

GRM5-03

Pruning at the Root

A One-Round D&D® LIVING GREYHAWK™ Gran March Regional Adventure

Version 1.2

by Will Dover

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The recent assassination attempt on the Commandant was indeed the last straw in Gran March. The Commandant has called on all available resources in order to find them. Yet, there is another (and less forgiving) group that wants to see the end to this band as well. Parties should be formed into lawful and non-lawful groups. A Gran March regional adventure for PCs of APLs 4-18, and Part Four of *Shadow, Sun, and Sword* series.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cerlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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

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

TIME UNITS AND UPKEEP

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

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

After the attempts on Commandant Vrianian's life in GRM4-05 *Operation Black Knight* and GRM4-06 *Harvest Time*, the Commandant has charged all forces currently not engaged in hostilities to search for those responsible. He has also appointed Special Constable Ferrule Garde (he himself a victim in the last assassination attempt) to coordinate the effort. Garde, in response, has apparently buried himself in his search for anyone involved. At the beginning of the adventure, he has recruited a group of adventurers to assault what he believes is one of the last hideouts of the assassins.

Meanwhile, the leader of The Corporation, the Great Father, is highly aggravated over the public assassination. In his opinion, the Grandmother of the Fist, the leader of the assassins' wing of the Corporation, has crossed the line and he has ordered a second "Divestiture" that will either expose or kill all involved in the Grandmother's rogue faction. The Great Father knows that Garde is getting a group of law and order types together to make a frontal assault on the Grandmother's headquarters. In hopes of catching her in a pincer move, the Great Father asked his trusted associate, the Toecutter, to recruit Corporate members, affiliates, and other like-minded folk to attack the headquarters from a secret (and hopefully less secure) entrance.

This adventure has two paths. The first is for law-oriented parties (Knights of the Watch, Heironeans, Pholtans, Cuthbertites, and the like) and shall be designated as the Law Path. The second path is for Corporation members and those who are of a more chaotic bent and shall be designated as the Corporate Path. Judges will have to determine which path based on the party's make-up.

The introduction for the Law Path begins with the PCs in the office of the Special Constables to meet with Garde who gives them the information about the headquarters, which is located in an underground complex just inside the Dim Forest in the northern section of Barony Malthinius. He has arranged with a Master of Syrloch to teleport the party at the edge of the Dim Forest with directions to the complex. The Law party has orders to arrest whomever they find in the complex but are authorized to use lethal force if attacked.

The introduction for the Corporate Path is similar. The Toecutter has called the party to a warehouse in the Dirt Quarter of Hookhill and lets them know the status of the Divestiture. He explains that the Divestiture is almost complete, but there are a few stragglers left in the headquarters of the rogue faction found in the Dim Forest. The Toecutter also makes the party aware that Special Constable Garde is sending a group to make a

frontal assault on the complex, which he considers to be a fool's errand. Instead, he knows of another way into the complex that should be less secure. He has arranged for another member of the Corporation to teleport the party close to the secret entrance. The Corporate party has two objectives: remove as much evidence of the Corporation's existence as they can before Garde's forces get to it and to disable (including killing if necessary to defend themselves) any stragglers who will certainly attack them when they make the assault.

Each party will encounter two different sets of trap encounters. Then they will meet a Gran March scout who is also secretly a member of the Corporation to either fight or negotiate. Finally, the party will have a chance at the real villains. Of course, the party may for some reason choose to go the path of the other one. This is fine, of course. The party, however, only receives the cap of xp and gp for their APL.

ADVENTURE SUMMARY

Introduction 1(Law Path)

The adventurers start out in the offices of the Special Constables in Hookhill. There, Special Constable Garde gives them the situation and contracts them to aid in the assault. He allows them two hours to get provisions and other gear before getting them teleported to their destination.

Introduction 2 (Corporate Path)

The adventurers start out in an abandoned warehouse in the Dirt Quarter of Hookhill. There, the Toecutter gives them the situation and contracts them to aid in the assault. He allows them two hours to get provisions and other gear before getting them teleported to their destination.

Encounter 1: Making Ready (Both Paths)

The adventurers have an opportunity here to find out more about where they are going and what can be expected there.

Encounter 2: Getting Set (Law Path)

The party returns to Garde, who gives them last minute instructions before the party gets teleported to the edge of the Dim Forest.

Encounter 3: The Front Door (Law Path)

After tracking and searching the Dim for the secret entrance described to them by Garde, the party finds it. It does have a mild trap for the party, one or more alternate energy fireballs.

Encounter 4: Spears and Arrows and Poison, Oh, My! (Law Path)

After getting past the front door, the party has to negotiate a hallway rigged with a spear trap coupled with two snipers.

Encounter 5: Getting Set (Corporate Path)

The party returns to The Toecutter, who gives them last minute instructions before the party gets teleported to the edge of the Dim Forest.

Encounter 6: Taking a Dip (Corporate Path)

The party gets to enter the complex through the drain of the stream providing water for the people inside. There is a water trap within, made from blocking both ends of the pipe with adamantine doors and then adding scraggs.

Encounter 7: Fumes (Corporate Path)

Once outside of the water pipe, the party works its way up to the office of the Grandmother of the Fist and can check for incriminating evidence (and plant their own). One of the drawers is trapped.

Encounter 8: Confronting the Enemy? (Both Paths)

The party ends up meeting a Gran March soldier who is also a Corporation member. This soldier will be coming in the opposite entrance than the party. He will not surrender and must be convinced that the party poses no threat to him. The party thus has the choice of either fighting him, leaving him alone, or allowing him to join them. A party on the Law Path may also choose to backtrack along the Corporate Path to visit the office below. If they do, they can pick up some information left by the spy for them.

Encounter 9: The Last Line of Defense (Both Paths)

The PCs will now run into the last few members of the Fist wing of the Corporation. These stragglers have set up an ambush for the PCs and at higher APLs the Grandmother will be with them. Once they have defeated her or run away, they are finished with their mission.

Conclusion (Both Paths)

The PCs learn the results of their actions.

PREPARATION FOR PLAY

First, determine if the party is more likely to work for the Special Constables (the Law Path) or if they are more likely to work for the Corporation (the Corporate Path). If the party follows the Law Path, go to Introduction 1. Otherwise, go to Introduction 2. Here are some criteria

for making this determination; DMs should use their best judgment as to which category their tables belong:

- Is the party predominately of lawful alignment? If so, they are more than likely better suited for the Law Path.
- Does the party have members of generally lawful institutions such as the Knights of the Watch, the Knights of the Dispatch, the Church of Heironeous, the Church of Pholtus, the Church of St. Cuthbert, or the Church of Zilchus? If so, they are better suited for the Law Path.
- Is the majority of the party either active-duty personnel or veterans of the Gran March military? If so, they are more than likely better suited for the Law Path.
- Are there any members of The Corporation in the party? If so, unless the party fits the other criteria above, they are better suited for the Corporate Path. However, Corporation PCs can participate in the Law Path if there is no other option. See Encounter 1 for details on how to handle that eventuality. **The other way, having lawful PCs on the Corporation Path, unless they are already part of that group, is not allowed.**
- Does the party consist mainly of PCs from outside of Gran March? If so, unless the party fits the other criteria above, they are better suited for the Corporate Path as the Toecutter will have recruited them from outside of the country to avoid any local complications.

DM *Aid*: NPC *Personalities* details the major NPCs featured in this adventure. It will assist in properly running each NPC.

INTRODUCTION 1 (LAW PATH)

Introduction 1 is for the Law Path; DMs with Corporate Path parties should go to Introduction 2. The PCs who are here have come at Special Constable Garde's request, either because they have worked for him directly or indirectly in the past or because of their reputation for seeking justice. Read the following:

The morning finds you in the Hookhill offices of the Special Constables. Most of you have never been in the offices before, but it is as severe and utilitarian as you would come to expect from a non-sense investigative organization. The waiting room you are in has three simple benches in front of a fourth bench where a Special Constable is currently serving as desk officer. You are here because Ferrule Garde, the Chief Special Constable, has requested your presence. Some of you are here by reputation. Others of you have worked for Garde

before, helping him stamp out the criminal organization known as the Corporation. This band of miscreants is known to have been involved in the assassination attempts on Commandant Vrianian last year. Partially because of his contract with the Commandant, but also because he himself was a victim in the last attempt, Garde has dedicated his time and energy to one purpose: the discovery and destruction of those behind these attacks.

