human); HD 4d10+6, 3d6+6; hp 52; Init +3; Spd 30ft.; AC 22 (17 touch, 19 flatfooted); Atk +11/+6 melee (2d6+8/19-20, +1 *greatsword*); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +8, Ref +8, Will +5; Str 17, Dex 16, Con 14, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +4, Bluff +11, Climb +3, Diplomacy +11, Escape Artist +12, Hide +7, Intimidate +8, Jump +14, Listen +7, Sense Motive +7, Spot +7, Tumble +14; Cleave, Expertise, Improved

Sunder, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, +1 chain shirt, cloak of resistance +1, brooch of shielding, ~~potion of blur~~, ~~potion of haste~~, ~~potion of invisibility~~.

Active Spell Effects (caster level and duration): blur (3rd; 27 rounds), haste (5th; 4 rounds), invisibility (3rd; until attacks or revealed).

APL 6 (EL 9)

Mazneral: Male human Ftr4/Rog3/Blackguard2; CR 9; Medium-size humanoid (human); HD 6d10+12, 3d6+6; hp 68; Init +3; Spd 30ft.; AC 24 (14 touch, 17 flatfooted); Atk +14/+9 melee (2d6+9/17-20, +1 greatsword); SA Poison use, smite good, sneak attack +2d6; SQ Dark blessing, detect good, evasion, uncanny dodge; AL LE; SV Fort +12, Ref +9, Will +6; Str 18, Dex 16, Con 14, Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +4, Bluff +11, Climb +3, Diplomacy +11, Escape Artist +12, Hide +7, Intimidate +12, Jump +14, Knowledge (religion) +5, Listen +7, Sense Motive +7, Spot +7, Tumble +14; Cleave, Expertise, Improved Critical (greatsword), Improved Sunder, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, +1 chain shirt, cloak of resistance +1, ring of protection +1, amulet of natural armor +1, brooch of shielding, ~~potion of blur~~, ~~potion of haste~~, ~~potion of invisibility~~, ~~scroll of freedom of movement~~.

Spells Prepared (2; save DC = 12 + spell level): 1st – cause fear, doom.

Active Spell Effects (caster level and duration): blur (3rd; 27 rounds), freedom of movement (7th; 70 minutes), haste (5th; 4 rounds), invisibility (3rd; until attacks or revealed).

APL 8 (EL 10)

Mazneral: Male human Ftr4/Rog3/Blackguard2; CR 9; Medium-size humanoid (human); HD 6d10+12(+24), 3d6+6(+12); hp 68(86); Init +3; Spd 30ft.; AC 26 (18 touch, 23 flatfooted); Atk +17/+12 melee (2d6+14/17-20, +1/+3 greatsword); SA Poison use, smite good, sneak attack +2d6; SQ Dark blessing, detect good, evasion, uncanny dodge; AL LE; SV Fort +12(+14), Ref +9, Will +6, (+1 vs. fear effects); Str 18(22), Dex 16, Con 14(18), Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +4, Bluff +11, Climb +3(+5), Diplomacy +11, Escape Artist +12, Hide +7, Intimidate +12, Jump +14(+16), Knowledge (religion) +5, Listen +7, Sense Motive +7, Spot +7, Tumble +14; Cleave, Expertise, Improved Critical (greatsword), Improved Sunder, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1(+3) greatsword, +1(+3) chain shirt, cloak of resistance +1, ring of protection +1, amulet of

natural armor +1, brooch of shielding, ~~potion of blur~~, ~~potion of haste~~, ~~potion of invisibility~~, ~~scroll of freedom of movement~~.

Spells Prepared (2; save DC = 12 + spell level): 1st – cause fear, doom.

Active Spell Effects (caster level and duration): bless (11th; 11 minutes), blur (3rd; 27 rounds) bull's strength (11th; 11 hours), endurance (11th; 11 hours), freedom of movement (7th; 66 minutes), greater magic weapon (11th; 11 hours), haste (5th; 4 rounds), invisibility (3rd; until attacks or revealed), magic vestment (11th; 11 hours).

Cizzerin: Male human Clr7(Vecna); CR 7; Medium-size humanoid (human); HD 7d8+14(+28); hp 52(66); Init +1; Spd 30ft.; AC 25 (18 touch, 24 flatfooted); Atk +11 melee (1d8+4, masterwork heavy mace); SA Command undead, spells, spontaneous cast inflict spells; SQ Evil domain, Magic domain; AL LE; SV Fort +9(+11), Ref +5, Will +10 (+1 vs. fear effects, +2 vs. good spells or casters); Str 12, Dex 12, Con 14(18), Int 10, Wis 17, Cha 10.

Skills & Feats: Concentration +12(+14), Heal +13, Knowledge (religion) +10; Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes.

Possessions: Masterwork heavy mace, silver holy symbol (2), (+3) masterwork chain shirt, darkwood shield, ~~necklace of prayer beads (bead of karma)~~, ~~potion of blur~~, ~~potion of haste~~, ~~potion of invisibility~~, ~~potion of protection from fire~~.

Spells Prepared (6/5+1/4+1/3+1/1+1); save DC = 13 + spell level): 0 – create water, cure minor wounds (2), detect magic, light, read magic; 1st – bless, cure light wounds (2), ~~divine favor~~, ~~protection from good*~~, ~~shield of faith~~; 2nd – ~~bull's strength~~, ~~endurance~~ (2), hold person, identify*; 3rd – cure serious wounds, dispel magic, ~~magic vestment~~ (2); 4th – ~~greater magic weapon~~, unholy blight*. Spells marked with an * are domain spells.

Active Spell Effects (caster level and duration): bless (11th; 11 minutes), blur (3rd; 27 rounds) bull's strength (11th; 11 hours), divine favor (11th; 11 minutes), endurance (11th; 11 hours), haste (5th; 4 rounds), invisibility (3rd; until attacks or revealed), magic vestment (11th; 11 hours), protection from good (11th; 11 minutes), protection from fire (5th; 50 minutes or 50 points of damage), shield of faith (11th; 11 minutes).

APL 10 (EL 12)

Mazneral: Male human Ftr4/Rog3/Blackguard2; CR 9; Medium-size humanoid (human); HD 6d10+12(+24), 3d6+6(+12); hp 68(86); Init +3; Spd 30ft.; AC 28 (18 touch, 25 flatfooted); Atk +18/+13 melee (2d6+15/17-20, +1/+4 greatsword); SA Poison use, smite good, sneak attack +2d6; SQ Dark blessing, detect good, evasion, uncanny dodge; AL LE; SV Fort +12(+14), Ref +9, Will +6, (+1 vs. fear effects); Str 18(22), Dex 16, Con 14(18), Int 13, Wis 14, Cha 12.

Skills & Feats: Balance +4, Bluff +11, Climb +3(+5), Diplomacy +11, Escape Artist +12, Hide +7,

Intimidate +12, Jump +14(+16), Knowledge (religion) +5, Listen +7, Sense Motive +7, Spot +7, Tumble +14; Cleave, Expertise, Improved Critical (greatsword), Improved Sunder, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1(+4) greatsword, +1(+4) mithral breastplate, cloak of resistance +1, ring of protection +1, amulet of natural armor +1, brooch of shielding, ~~potion of blur~~, ~~potion of haste~~, ~~potion of invisibility~~, ~~scroll of freedom of movement~~.

Spells Prepared (2; save DC = 12 + spell level): 1st - cause fear, doom.

Active Spell Effects (caster level and duration): bless (13th; 13 minutes), blur (3rd; 27 rounds) bull's strength (13th; 13 hours), endurance (13th; 13 hours), freedom of movement (7th; 66 minutes), greater magic weapon (13th; 13 hours), haste (5th; 4 rounds), invisibility (3rd; until attacks/revealed), magic vestment (13th; 13 hours), Rary's telepathic bond (13th; 130 minutes), stonesskin (9th; 90 minutes or 90 points of damage).