The Constable asks for your name and profession as you each enter the waiting room. He then asks you to have a seat until called.

At this point, have each character state their name, their profession, a description and any other information they wish to share. After the introductions, read the following:

After a few minutes, the door behind the Constable at the desk opens. In the doorway stands a tall, brawny human male. The hood of his green cloak is over his forehead so that you can barely see the brown and grey hair streaming down his shoulders. After motioning you in, he takes stock of each of you as you enter the room, as if sizing you up for later. The man has an exquisite composite longbow on his back and an ornate longsword sheathed at his side. All else is obscured by his green cloak. Either from your previous dealings or by reputation, you recognize the man as Chief Special Constable Ferrule Garde. After you have taken seats, Garde begins to address you.

All APLs

☞ **Special Constable Ferrule Garde**: Male human Rog2/Rgr8/Justicar4.

"Greetings, I trust that your travel to Hookhill was uneventful and that you are fit and well rested. We are about to put an end to those who would have seen the end of our Commandant. Over the past few months, we have carried out a precise and deliberate purge of those who have been involved directly or indirectly with the attempts on the Commandant's life. We have traced it to a group of assassins who have taken on the old moniker "The Corporation". We believe that they have taken on this infamous name in order to cash in on the fearful reputation that that old organization once instilled in our citizens.

"We do not believe that they are a wide scale threat but instead consist of individual cells of assassins. We do know, however, that they have a central headquarters from which their leader, the so-called Grandmother of the Fist, plots and schemes. We have seriously decimated their numbers in our purges and believe that only the last remnants of the assassins remain at the base.

“Our intelligence so far indicates that there are several possible bases where this headquarters could be. Your group is going to go to one of them. Your mission is to determine if this is the base and if these are the people responsible for the assassination attempts. This is to be a reconnaissance mission but it could turn into a very dangerous combat assignment. It is important that you do this as quickly as you can, we do not want anyone inside to escape. Once you have scouted and come safely out of the base, you need to return here. Upon your return, we can ask the Commandant to send the 4th and 10th Battles to the base to destroy it completely and capture any assassins inside for trial. Any questions?”

At this point, the party will want to ask for some detail. Feel free to use the following Q&A to handle their questions:

Q: Where are we going?

A: *“Your destination is a complex hidden inside a small mountain just inside the Dim Forest in Barony Malthinius. It is about seven day’s ride from here.”*

Q: That seems a bit long. Any way we can get there faster?

A: *“I have asked the Commandant for Masters of Syrloch trained in teleportation. They have been scrying our contact in the area and have a good working knowledge of the surroundings.”*

Q: Our contact?

A: *“We have an operative in the area who has found the entrance. He will not travel with you or even contact you. He has done his job, now it is your turn.”*

Q: Why don’t you let us do the scrying and/or the teleportation?

A: *“This would take an additional hour that we may not have. The Syrloch Masters are already at work on the scrying so that they will be able to teleport you to your destination. Plus, what they are using for the scrying is evidence we may need at trial. Without the scry, there is a chance that you will not successfully execute the teleport and failure is not an option for this mission.”*

Of course, if the party has the greater teleport spell available to them, they can use it from the description that the Syrloch Masters give them from the scrying. Be prepared to modify the answer to this question based on party capabilities.

Q: Do we have time to prepare for the job?

A: *“I assumed that you would want to prepare by getting some materials from Hookhill. You have two*

hours to do this. The longer we wait, the more inaccurate the intelligence becomes.”

Q: Once you get us there, how do we get in?

A: *“Our contact says the trail that leads to the base is obvious. The details of how to get in once you find it are unknown, but I have confidence in your ability to find one once you get there.”*

Q: What’s inside the base?

A: *“Our intelligence on the interior is also very sketchy. We know this organization is made up assassins and other like-minded individuals, though, so you should be prepared for any sort of trickery they might have.”*

Q: What do we do when we are inside?

A: *“You are to find out if these are the people responsible for assassinating the Commandant. You are to try to capture some prisoners, but don’t risk your lives to do so. We can always get their dead tongues to talk later, so bring back any dead bodies so that we may have some divinations cast upon them. You are also to gather any evidence you might find. Remember, we are not sure that this is indeed the base of our enemies so you need to get what information you can. If you could capture or kill this ‘Grandmother’, so much the better.”*

Q: Any ideas on how to get out?

A: *“The same way you got in, I suppose. If you return to where the wizards take you, you will be picked up and returned here.”*

Parties with the word of recall spell available to them can use it to return.

Development: Once the PCs have finished their questions, Garde will dismiss them, reminding them again to return back to his office within two hours. Proceed to Encounter 1.

INTRODUCTION 2 (CORPORATE PATH)

This introduction is for those parties more closely aligned with The Corporation’s interest; those on the Law Path should start with Introduction 1. If there are any known lawful-types (such as Knights of the Watch, Knights of Dispatch, Heironeans, Cuthbertites, etc.), they will not be invited. Have those players start with another, more appropriate, PC.

The PCs start out in a fairly unremarkable warehouse in the Dirt Quarter of Hookhill. They are here at the request of the Corporation agent known as the Toecutter. He has called them because of their reputation, because of their membership with that organization, or because of perceived similarities between the Corporation goals and their own. Read the following to the PCs:

Early in the morning, you find yourselves at a non-descript warehouse in the Dirt Quarter of Hookhill. The inside of the fairly empty building is as dingy and unremarkable as the outside. This is no surprise, considering where you are. This area is the slum of the otherwise law abiding and pristine capital. You are here at the invitation of the one known as "the Toecutter." No one is certain who exactly the Toecutter is, but he is certainly a major player in criminal dealings in Hookhill, if not Gran March. He has contacted you about handling "a matter of mutual interest." Each of you can find an old crate on which to sit as you wait for him to arrive and thus have the opportunity to greet each other and share what you will about yourselves.

At this point, have each character describe their character's appearance, state their name and any other information they wish to share. If they are members of The Corporation, they do not have to share that fact with the others. After the introductions, read the following:

"Well, ne'er 'ave I seen wif my own eyes born from me mom such a dull lot as you all! Ye best be more about ye wits if ye are going to do the deed at 'and!"

With that you turn and see, standing behind some boxes, a man with a rather fearsome appearance. He stands almost six feet tall and looks to be just past middle age. He wears a pair of short swords with ivory skull pommels strapped to his thighs. Thick slabs of dense muscle ripple beneath his sleeveless tunic as he straightens with catlike grace. His wide, adamantine-studded belt and ornate bracers catch your eye, but your gaze is soon drawn to his face. He has a number of deep scars on his cheeks, one of which pulls the right side of his mouth into an almost sardonic grin even while the other side is set in a tight line. His left ear appears to have been half chewed off. His hair has been cut down to brown fuzz with tales of other past injuries written in the scars across his scalp. His dark eyes are regarding you with intense scrutiny and a small amount of disappointment. Even those who do not know him directly can see that he is indeed the Toecutter.

All APLs

♣ **The Toecutter:** Male human Rog5/Ftr4/Rgr2/Shadowdancer2/Tempest5.

He walks around and among your group as he speaks. "Well, now, ye all might 'ave 'eard or know 'bout the little family squabble we 'ave o'er the last couple o' years. Some of our family 'as been doin' things that're bad fer business. Ye know that the family business is not for drawin' attention to, but for keepin' things quiet-like. We 'ave been dealin' wif our wayward kin for the past few months an' we're a-fixin' to put in the last nail.

"Nothin's simple in this life, though. We now got that high-and-mighty Constable Garde lookin' high an' low fer our kin and, wif that, he's messin' in our other business. He's lookin' for a big fish and we just 'appen to 'ave one. We 'ave let it be known where he can find the leader of our brethren, this Gran'mudder, and he's soon to be a-sendin' some boys and girls over there to straighten her out. What we need ye to do is to get there before Garde's folks do and make it look like they 'ave found their big fish. Ye'll have to move fast to beat them inside. We 'ave some documents and things to 'bait the 'ook' so to speak. All you need to do is get ready to go. We would be in yer debt if you would handle this little matter fer us."

The PCs will obviously have some questions about the job. Here are some of them with answers:

Q: Where are we going?

A: *"Our kin is hold up in a mountain base just inside the Dim in Barony Malthinius. It be about sefen days' travel from here."*

Q: That seems a bit long. Any way we can get there faster?

A: *"Yep, and ye will need to be faster too. Word is that Garde is getting some teleports in to get his folks in there right quick. Well, we 'ave friends that can do that sorta thing too. We will 'ave them send ye to the place."*

Q: Why don't you let us do the scrying and/or the teleportation?

A: *"This'd take an hour that we dinna have. Our friends are already at work on finding the place so that he'll be able to teleport ye to the joint. Without that, there is a chance that ye will not get there in time."*

Of course, if the party has the greater teleport spell available to them, they can use it from the description that the Corporate spellcasters give them from their scrying. Be prepared to modify the answer to this question based on party capabilities.

Q: Do we have time to prepare for the job?

A: *"We 'ave managed to slow up the Constable's people. I figure ye have about two hours before we need to get ye on yer way. Ye probably want to get some things in town before ye go."*

Q: Once you get us there, how do we get in?

A: *"There are two ways in. There is the front door, but it is nasty to get by, last time I heard. No, ye want to go in through the back way. There is an underground river that works it way through the base and goes out at the base of the hill. This is where ye get in."*

Q: Is that trapped?

A: *"Ye really are daft. Of course it's trapped, though, I don't know with what. I do know what the front door is like, and you don't want to mess wif that."*

Q: No, really, we want to try the front door. Can you tell us what is there?

A: *"Ye be real fools for that, but it is some sort of magical energy device placed in the most inaccessible of places. It has been the death of many an interloper not part of the family. Ye would need quite a craftsman to jiggle that 'andle."*

Q: Wait a minute! You are talking about going in through water, right? I can't swim and can't hold my breath very long either.

A: *"Yeah, ye are going through the water. What are ye, scared? Nevermind. We 'ave friends who have provided certain potions for that sort of thing. Should last long enough to get you inside. Of course, if ye can pull that sort of trick on ye own, ye are welcome to do that."*

Q: What's inside once we get out of the water?

A: *"Don't know. Never been there, meself. Ye need to watch ye step. Ye knew that, right?"*

Q: What do we do when we are inside?

A: *"Ye put what I give ye in some easy-to-find places and then get out. Ye are goin' to get into a fight or two, I am sure, so a dead body is a good place to put some stuff. O' course, if ye 'ave a chance to get the ol' girl, take her out if ye can."*

Q: Any ideas on how to get out?

A: *"Same way ye got in, I'd say. Otherwise, ye are on ye own."*

Parties with the word of recall spell available to them can use it to return.

Q: What if we run into Garde's people?

A: *"Tell 'em that ye are a bunch o' adventurers seeking out treasure. Tell 'em that you found some stuff that they may want to see and then send 'em to where ye planted the stuff. Tell 'em anything to get 'em of yer backs. Don't tell 'em who ye are workin' fer or why. Get out the best ye can. Fight 'em if ye have no choice."*

If any PCs have or ever had the **Favor of the Toecutter** from GRM3-01 *The Toecutter*, he will pull them aside and say the following:

"Now, ye all know that mixin' family bizness and personal bizness has its problems, but I need ye to check on something for me while ye are there. These folks, I think, had my little girl killed. Her name was Nydia Ramster. You might have met her;

she was doing work for us as a fake waitress over at the Waybury Inn. She never knew she was mine, but I tried to watch and guide her. She became one of my best recruits. Those bloody vampire assassins that our wayward kin hired to help pull off the assassination killed her just to stir things up. What a tragedy. If you find anything linking these folks to her death, you give to me when you get back. I will take care of the rest."

PCs who played in GRM4-06 *Harvest Time* might remember Nydia as the waitress killed by a vampire assassin from Sterich. The assassin then posed as Nydia to try to eliminate any adventurers who might have been in Hookhill for the Commandant's hearings and who might have helped the Commandant when the assassination occurred.

Development: Once the PCs have finished their questions, The Toecutter will dismiss them, reminding them again to return back to the warehouse within two hours. Proceed to Encounter 1.

ENCOUNTER 1: MAKING READY (BOTH PATHS)

Having finished their initial meeting with either Garde or the Toecutter, the PCs now get to go into Hookhill for additional gear and information. Each PC can buy any gear to which they have access. They may also cast spells or do anything else they choose with their two hours.

Corporation PCs on the Law Path

This is perfectly fine. During this encounter, pull the Corporation PC aside. During their time in the town and when they are out of view of the more lawful members of their party, this PC gets a small note stuffed in his or her pockets from a street urchin, who quickly scampers away to get lost in the city crowds. The note gives the location of a note drop in one of the shops in Hookhill. If any Corporate PCs goes to the drop, they will find a package containing some evidence left by the Toecutter about the assassination attempts, blaming them on the assassins led by the Grandmother of the Fist. The PC is to plant this evidence so that the rest of the party finds it. This evidence will lead anyone to believe that the Grandmother's organization is the only true Corporation and thus conceal the rest of the group. If the PC never leaves the other PCs, they will not be contacted.

A Corporation PC on the Law Path who succeeds at both the Law and Corporate aspects of the mission is eligible to receive the rewards for both Paths. If any of the other PCs find out that the Corporation PC has planted evidence, they are expected to report the Corporation PC to the authorities upon their return to Hookhill. Such a PC will be arrested unless they manage to escape (in which case they will be fugitives from the law). PCs in either situation receive the special AR for this adventure in addition to the standard one.

Lawful PCs on the Corporate Path

Again, this is not permitted (as per Preparation for Play).

Seeking Information

The PCs may want to make Gather Information checks and/or Knowledge (local – Sheldomar Valley Metaregion) checks. Gather Information checks can be assisted by other PCs; Knowledge (local – Sheldomar Valley Metaregion) checks can only be assisted by PCs having that skill. Feel free to use the information below in providing answers:

FERRULE GARDE

Gather Information DC 15/Knowledge (local – Sheldomar Valley Metaregion) DC 10: Garde is the Chief Special Constable, which means he is responsible for the contract they have with the Commandant. He is responsible for investigating anything Vrianian wants.

Gather Information DC 20/Knowledge (local – Sheldomar Valley Metaregion) DC 15: Garde was killed in the last assassination attempt on Commandant Vrianian (this is automatically known by any PC who played in GRM4-06 *Harvest Time*). Since he was brought back, he has been devoting all of his time and effort towards finding the assassins and those backing them.

Gather Information DC 25/Knowledge (local – Sheldomar Valley Metaregion) DC 20: Garde was previously a freelance bounty hunter before joining the Special Constables. He rose through the ranks quickly by exposing criminal gangs in the early 580's. He is a very determined and capable pursuer.

THE TOECUTTER

The following information can only be gained by Corporation members, Gran March PCs who have Rogue levels, and those PCs who have previously encountered The Toecutter such as in GRM3-01 *The Toecutter* or GRM4-06 *Harvest Time*. All other PCs will get blank stares or nervous looks.

Gather Information DC 10/Knowledge (local – Sheldomar Valley Metaregion) DC 10: The Toecutter is a local enforcer who has an extremely nasty reputation for preying upon thieves. He is known for cutting the toes off of his victims. Corporation members know this automatically and also that he is a member who only preys on non-members.

Gather Information DC 15/Knowledge (local – Sheldomar Valley Metaregion) DC 15: The Toecutter has the respect of the entire Hookhill underworld. Corporation members know that he is at least a Senior Member, but no one knows if he has a Mendicant Order or a Chapterhouse. He has also been asking about the murder of Nydia Ramster. She was a waitress at the

Waybury Inn and was killed the night before the last assassination attempt.

Gather Information DC 20/Knowledge (local – Sheldomar Valley Metaregion) DC 20: The Toecutter has also been investigating the assassination attempts. Corporation members know that these attempts were unsanctioned and are responsible for another Divestiture. Senior members of The Corporation can find out that The Toecutter is officially a Father within the Arm branch, but seems to be in charge of a lot of special duties as well. He considered Nydia Ramster to be a close friend.