Cizzerin: Male human Clr9(Vecna); CR 9; Medium-size humanoid (human); HD 9d8+18(+36); hp 66(84+13 temp hp); Init +1; Spd 30ft.; AC 32 (18 touch, 31 flatfooted); Atk +24/+19 melee (2d6+14, [+4] masterwork heavy mace); SA Command undead, spells, spontaneous cast inflict spells; SQ Evil domain, Magic domain, SR 25; AL LE; SV Fort +10(+12), Ref +6, Will +11 (+1 vs. fear effects, +2 vs. good spells or casters); Str 12(22), Dex 12, Con 14(18), Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +14(+16), Heal +15, Knowledge (religion) +12; Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Weapon Focus (heavy mace).

Possessions: (+4) Masterwork heavy mace, silver holy symbol (2), (+4) masterwork chain shirt, (+4) darkwood shield, ~~necklace of prayer beads (bead of karma)~~, ~~potion of blur~~, ~~potion of haste~~, ~~potion of invisibility~~, ~~potion of protection from fire~~, ring of counterspells (slow), scroll of flamestrike.

Spells Prepared (6/5+1/5+1/5+1/3+1/1+1); save DC = 14 + spell level: 0 - create water, cure minor wounds (2), detect magic, light, read magic; 1st - bless, cure light wounds (2), ~~divine favor~~, ~~protection from good*~~, ~~shield of faith~~; 2nd - ~~bull's strength~~, ~~endurance (3)~~, hold person, identify*; 3rd - cure serious wounds, dispel magic, magic vestment (3); 4th - ~~divine power~~, ~~greater magic weapon (2)~~, ~~unholy blight*~~; 5th - ~~righteous might~~, ~~spell resistance*~~. Spells marked with an * are domain spells.

Active Spell Effects (caster level and duration): bless (13th; 13 minutes), blur (3rd; 27 rounds) bull's strength (13th; 13 hours), divine favor (13th; 13 minutes), divine power (13th; 11 rounds), endurance (13th; 13 hours), haste (5th; 4 rounds), invisibility (3rd; until he attacks), magic vestment (13th; 13 hours), protection from good (13th; 13 minutes), protection from fire (5th; 50 minutes or 50

points of damage), Rary's telepathic bond (13th; 130 minutes), righteous might (13th; 10 rounds), shield of faith (13th; 13 minutes), spell resistance (13th; 13 minutes), stonesskin (9th; 90 minutes or 90 points of damage).

Sylus: Male human Wiz(Div)7/Loremaster 3; CR 10 Medium-size humanoid (human); HD 10d4+20(+40); hp 51(71); Init +2(+4); Spd 30ft.; AC 14(20) (13[15] touch, 12[16] flatfooted) +2 vs. good opponents, +7 from shield; Atk +6 melee (1d6, masterwork quarterstaff); SA Spells; SQ Applicable knowledge, lore, lore of true stamina, school specialty - divination, school opposition -evocation; AL LE; SV Fort +7(+9), Ref +6(+8), Will +9, +2 vs. good spells and casters; Str 10, Dex 14(18), Con 14(18), Int 20, Wis 10, Cha 10.

Skills & Feats: Concentration +15(+17), Decipher Script +11, Knowledge (arcana) +15, Knowledge (architecture & engineering) +6, Knowledge (geography) +6, Knowledge (history - Gran March) +14, Knowledge (local - rushmoors) +15, Knowledge (nature) +6, Knowledge (the planes) +6, Knowledge (religion) +15, Knowledge (Vecna lore) +15, Scry +18, Speak Language (Abyssal, Ancient Suloise, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Flan, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran), Spellcraft +18; Empower Spell, Extend Spell, Scribe Scroll, Skill Focus (knowledge [history - Gran March]), Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Transmutation).

Possessions: amulet of natural armor +1, cloak of resistance +1, ring of protection +1, scroll of meteor swarm (17th caster level, DC 19), scroll of empowered lighting bolt (9th caster level, DC 15), ~~scroll of stonesskin~~, ~~scroll of displacement~~, ~~scroll of improved invisibility~~, ~~scroll of mage armor~~.