THE ASSASSINATION ATTEMPTS

Gather Information DC 10/Knowledge (local – Sheldomar Valley Metaregion) DC 15: Two separate groups attempted to assassinate Commandant Vrianian last year. One successfully used poison and Vrianian was raised from that. The second involved a beholder petrifying Vrianian, but he has recovered fully from that incident aside from some scarring resulting from damage while he was a statue.

Gather Information DC 15/Knowledge (local – Sheldomar Valley Metaregion) DC 20: Special Constable Garde was one of the victims of the second attempt. During the first attempt, former Commandant Petros Gwalchen was kidnapped, but later recovered during the events of the second attempt. Petros was originally thought to be the mastermind of the first attempt until he was found later. There was another related murder of a waitress by vampires the night before.

Gather Information DC 20/Knowledge (local – Sheldomar Valley Metaregion) DC 25: As he swore to do, Garde has been conducting a secret war over the last few months. In addition to hiring adventurers himself, he has called on a number of favors. One of these favors involved a high-ranking Knight of the Watch and the celebration of Watcher Corem Valstier in Orlane at the end of last year.

Development: This encounter should take about twenty minutes or less of the round; DMs should start moving the party along to either Encounter 2 for the Law Path or Encounter 6 for the Corporate Path. Do not let them plan for too long or they will not be able to finish the adventure in the standard time allotted. The second murder was of Nydia Ramster, a barmaid at the Waybury Inn. A number of shady individuals have been asking around about this murder for the last few months.

ENCOUNTER 2: GETTING SET (LAW PATH)

After getting additional gear and information in Encounter 1, the Law Path PCs return back to the offices of Ferrule Garde, Special Constable. Read the following:

You return to the offices of the Special Constables to find it cleared except for Garde, a human male in robes, and an elven female. Both of them openly bearing the badge of a Master of Syrloch. Garde quickly addresses you once you are all inside.

“I trust that you are now properly prepared. Do you have any further questions?”

DMs should refer back to Introduction 1 if the PCs have any additional questions. Once the questions are complete, read the following:

Garde then says, “Now that you are ready, Masters Jorn Nesilmeth and Galendial Amastacia, conjurers specializing in teleportation, will now deliver you to the Dim Forest to begin your search. They have the ability to get you there without error.” As Garde steps back, they begin casting and you eventually wink out of existence.

Parties with greater teleport can do this with only the description provided by the Syrloch Masters and can aid in the teleportation but should be encouraged to save their spell. The two casters are 15th-level conjurers. Each of them thus can carry (in addition to themselves) five Medium or smaller creatures for a total of ten. One Large creature counts as two Medium creatures, one Huge creature counts as two Large creatures, and so on. Thus, space for familiars, mounts, and animal companions will be limited.

Development: Once the teleportation is complete, go to Encounter 3.

ENCOUNTER 3: THE FRONT DOOR (LAW PATH)

The party gets to this encounter after the Syrloch Masters teleport them to the Dim Forest. Read the following:

When you finish teleporting, the Syrloch Masters cast again and they are gone. You now see that you are indeed in the shadowy confines of the Dim Forest. From the amount of light that you see here, you can guess that you are fairly close to the edge of the forest.

Even with the shadows within these woods, someone with either Knowledge (geography) or Knowledge (local – Sheldomar Valley Metaregion) can determine that the party is in Barony Malthinius, just inside the Dim Forest by making a DC 20 check. They can determine this by noting the intensity of the shadows here as well as where the sun is in the sky.

Players may wonder how the Syrloch Masters scryed this location as scrying only works on people not places. Any player who mentions their PC would be thinking about this may roll a Spot check (DC 15 + the APL). If they make the check, they will notice a human male

wearing some sort of field tabard over a chain shirt. If the spotting PC is active-duty or a veteran or describes the uniform for someone who is, the man will be identified as a Pathfinder of indeterminate rank. The Pathfinder fades into the Dim and is lost in the forest shadows.

For this encounter, refer to DM Aid: Map #1 and DM Aid: Map #2. Read the following to them:

You eventually find your way to a large and rocky hill, poking above the forest like a stony boil. It has numerous shrubs and bushes dotting its slopes. You can see that base at the far side of the hill is at a much lower elevation than the side you approach. You can also see that the terrain to get down to the base on the other side appears to be treacherous, falling almost straight down. All of the slopes on this hill appear to be completely natural with no construction around with one exception. There appears to be a small shrine built into the stone of the hillside.

At first glance it seems to be a shrine to Pelor and Mayaheine. The shrine is a fake. Anyone who makes a Knowledge (religion) check at DC 20 will note that there are several inconsistencies that run counter to the dogma and mythos of the Pelorite faith. If any of the PCs are clerics of Pelor or Mayaheine they automatically make this check. Also, anyone who holds an item possessed by the spirit of Rhal ap Ogwen, the Pelorite cleric assassinated in GRM4-03 *Ripe for the Picking* (the player will have an AR noting this), the check automatically succeeds due to Rhal's enhanced knowledge and special spiritual connection. The main entrance to the base is hidden behind the fake shrine. A Search check at DC 30 will find the entrance. Take 20 is allowed here as are multiple searchers assisting.

The secret door is an adamantine door covered with a thin granite façade with the hinges built into the stone hillside. It is also locked with an intricate lock system. There are no traps on the door itself.

All APLs

◆ **Adamantine Secret Door:** 1 in. thick; hardness 20; hp 40; Break DC 28; intricate lock (Open Lock DC 16 + the APL, Take 20 allowed).

Once the party bypasses the door, read the following:

The door opens into a hemispherical room 30 feet in diameter and 15 feet high at its highest point. Most of the room appears to be finely hewn, perhaps by dwarven or gnomish craftsmen. The curving walls are very smooth as is the floor with very few places for handholds. The floor appears to be made of solid adamantine.

The walls are solid stone while the floor is actually only a thin layer of adamantine. The floor is made of two separate sections (see DM Aid: Map #1), an adamantine

floor only about 1/8 inch thick and a stone subfloor that is much thicker.

All APLs

◆ **Adamantine Floor:** 1/8 in. thick; hardness 20; hp 5; Break DC 28.

◆ **Stone Subfloor:** 3 in. thick; hardness 20; hp 120; Break DC 28.

A PC making a Spot check will notice the following features by DC:

- **DC 10** – The room has some sort of faint chemical odor. If this PC also has ranks in Craft (alchemy), they can determine it is acidic in nature on a DC 15 Craft (alchemy) check.
- **DC 15** – The odor is acidic in nature.
- **DC 20** – The smoothness of the floor and walls could not be done with tools alone, but possibly with some magical or alchemical assistance.

Trap: The entire room is one big *fireball* trap which throws acidic *fireballs* (and at higher APLs, *fireballs* of other energies) into the room. At APL 18, all of the devices throw maximized *chain lightning* spells with different energy signatures instead that target whoever steps on the floor as the primary target. A maximized *chain lightning* device will also get targets outside of the room provided that the additional targets are within 30 feet of the primary target.

The devices that throw the *fireballs* and *chain lightnings* are hidden at the top of the room. An *alarm* spell covers the floor so that anyone stepping on the floor sets off the trap. The devices automatically reset. *Detect magic* will not reveal the existence of the devices in the room as the devices and the floor are protected by recent castings of heightened (to 9th-level) *Nystul's magic aura* (caster level 17); only if the caster makes a Will save at DC 23 while casting an *identify* spell will the spells be detected. If and only if the casting and save are successful will the PC detect that the floor radiates faint abjuration magic while the devices at the top radiate moderate (APL 4) to strong (all other APLs) evocation magic.

There are a few ways to get past this trap. The easiest is to find the hidden switch (Search DC 25). The hidden switch is on the wall four feet from the floor on the left side next to the entrance and another in the same place on the far side of the room. This switch basically flips the entire floor so that the *alarm* surface is on the underside of the room. This rotation is so slow that PCs on the floor when it turns just slide down into the bottom for no damage. Furthermore, as long as the searchers do not step into the room, they can Take 20 on the search for the switch. They must specify that they are not stepping into the room during the search, however, to be able to do this. Parties who detect the magic in the room, however, might not think to search for a switch. Do not give them

any clues unless they are completely stumped. The floor switches back after one minute.

Another way of defeating the trap is to disable the magic devices at the top of the room. To do this, however, will either require a rogue to go up to the top of the room (by climbing, flying, etc.) or to have some ability to work the thieves' tools remotely (as an arcane trickster does). Given the nature of the walls, the Climb check to reach the top of the room is DC 25 (overhang or ceiling with handholds but no footholds) if the trap has not been set off. Climbing PCs should make this check about midway (10 foot fall) and at the top (15 foot fall). If the trap has been set off, however, the walls will be slippery so add another +5 to the DC. If the climber only wants to climb to circumnavigate the room, the Climb check is only DC 20.

Any other means of travel (including various spells) that does not put pressure on the floor is also allowed. If the party is stumped, allow them some time to devise an adequate plan. Once the trap is deactivated or bypassed, they can search for secret doors and find one directly opposite the entrance (Search DC 20, Take 20 allowed).

All APLs

◆ **Adamantine Secret Door:** 1 in. thick; hardness 20; hp 40; Break DC 28; intricate lock (Open Lock DC 16 + the APL, Take 20 allowed).

There is also another hidden switch to flip the floor next to this secret door (Search DC 25).

APL 4 (EL 4)

↗ **Acidball Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *fireball*, 5th level wizard, 5d6 acid, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

↗ **Heightened Acidball Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *fireball* (heightened to 5th level), 9th level wizard, 9d6 acid, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 8 (EL 8)

↗ **Delayed Blast Acidball Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *delayed blast fireball*, 13th level wizard, 13d6 acid, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32.

APL 10 (EL 10)

↗ **Delayed Blast Acidball Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset;

hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *delayed blast fireball*, 13th level wizard, 13d6 acid, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32.

↗ **Delayed Blast Coldball Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (cold) *delayed blast fireball*, 13th level wizard, 13d6 cold, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32.

APL 12 (EL 12)

↗ **Heightened Delayed Blast Acidball Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *delayed blast fireball* (heightened to 9th level), 17th level wizard, 17d6 acid, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

↗ **Heightened Delayed Blast Coldball Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (cold) *delayed blast fireball* (heightened to 9th level), 17th level wizard, 17d6 cold, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

APL 14 (EL 14)

↗ **Maximized Empowered Acidball Trap:** CR 14; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized empowered energy substitution (acid) *fireball*, 17th level wizard, 90 acid, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

APL 16 (EL 16)

↗ **Maximized Empowered Acidball Trap:** CR 14; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized empowered energy substitution (acid) *fireball*, 17th level wizard, 90 acid, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

↗ **Maximized Empowered Coldball Trap:** CR 14; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized empowered energy substitution (cold) *fireball*, 17th level wizard, 90 cold, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

APL 18 (EL 18)

↗ **Maximized Chain Acid Trap:** CR 16; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized energy substitution (acid) *chain*

lightning, 17th level wizard, 102 acid to target nearest center of trigger area plus 51 acid to each of up to seventeen secondary targets, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

↗ **Maximized Chain Cold Trap:** CR 16; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized energy substitution (cold) *chain lightning*, 17th level wizard, 102 cold to target nearest center of trigger area plus 51 cold to each of up to seventeen secondary targets, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

If the party wishes to try to find another entrance to the base, they will need to search for it. Negotiating the rough slope is a Climb check at DC 15; failure to make the check results in a fall for 2d6 nonlethal damage. Go to the midpoint of Encounter 7 to allow them to enter the base through the hidden grate.

Development: If the party successfully disables the trap, finds the secret door, and unlocks it, they will find a 15 foot by 15 foot magic elevator that raises and lowers by pressing the indicated button. The magic device controlling the elevator is not visible to those inside and thus is not dispellable. This leads to the gauntlet hallway in Encounter 4.

ENCOUNTER 4: SPEARS AND ARROWS AND POISON, OH, MY! (LAW PATH)

After the party deals with the trap in Encounter 3 and goes down the elevator behind the secret door in that room, they will find another trapped hallway backed by sniping archers. For this encounter, refer to DM Aid: Map #2. Read the following:

The elevator descends noisily for about ten minutes and then comes to a gentle stop.

Dwarves with Stonecunning can determine that they have gone down about 100 feet. Once they have opened the elevator door, read the following:

You open the door to find a 25 foot wide hall that extends about 60 feet. The hall is about 30 feet high and crisscrossed with numerous cables connecting small ten foot by five foot wide platforms approximately twenty feet from the floor. The bottom part of the corridor is well-lit by permanently affixed everburning torches, but the upper ten feet of the corridor is in shadow. There is a door on the other end of the hallway.

Trap: The wooden door on the other end of the hallway is locked and trapped.

All APLs

🔒 **Trapped Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break DC 25; lock (Open Lock DC 11 + the APL); trapped (see below).

The trap has up to three parts. First, a *glitterdust* spell goes off in front of the door so that any hidden or invisible PCs are made visible. Second, a fusillade of spears come flying out, filling the 15 foot by 15 foot area in front of the door. At APLs 8+, these spears are covered with poison. Finally, at APLs 10+, *greater dispel magic* spells go off in order to neutralize any spells invaders might have activated (this could make the PCs more vulnerable to the poison on the spears above as the spell triggers just before the spears).

Creatures: At the perches at the far end of the room stand two snipers. They have a clear field of fire into the corridor and plenty of shadows (considered to be concealment at 20% miss chance) in which to hide. The elevator makes plenty of noise so the snipers know someone is coming. They have quaffed *potions of invisibility* (marked through on the stat block as being used) so they are at +40 to their Hide checks. As they know that someone is coming, they are observing the door so Hide checks are impossible unless the PC can Hide in Plain Sight or is invisible. They will then wait until they can catch them flatfooted by the door once the trap goes off. Enemy spellcasters (particularly low-armed arcane ones) are top priority as are opposing archers.

Once the trap goes off, the snipers start firing at their targets. They have two arrows coated with drow sleep poison and, at APLs 8+, two arrows coated with the same poison found on the spears at that APL. They will shoot the two sleep poison arrows first so that they can move and shoot the sleeping target flatfooted later. They will then move to other perches as necessary to get better shots. They know their fate at the hands of either Gran March justice or the Grandmother of the Fist if they fail so they fight with no quarter and no surrender. They do not want to be captured so each has two doses of dark reaver powder (Fort DC 18, 2d6 Con/1d6 Con and 1d6 Str) in capsules. It takes a free action to swallow both capsules and DMs can assume that they fail their Fort saves and perish from the capsules.

APL 4 (EL 6)

↗ **Glitterdust:** CR 3; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust*, 3rd level wizard, DC 13 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 27; Disable Device DC 27.

↗ **Fusillade of Spears:** CR 2; mechanical; proximity trigger (*alarm*); repair reset; Atk +14 ranged (1d8, spear); multiple targets (1d6 spears per

target in a 15 ft. by 15 ft. area); Search DC 20; Disable Device DC 15.

👊 **Fist Sorcerer Snipers (2):** Human Rog2/Sor1; hp 12 each; see *Appendix 1*.

APL 6 (EL 8)

↗ **Heightened Glitterdust:** CR 4; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 3rd level), 5th level wizard, DC 14 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 28; Disable Device DC 28.

↗ **Fusillade of Spears:** CR 4; mechanical; proximity trigger (*alarm*); repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 20; Disable Device DC 15.

👊 **Fist Sorcerer Snipers (2):** Human Rog4/Sor1; hp 21 each; see *Appendix 2*.

APL 8 (EL 10)

↗ **Heightened Glitterdust:** CR 5; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 4th level), 7th level wizard, DC 16 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 29; Disable Device DC 29.

↗ **Fusillade of Poisoned Spears:** CR 7; mechanical; proximity trigger (*alarm*); repair reset; Atk +21 ranged (1d8 plus poison, spear); poison (medium spider venom, DC 14 Fort save resists, 1d4 Str/1d6 Str); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 20; Disable Device DC 20.

👊 **Fist Sorcerer Snipers (2):** Human Rog5/Sor1/Thief-Acrobat1; hp 30 each; see *Appendix 3*.