Spells prepared (5/7/6/5/4/3, base DC = 15 + spell level; 17 + spell level for Enchantment, Evocation and Transmutation spells): 0 - detect magic, detect poison, flare, mage hand, ray of frost, read magic; 1st - charm person, magic missile (4), ~~protection from good~~, true strike; 2nd - blindness, ~~cat's grace~~, flaming sphere, glitterdust, ~~see invisibility~~, ~~shield (extended)~~; 3rd - clairsentience/clairsentience, dispel magic, haste, hold person, slow; 4th - confusion, ~~detect scrying~~, stonesskin (2); 5th - feeblemind, fireball (empowered), ~~Rary's telepathic bond~~. Spells with a line through them have been precast.

Active Spell Effects (caster level and duration): bless (13th; 13 minutes), cat's grace (13th; 13 hours), detect scrying (13th; 24 hours), endurance (13th; 13 hours), haste (13th; 12 rounds), improved invisibility (7th; 7 minutes), protection from good (13th; 13 minutes), Rary's telepathic bond (13th; 130 minutes), ~~see invisibility (13th; 13 hours)~~, shield [extended] (13th; 26 minutes), stonesskin (9th; 90 minutes or 90 points of damage).

Encounter 7: Against the Flan

APL 2 (EL 2)

Flan Archers: Male human War1; CR ½; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30ft.; AC 14 (11 touch, 13 flatfooted); Atk +3 ranged (1d8/x3, longbow); AL NG; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +5, Craft (bowmaking) +4, Swim +5; Run, Weapon Focus (longbow).

Possessions: Studded leather, longbow, 20 arrows.

APL 4 (EL 4)

Flan Archers: Male human War1; CR ½; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30ft.; AC 14 (11 touch, 13 flatfooted); Atk +3 ranged (1d8/x3, longbow); AL NG; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +5, Craft (bowmaking) +4, Swim +5; Run, Weapon Focus (longbow).

Possessions: Studded leather, longbow, 20 arrows.

APL 6 (EL 6)

Flan Archers: Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30ft.; AC 14 (11 touch, 13 flatfooted); Atk +3 ranged (1d8/x3, longbow); AL NG; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +5, Craft (bowmaking) +4, Swim +5; Point Blank Shot, Run, Weapon Focus (longbow).

Possessions: Studded leather, longbow, 20 arrows.

APL 8 (EL 8)

Flan Archers: Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +1; Spd 30ft.; AC 14 (11 touch, 13 flatfooted); Atk +4 ranged (1d8/x3, longbow); AL NG; SV Fort +4, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Craft (bowmaking) +5, Swim +6; Point Blank Shot, Precise Shot, Run, Weapon Focus (longbow).

Possessions: Studded leather, longbow, 20 arrows.

APL 10 (EL 10)

Flan Archers: Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +1; Spd 30ft.; AC 15 (12 touch, 13 flatfooted); Atk +7 ranged (1d8/x3, longbow); AL NG; SV Fort +5, Ref +3, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +8, Craft (bowmaking) +7, Swim +8; Point Blank Shot, Precise Shot, Rapid Shot, Run, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Studded leather, longbow, 20 arrows.

Encounter 8: The Ambush

APL 2 (EL 2)

Flan Raiders: Male human War1; CR ½; Medium-size humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 30ft.; AC 16 (11 touch, 15 flatfooted); Atk +3 melee (1d6+2S, sap); AL NG; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Craft (weaponsmithing) +4, Swim +6; Run, Toughness.

Possessions: Studded leather, large wooden shield, sap.

APL 4 (EL 4)

Flan Raiders: Male human War1; CR ½; Medium-size humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 30ft.; AC 16 (11 touch, 15 flatfooted); Atk +3 melee (1d6+2S, sap); AL NG; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Craft (weaponsmithing) +4, Swim +6; Run, Toughness.

Possessions: Studded leather, large wooden shield, sap.

APL 6 (EL 6)

Flan Raiders: Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+4; hp 11; Init +5; Spd 30ft.; AC 16 (11 touch, 15 flatfooted); Atk +3 melee (1d6+2S, sap); AL NG; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Craft (weaponsmithing) +4, Swim +6; Improved Initiative, Run, Toughness.

Possessions: Studded leather, large wooden shield, sap.

APL 8 (EL 8)

Flan Raiders: Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+8; hp 24; Init +5; Spd 30ft.; AC 16 (11 touch, 15 flatfooted); Atk +4 melee (1d6+2S, sap); AL NG; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +7, Craft (weaponsmithing) +5, Swim +7; Improved Initiative, Run, Toughness x2.

Possessions: Studded leather, large wooden shield, sap.

APL 10 (EL 10)

Flan Raiders: Male human Ftr5; CR 4; Medium-size humanoid (human); HD 5d10+11; hp 45; Init +1; Spd 30ft.; AC 16 (11 touch, 15 flatfooted); Atk +8 melee (1d6+3S, sap); AL NG; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +11, Craft (weaponsmithing) +8, Swim +11; Cleave, Improved Initiative, Power Attack, Run, Toughness x2.

Possessions: Studded leather, large wooden shield, sap.

Encounter IOA&B: Guardian Dominant & Supplicant

APL 2 & 4 (EL 3)

Tar'a'mon: Male human Drd3; CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +6; Spd 20ft.; AC 20 (12 touch, 18 flatfooted); Atk +2 melee (1d8/18-20, scimitar); SQ: Animal companion, nature sense, trackless step, woodland stride; AL NG; SV Fort +5, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills & Feats: Animal Empathy +4, Concentration +10, Handle Animal +4, Heal +9, Knowledge (Vecna) +3, Wilderness Lore +9; Combat Casting, Improved Initiative, Skill Focus (Concentration).

Possessions: Scimitar, hide armor, large wooden shield.

Spells prepared (4/3/2, DC = 13 + spell level):
0—[create water, cure minor wounds, detect magic, light];
1st—[cure light wounds x2, entangle]; **2nd**—[~~barkskin~~, flameblade]; Spells that have been marked through have been precast.

Active Spell Effects (caster level and duration):
~~barkskin~~ (3rd; 30 minutes).

APL 6 (EL 5)

Tar'a'mon: Male human Drd5; CR 5; Medium-size humanoid (human); HD 5d8+10; hp 36; Init +6; Spd 20ft.; AC 20 (12 touch, 18 flatfooted); Atk +3 melee (1d8/18-20, scimitar); SQ: Animal companion, nature sense, resist nature's lure, trackless step, wildshape 1/day, woodland stride; AL NG; SV Fort +6, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills & Feats: Animal Empathy +5, Concentration +12, Handle Animal +5, Heal +11, Knowledge (Vecna) +4, Wilderness Lore +11; Combat Casting, Improved Initiative, Skill Focus (Concentration).

Possessions: Scimitar, hide armor, large wooden shield.

Spells prepared (5/4/3/2, DC = 13 + spell level): **0**—[create water, cure minor wounds, detect magic, flare, light]; **1st**—[cure light wounds x2, entangle, faerie fire]; **2nd**—[~~barkskin~~, flameblade, hold animal]; **3rd**—[cure moderate wounds, summon nature's ally III]; Spells that have been marked through have been precast.

Active Spell Effects (caster level and duration):
~~barkskin~~ (5th; 50 minutes).