APL 10 (EL 12)

↗ **Heightened Glitterdust:** CR 6; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 5th level), 9th level wizard, DC 17 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 30; Disable Device DC 30.

↗ **Heightened Greater Dispel Magic:** CR 8; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 7th level), 13th level wizard, area dispel); multiple targets

(20 ft. radius burst); Search DC 32; Disable Device DC 32.

↗ **Fusillade of Poisoned Spears:** CR 6; mechanical; proximity trigger (*alarm*); repair reset; Atk +21 ranged (1d8 plus poison, spear); poison (large scorpion venom, DC 18 Fort save resists, 1d6 Str/1d6 Str); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 15; Disable Device DC 15.

☛ **Fist Sorcerer Snipers (2):** Human Rog6/Sor1/Thief-Acrobat2; hp 39 each; see Appendix 4.

APL 12 (EL 14)

↗ **Heightened Glitterdust:** CR 7; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 6th level), 11th level wizard, DC 19 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 31; Disable Device DC 31.

↗ **Heightened Greater Dispel Magic (2):** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 8th level), 15th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 33; Disable Device DC 33.

↗ **Fusillade of Poisoned Spears:** CR 7; mechanical; proximity trigger (*alarm*); repair reset; Atk +21 ranged (1d8 plus poison, spear); poison (purple worm poison, DC 24 Fort save resists, 1d6 Str/2d6 Str); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 15; Disable Device DC 15.

☛ **Fist Sorcerer Snipers (2):** Human Rog7/Sor1/Thief-Acrobat3; hp 57 each; see Appendix 5.

APL 14 (EL 16)

↗ **Heightened Glitterdust:** CR 8; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 7th level), 13th level wizard, DC 20 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 32; Disable Device DC 32.

↗ **Heightened Greater Dispel Magic (3):** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Fusillade of Poisoned Spears:** CR 8; mechanical; proximity trigger (*alarm*); repair reset; Atk +25 ranged (1d8 plus poison, spear); poison (purple worm poison, DC 24 Fort save resists, 1d6 Str/2d6 Str); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 15; Disable Device DC 15.

☛ **Fist Sorcerer Snipers (2):** Human Rog8/Sor1/Thief-Acrobat4; hp 67 each; see Appendix 6.

APL 16 (EL 18)

↗ **Heightened Glitterdust:** CR 9; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 8th level), 15th level wizard, DC 22 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 33; Disable Device DC 33.

↗ **Heightened Greater Dispel Magic (4):** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Fusillade of Poisoned Spears:** CR 11; mechanical; proximity trigger (*alarm*); repair reset; Atk +25 ranged (1d8 plus poison, spear); poison (purple worm poison, DC 24 Fort save resists, 1d6 Str/2d6 Str); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 29; Disable Device DC 24.

☛ **Fist Sorcerer Snipers (2):** Human Rog9/Sor1/Thief-Acrobat5; hp 78 each; see Appendix 7.

APL 18 (EL 20)

↗ **Heightened Glitterdust:** CR 10; magic device; proximity trigger (*alarm*, 10 ft. area covering the door) and visual trigger (*true seeing*); automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); spell effect (*glitterdust* (heightened to 9th level), 17th level wizard, DC 23 Will save negates (blinding only)); multiple targets (10 ft. radius spread); Search DC 34; Disable Device DC 34.

↗ **Heightened Greater Dispel Magic (4):** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Fusillade of Poisoned Spears:** CR 16; mechanical; proximity trigger (*alarm*); repair reset; Atk +25 ranged (1d8 plus poison, spear); poison

(black lotus extract, DC 20 Fort save resists, 3d6 Con/3d6 Con); multiple targets (1d6 spears per target in a 15 ft. by 15 ft. area); Search DC 29; Disable Device DC 29.

Fist Sorcerer Snipers (2): Human Rog11/Sor1/Thief-Acrobat5; hp 88 each; see Appendix 8.

Moving between perches using the cables involves Balance checks or Climb checks. At APLs 4 and 6, the cable is two inches wide so the Balance Check is DC 15. At higher APLs, the cable is only one inch wide and thus the check is DC 20. As the snipers have over five ranks in Balance, they are not flatfooted when moving across the cables. Climb checks on the cables are DC 15, but result in generally slower movement and more opportunities to be flatfooted, thus the snipers will do Balance checks unless prevented from doing so. The cables are made of steel at APLs 4 and 6 and adamantine at higher.

APLs 4 and 6

Steel Cable: 2 in. thick; hardness 10; hp 30; AC 11 due to size; Break DC 26.

APLs 8 to 18

Adamantine Cable: 1 in. thick; hardness 20; hp 40; AC 11 due to size; Break DC 28.

Getting up to the cables requires Climb checks as well. Each perch has a 30 foot knotted rope attached, but all of them are currently pulled up. The Climb check for the walls of the corridor is DC 25 due to the lack of handholds. PCs equipped with rope and grappling hook can hook a perch; the perch is AC 5 to hit.

Treasure: The party should have no trouble looting the bodies of the snipers after their defeat. Their equipment is listed in the Treasure Summary.

Development: After defeating the snipers and the trap and opening the door, take the players onto Encounter 8 (Encounters 5 to 7 are for the Corporate Path).

ENCOUNTER 5: GETTING SET (CORPORATE PATH)

After getting additional gear and information in Encounter 1 the Corporate Path PCs return back to warehouse. Read the following:

You return to the Dirt Quarter to find the warehouse cleared except for the Toecutter, a human male in robes, and an elven female. Both of them are heavily cloaked and masked; only their exposed ears and body shape give any clue as to their identity. The Toecutter quickly addresses you once you are all inside.

"I trust that ye are now properly prepared. Do ye have any further questions?"

DMs should refer back to Introduction 2 if the PCs have any additional questions. Once the questions are complete, read the following:

The Toecutter then hands them each a potion and says, "Drink this before ye hit the water so that ye can breathe right." He then proceeds to give you directions to the water pipe and when finished says "Now that ye're ready, our friends here, conjurers good at this teleport stuff, will take ye to the Dim. They are able to do this right so no worries." They then begin to casting and you eventually wink out of existence.

Parties with *greater teleport* can do this with only the description provided by the Corporate spellcasters and can aid in the teleportation but should be encouraged to save their spells. The two casters are 15th-level conjurers. Each of them thus can carry (in addition to themselves) five Medium or smaller creatures for a total of ten. One Large creature counts as two Medium creatures, one Huge creature counts as two Large creatures, and so on. Thus, space for familiars, mounts, and animal companions will be limited.

Development: Once the teleportation is completed, go to Encounter 6.

ENCOUNTER 6: TAKING A DIP (CORPORATE PATH)

The party gets to this encounter after the Toecutter has his "friends" teleport them to the Dim Forest. Read the following:

When you finish teleporting, the two cloaked Corporate wizards cast again and then disappear. You can now see that you are indeed in the shadowy confines of the Dim Forest. From the amount of light that you see here, you can guess that you are fairly close to the edge of the forest.

Even with the shadows within these woods, someone with either Knowledge (geography) or Knowledge (local – Sheldomar Valley Metaregion) can determine that the party is in Barony Malthinius, just inside the Dim Forest by making a DC 20 check. They can determine this by noting the intensity of the shadows here as well as where the sun is in the sky.

Players may wonder how the Corporate spellcasters scryed this location as scrying only works on people not places. Any player who mentions their PC would be thinking about this may roll a Spot check (DC 20 + the APL). If they make the check, they will notice a male elf wearing some sort of cloak over a chain shirt. If the spotting PC is an elf or describes the clothes for someone who is, the elf will be identified as a Dim Forest wood elf. The elf quickly fades into the forest shadows.

By following the Toecutter's directions, the party will eventually find themselves at the hidden grate. For this encounter, refer to DM Aid: Map #1 and DM Aid: Map #3. Read the following to them:

You eventually find your way to a large and rocky hill. It has numerous shrubs and bushes dotting its slopes. You can see that base at the far side of the hill is at a much higher elevation than the side you approach. You can also see that the terrain to get up to the base on the other side appears to be treacherous, almost straight up. All of the slopes on this hill appear to be completely natural with no construction around.