Grashnoor, advanced crocodile: CR2; Medium-size animal; HD 5d8+15; hp 37; Init +1; Spd 20ft, swim 30ft; AC 15 (touch 11, flatfooted 14); Atk +7 melee (1d8+6, bite) or +7 melee (1d12+6, tail slap); Face/Reach 5ft. by 5ft. / 5ft.; SA Improved Grab; AL N; SV Fort +7, Ref +5, Will +2; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

APL 8 (EL 7)

Tar'a'mon: Male human Drd7; CR 7; Medium-size humanoid (human); HD 7d8+14; hp 48; Init +6; Spd 20ft.; AC 20 (12 touch, 18 flatfooted); Atk +5 melee (1d8/18-20, scimitar); SQ: Animal companion, nature sense, resist nature's lure, trackless step, wildshape 3/day, woodland stride; AL NG; SV Fort +7, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills & Feats: Animal Empathy +6, Concentration +14, Handle Animal +6, Heal +13, Knowledge (Vecna) +5, Wilderness Lore +13; Combat Casting, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration).

Possessions: Scimitar, hide armor, large wooden shield.

Spells prepared (6/5/4/3/1, DC = 13 + spell level): **0**—[create water, cure minor wounds x2, detect magic, flare, light]; **1st**—[calm animals, cure light wounds x2, entangle, faerie fire]; **2nd**—[~~barkskin~~, charm person or animal, flameblade, hold animal]; **3rd**—[cure moderate wounds, ~~greater magic fang~~, summon nature's ally III]; **4th**—[cure serious wounds]; Spells that have been marked through have been precast.

Active Spell Effects (caster level and duration):
~~barkskin~~ (7th; 70 minutes).

Grashnoor, giant crocodile: CR4; Huge animal; HD 7d8+28; hp 59; Init +1; Spd 20ft, swim 30ft; AC 16 (touch 9, flatfooted 15); Atk +11 (+13) melee (2d8+12 [+14], bite) or +11 melee (1d12+12, tail slap); Face/Reach 10ft. by 20ft. / 10ft.; SA Improved Grab; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +0, Listen +5, Spot +5.

Active Spell Effects (caster level and duration):
~~greater magic fang~~ (7th; 7 hours).

APL 10 (EL 9)

Tar'a'mon: Male human Drd9; CR 9; Medium-size humanoid (human); HD 9d8+16; hp 60; Init +4; Spd 20ft.; AC 20 (12 touch, 18 flatfooted); Atk +6/+1 melee (1d8/18-20, scimitar); SQ: Animal companion, nature sense, resist nature's lure, trackless step, venom immunity, wildshape 3/day, wildshape large, woodland stride; AL NG; SV Fort +8, Ref +7, Will +10; Str 10, Dex 14, Con 14, Int 10, Wis 18, Cha 12.

Skills & Feats: Animal Empathy +6, Concentration +16, Handle Animal +6, Heal +16, Knowledge (nature) +2, Knowledge (Vecna) +6, Wilderness Lore +16; Combat Casting, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration).

Possessions: Scimitar, hide armor, large wooden shield.

Spells prepared (6/5/5/4/3/1, DC = 14 + spell level): **0**—[create water, cure minor wounds x2, detect magic, flare, light]; **1st**—[calm animals, cure light

wounds x2, entangle, faerie fire]; 2nd—[~~barkskin~~, charm person or animal, flameblade, hold animal, summon swarm]; 3rd—[cure moderate wounds, ~~greater magic fang~~, poison, summon nature's ally III]; 4th—[cure serious wounds x2, flamestrike]; 5th—[summon nature's ally V]; Spells that have been marked through have been precast.

Active Spell Effects (caster level and duration):
barkskin (9th; 90 minutes).

Grashnoor, giant crocodile: CR4; Huge animal; HD 9d8+36; hp 77; Init +1; Spd 20ft, swim 30ft; AC 16 (touch 9, flatfooted 15); Atk +12 (+14) melee (2d8+12 [+14], bite) or +12 melee (1d12+12, tail slap); Face/Reach 10ft. by 20ft. / 10ft.; SA Improved Grab; AL N; SV Fort +10, Ref +7, Will +4; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +0, Listen +5, Spot +5.

Active Spell Effects (caster level and duration):
greater magic fang (7th; 7 hours).

Encounter II: Evil Strikes Back

APL 8 (EL 10)

Tatana: Female flan vampire, Ftr7; CR 9; Medium-size undead; HD 7d12; hp 54; Init +4; Spd 30ft.; AC 26 (14 touch, 22 flatfooted); Atk +15/+10 melee (1d8+8/19-20, masterwork longsword) or +13/+8 melee (d6+6 & 2 negative levels, slam); SA: Alternate form, blood drain, children of the night, create spawn, domination, SQ: cold & electricity resistance 20, DR15/+1, fast healing 5, gaseous form, spider climb, undead; AL LE; SV Fort +5, Ref +6, Will +5; Str 23, Dex 18, Con –, Int 12, Wis 12, Cha 14.

Skills & Feats: Climb +13, Ride +14, Swim +9; Blind-Fight, Cleave, Great Cleave, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, masterwork chain shirt, masterwork large wooden shield.

APL 10 (EL 12)

Tatana: Female flan vampire, Ftr7; CR 9; Medium-size undead; HD 7d12; hp 54; Init +4; Spd 30ft.; AC 26 (32) (14 touch, 22 [28] flatfooted); Atk +15/+10 (+18/+13) melee (1d8+8 (+12)/19-20, masterwork longsword) or +13/+8 (+14/+9) melee (d6+6[+7] & 2 negative levels, slam); SA: Alternate form, blood drain, children of the night, create spawn, domination; SQ: cold & electricity resistance 20, DR15/+1, fast healing 5, gaseous form, spider climb, undead; AL LE; SV Fort +5, Ref +6, Will +5; Str 23 (25), Dex 18, Con –, Int 12, Wis 12, Cha 14.

Skills & Feats: Climb +13 (+14), Ride +14, Swim +9 (+10); Blind-Fight, Cleave, Great Cleave,

Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword (+3), masterwork chain shirt (+3), masterwork large wooden shield (+3).

Active Spell Effects (caster level and duration):
bull's strength (9th; 9 hours), *greater magic weapon* (9th, 9 hours), *magic vestement* x2 (9th, 9 hours).

Mibbandin: Male flan vampire, Clr9(Vecna); CR 11; Medium-size undead; HD 9d12; hp 68; Init +4; Spd 30ft.; AC 26 [32] (14 touch, 22 [28] flatfooted); Atk +10/+5 (+14/+9) melee (1d8+3[+8], masterwork heavy mace) or +9/+4 (+11/+6) melee (d6+6[+8] & 2 negative levels, slam); SA: Alternate form, blood drain, children of the night, command undead 5/day, create spawn, domination, Evil & Magic domains, spells, spontaneous cast *inflict* spells; SQ: cold & electricity resistance 20, DR15/+1, fast healing 5, gaseous form, spider climb, undead; AL LE; SV Fort +8, Ref +7, Will +13; Str 16 (21), Dex 18, Con –, Int 12, Wis 20, Cha 14.

Skills & Feats: Concentration +9, Diplomacy +11, Knowledge (religion) +10; Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: masterwork heavy mace (+3), masterwork chain shirt (+3), masterwork large wooden shield (+3).

Spells prepared (6/7/6/5/4/3, DC = 15 + spell level): 0—[*detect magic* x3, *read magic* x2, *mending*]; 1st—[*bane*, *command*, *comprehend languages*, *divine power*, *doom*, *protection from good**, *shield of faith*]; 2nd—[~~*bull's strength* x2~~, *darkness*, *hold person* x2, *identify**, *sound burst*]; 3rd—[*dispel magic**, ~~*magic vestement* x4~~]; 4th—[*divine power*, ~~*greater magic weapon* x2~~, *unholy blight**]; 5th—[*circle of doom*, *slay living*, *spell resistance**]; Spells that have been marked through have been precast.

Active Spell Effects (caster level and duration):
bull's strength (9th; 9 hours), *greater magic weapon* (9th, 9 hours), *magic vestement* x2 (9th, 9 hours).

Appendix III: New Rules

IMPROVED SUNDER AS PRESENTED IN *SWORD AND FIST*

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.