The grate to the underground water pipe is hidden behind a couple of large shrubs and concealed with a cloth that matches the rocky slope. A Search check at DC 30 will find the entrance. Take 20 is allowed here as are multiple searchers assisting. If the party does not have the Toecutter's instructions on how to find the grate (such as if a party on the Law Path decides to search for a back door), there is an additional +5 to the DC for this search. The pipe is a dwarven-made diversion of a natural underground river which flows for miles underneath this area of the Dim Forest. Dwarves will immediately note its manufacture.

At this point, the party will probably drink the potions provided by the Toecutter. They are, of course, standard *potions of water breathing*. Each one lasts ten hours. Parties may have casters capable of casting this spell on their own; follow the rules for dividing up the duration as per the spell description. Remember to take into account familiars and animal companions. The pipe itself has no illumination; *everburning torches* and *darkvision* are the order of the day here.

Once they begin, read the following:

The pipe is about four feet in diameter so most of you climb rather than swim through it. It is completely full of water. There are plenty of makeshift handholds and the current is not that swift so you proceed easily, but slowly, upward. After traveling what you guess is about 60 feet, you eventually reach a point in the pipe where the grade is not as steep, almost level.

Since the pipe is only 4' across, it is likely the PCs will be squeezed. Please refer to page 148 of the PHB for rules on squeezing.

The climb to the level section of pipe takes about half an hour due to trying to find suitable handholds in the escalating pipe. The level section is 45 feet long. This section of pipe is also made of adamantine but this is revealed only on a Spot check at DC 18 + APL.

Trap: At the far end of the section is a ring that can be used as a handhold. Grabbing that ring sets off the traps.

The first trap (one that occurs at every APL) is a variation of the water-filled room. Rather than filling the pipe with water, adamantine walls close each end of the pipe. The doors close at the rate of the onset delay of the trap. Once the doors start to close, the PCs will be able to send one Medium or smaller creature out either end (providing they are close enough to an end) in the first round. After that, until halfway through the cycle, Small or smaller creatures can get out either end through the narrowing opening one at a time. After the halfway point, no other creatures will be able to exit. On an onset delay of only one round, only one Medium creature can get out either end.

Once closed, the doors will stay closed for twelve hours unless a rogue (and only a rogue) makes a successful Disable Device check at DC 25. Each failed check, however, costs thirty minutes of time. If unsuccessful, the duration of the closure will be longer than the duration of the *potions of water breathing*; drowning rules apply after that duration. Depending on how water breathing spells were cast by PC spellcasters, they may or may not drown. A *knock* spell will also open the doors and the PCs are welcome to try and break the doors down.

All APLs

◆ **Adamantine Doors and Walls:** 1 in. thick; hardness 20; hp 40; Break DC 28.

The second part of the trap (at APL 6 or higher) starts once the doors close. The bottom of the level section of the pipe opens into a 45 foot by 45 foot by 10 foot high room, completely submerged in water. The water's buoyancy negates any possible falling damage from dropping to this room. Inside are one or more scraggs (or half-black dragon scraggs at higher APLs). The rate at which the trapdoor opens does not allow the scraggs to get surprise so both parties are flatfooted until initiative.

The final trap (at APL 14 and higher) adds either an *acidball* or *acidic chain lightning* trap that goes off any round someone touches the floor of the room. The half-black dragon scraggs (being immune to the acid) will try whenever possible to touch the floor each round. The *acidball* is centered on the room so going to the corners will avoid the damage. The *acidic chain lightning* will target the closest creature (PC or scrag) in the center of the room and spread out from there. The caster level should be sufficient to get a full party plus up to four scraggs, providing they are within 30 feet of the target. Again, the half-black dragon scraggs are immune to the acid.

There are hidden controls outside of either door to open them early (Search DC 25). When the doors open, the bottom of the pipe closes as well. There is an onset delay of two rounds before the doors open, but the mechanics of the door are loud enough so that PCs can swim up to the pipe and be inside before it closes.

Creatures: The scraggs are pets of the Grandmother of the Fist and they attack and eat anything that comes into their space. The half-black dragon scraggs are a bit more stupid than expected (-2 to Int to bring their Int back to the same as a regular scrag) but are stronger (+2 Str). They will use their acid blast targeting the opponent they think is the strongest (armored fighters being the preferred choice).

The scraggs will, of course, engage anyone falling out of the pipe. See the underwater combat rules on pages 92 – 93 of the DMG. You can consider the water in this room to be calm, not flowing water (Swim DC 10) as the adamantine doors block the water flow through the pipe. Visibility through the water is 50 feet.

APL 4 (EL 6)

↗ **Water-Filled Room:** CR 6; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (5 rounds); liquid; Search DC 25; Disable Device DC 25.

APL 6 (EL 8)

↗ **Water-Filled Room:** CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (5 rounds); liquid; Search DC 20; Disable Device DC 25.

➤ **Scraggs (2):** hp 63 each; see *Monster Manual*, page 247.

APL 8 (EL 10)

↗ **Water-Filled Room:** CR 7; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (3 rounds); liquid; Search DC 20; Disable Device DC 25.

➤ **Scraggs (4):** hp 63 each; see *Monster Manual*, page 247.

APL 10 (EL 12)

↗ **Water-Filled Room:** CR 9; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (1 round); liquid; Search DC 20; Disable Device DC 25.

➤ **Half-Black Dragon Scraggs (4):** hp 77 each; see *Appendix 4*.

APL 12 (EL 14)

↗ **Water-Filled Room:** CR 11; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (1 round); liquid; Search DC 25; Disable Device DC 30.

➤ **Half-Black Dragon Scraggs Ftr2 (4):** hp 102 each; see *Appendix 5*.

APL 14 (EL 16)

↗ **Water-Filled Room:** CR 12; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (1 round); liquid; Search DC 30; Disable Device DC 30.

↗ **Heightened Delayed Blast Acidball Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *delayed blast fireball* (heightened to 9th level), 17th level wizard, 17d6 acid, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

➤ **Half-Black Dragon Scraggs Ftr4 (4):** hp 128 each; see *Appendix 6*.

APL 16 (EL 18)

↗ **Water-Filled Room:** CR 12; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (1 round); liquid; Search DC 30; Disable Device DC 30.

↗ **Maximized Chain Acid Trap:** CR 16; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized energy substitution (acid) *chain lightning*, 17th level wizard, 102 acid to target nearest center of trigger area plus 51 acid to each of up to seventeen secondary targets, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

➤ **Half-Black Dragon Scraggs Ftr6 (4):** hp 153 each; see *Appendix 7*.

APL 18 (EL 20)

↗ **Water-Filled Room:** CR 14; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in a 4 ft. by 45 ft. pipe); never miss; onset delay (1 round); liquid; Search DC 35; Disable Device DC 35.

↗ **Maximized Chain Acid Trap:** CR 16; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized energy substitution (acid) *chain lightning*, 17th level wizard, 102 acid to target nearest center of trigger area plus 51 acid to each of up to seventeen secondary targets, DC 23 Reflex save half damage); Search DC 34; Disable Device DC 34.

➤ **Half-Black Dragon Scraggs Ftr8 (4):** hp 179 each; see *Appendix 8*.

Treasure: Though the scraggs are wearing some armor at higher APLs, its large size, poor manufacture,

and acidic damage make the sets very poor quality and unable to be sold.

Development: Once they have defeated the traps and scraggs, the party can proceed up the pipe to Encounter 7.

ENCOUNTER 7: FUMES (CORPORATE PATH)

This encounter occurs after the party navigates the pipe from Encounter 6. For this encounter, refer to DM Aid: Map #1 and DM Aid: Map #3. It gives a brief description of the rooms on this level which are abandoned or collapsed save for the Office of Contracts. There is one drawer here of interest. Read the following:

Once you leave the leveled section of pipe, it turns up again for another 60 feet which is, again, very easy to climb. The pipe opens up to a ten foot by twenty foot pool in a small twenty foot by twenty foot room with lots of buckets lying about. There is an adamantite grate blocking any further passage upward in the pipe. A door is on the wall opposite the pool.

This room is fairly quiet so parties will probably want to rest and heal here before moving on. The door is unlocked. Once they are ready, read the following:

The door leads into a series of hallways with multiple doors along the walls. What is behind each door is different. Some just open into empty rooms, stripped of anything useful. Some are filled with stone and soil, obviously collapsed by someone to hide any secrets. Some doors are unable to be opened, with the reason why readily apparent from the dust coming from underneath; the room beyond is completely collapsed and thus blocking the use of the door.

The PCs will want to search rubble and ruins to find items of value. They will find nothing. Anything of value from these rooms was already removed or is destroyed by the weight of tons of collapsed stone. Once they see the futility of this course of action, read the following:

Only one room remains intact. This 10 foot by 10 foot room appears to be a filing room with various papers and scrolls in built-in bookcases and cabinets in the walls. A single desk sits in the center of the room.

It is possible that a party on the Law Path will come into this room from the stairs. There are two options here. If there is a Corporation member with them who was given the documents by Toecutter, that PC will have to make a Sleight of Hand check DC 15 to switch the documents without being detected. If a Corporation PC is detected by the rest of his Law Path party making the document switch, the other PCs will have to decide what to do with him. Allow the PCs to roleplay this out, but if

the PC is turned over to Garde, he will be questioned and assigned duty on the work gangs. Please note this on the special AR. It is possible the PC will escape, if they do so, note this also. If there are no Corporation members then they will find (Search DC 15) the drawer in the desk already open and the trap set off. In the desk drawer will be false information that indicates that the Fist organization was the entire Corporation, not just a part of it. The information on Toecutter's daughter will remain in the drawer, but the papers incriminating Thotec will be gone.

Trap: Anyone touching the drawers of the desk will set off the gas trap (preceded by the *greater dispel magic* devices at higher APLs). This gas trap fills the room while the *greater dispel magic* devices attempt to negate any magical protections the PCs may be using. APLs 16 and 18 also have *acidball* (and *coldball*) traps targeted on the drawer.

APL 4 (EL 4)

↗ **Asabi Mist Trap:** CR 4; mechanical; touch trigger; repair reset; gas; never miss, onset delay (3 rounds); poison (asabi mist, DC 12 Fort save resists, 1d4 Con/1d4 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 20; Disable Device DC 20.

APL 6 (EL 6)

↗ **Burnt Othur Vapor Trap:** CR 6; mechanical; touch trigger; repair reset; gas; never miss, onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fort save resists, 1 Con drain/3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 15; Disable Device DC 22.

APL 8 (EL 8)

↗ **Burnt Othur Vapor Trap:** CR 8; mechanical; touch trigger; repair reset; gas; never miss, onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fort save resists, 1 Con drain/3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 22; Disable Device DC 26.

APL 10 (EL 10)

↗ **Heightened Greater Dispel Magic:** CR 8; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 7th level), 13th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 32; Disable Device DC 32.

↗ **Burnt Othur Vapor Trap:** CR 8; mechanical; touch trigger; repair reset; gas; never miss, onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fort save resists, 1 Con drain/3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 22; Disable Device DC 26.

APL 12 (EL 12)

↗ **Heightened Greater Dispel Magic**: CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Burnt Othur Vapor Trap**: CR 10; mechanical; touch trigger; repair reset; gas; never miss, onset delay (2 rounds); poison (burnt othur fumes, DC 18 Fort save resists, 1 Con drain/3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 29; Disable Device DC 29.

APL 14 (EL 14)

↗ **Heightened Greater Dispel Magic (2)**: CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Atomized Black Lotus Extract Trap**: CR 12; mechanical; touch trigger; repair reset; gas; never miss, onset delay (2 rounds); poison (atomized black lotus extract, DC 20 Fort save resists, 3d6 Con /3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 29; Disable Device DC 29.

APL 16 (EL 16)

↗ **Heightened Greater Dispel Magic (4)**: CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Atomized Black Lotus Extract Trap**: CR 12; mechanical; touch trigger; repair reset; gas; never miss, onset delay (2 rounds); poison (atomized black lotus extract, DC 20 Fort save resists, 3d6 Con /3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 29; Disable Device DC 29.

↗ **Maximized Empowered Acidball Trap**: CR 14; magic device; proximity trigger (*alarm*); automatic reset; spell effect (maximized empowered energy substitution (acid) *fireball*, 17th level wizard, 90 acid, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

APL 18 (EL 18)

↗ **Heightened Greater Dispel Magic (4)**: CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater dispel magic* (heightened to 9th level), 17th level wizard, area dispel); multiple targets (20 ft. radius burst); Search DC 34; Disable Device DC 34.

↗ **Atomized Black Lotus Extract Trap**: CR 14; mechanical; touch trigger; repair reset; gas; never miss, onset delay (1 round); poison (atomized black lotus extract, DC 20 Fort save resists, 3d6 Con /3d6 Con); multiple targets (all targets in a 10 ft. by 10 ft. room); Search DC 29; Disable Device DC 34.

↗ **Maximized Empowered Acidball Trap**: CR 14; magic device; proximity trigger (*alarm*); automatic reset; spell effect (maximized empowered energy substitution (acid) *fireball*, 17th level wizard, 90 acid, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

↗ **Maximized Empowered Coldball Trap**: CR 14; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (maximized empowered energy substitution (cold) *fireball*, 17th level wizard, 90 cold, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Inside the drawer there are numerous records of various contracts. They are mostly in CorporateSpeak but a few names and phrases are in Common. A Search check at DC 18 + APL will find that there is a contract for what appears to be the second assassination attempt on the Commandant. The person who hired the assassins is not mentioned directly, but there is mention of an agent named Thotec from Shiboletth making the final details. Those who have played GRM4-01 *Homecoming* might see the similarities between this agent and Nolar Thotec, the Magistrate in Shiboletth, but this by itself is not sufficient for tying him into the assassination attempts.

A similar successful Search check will find more notes regarding the second assassination attempt, only these papers deal with the murder of Nydia Ramster. The assassins learned that she was a close associate of the Toecutter. PCs who played in GRM4-06 *Harvest Time* might remember Nydia as the waitress killed by a vampire assassin from Sterich. The assassin then posed as Nydia to try to eliminate any adventurers who might have been in Hookhill for the Commandant's hearings and who might have helped the Commandant when the assassination occurred. If a party on the Law Path happens to find this, give them a Knowledge (local – Sheldomar Valley Metaregion) check at DC 15 to know that the Toecutter is a shadowy figure from the Hookhill underworld and that, regardless of his other activities, he would be very interested in finding out about what happened to Nydia.

Treasure: Once the party takes care of the trap in the desk, they will find on a quick search (automatic success once the trap is gone) that the desktop raises to reveal a storage locker containing enough equipment to fully supply two snipers as in Encounter 4. This equipment is listed in the Treasure Summary.

Development: Behind a built-in bookcase is a secret door (Search DC 15) that leads to a spiral staircase leading to the main hall and Encounter 8.

ENCOUNTER 8: CONFRONTING THE ENEMY (BOTH PATHS)

The party can get to this encounter either by going through the traps in the Offices of Contracts in Encounter 7 or by going through the traps and snipers in Encounter 4. For this encounter, refer to DM Aid: Map #1 and DM Aid: Map #4.

Corporate Path

The party is coming from the Office of Contracts in Encounter 7 and now find themselves ascending a spiral staircase leading to the main hall:

At the top of the staircase, you find a trapdoor in the ceiling. It is unlocked and apparently untrapped. When you open it, you find a large hall, 60 feet long by 40 feet wide. It is lit by permanently affixed everburning torches. This room also appears to have nothing of value aside from the torches. Once through the trapdoor, you notice the floorboards creak with each step you take. There is a partially opened door on the other side of the room.

Read the following after the PCs start moving around the room:

Suddenly, as you are searching the room, the door on the opposite wall opens and a single male human staggers out. Both he and his equipment appear to have large amounts of damage and the strong odor coming from him has a definite acidic tinge to it. What remains of his tabard indicates that he is a Scout from the 4th Battle. He has a spiked chain in his hands ready for any attack, but his face and his condition show that he is really not ready for a full confrontation.

The man is Agnar Momo, a Scout in the 4th Battle who is also a member of the Corporation on the same side as the Toecutter. While Agnar never stole from the Gran March military, he did pass along information to the Corporation.

Agnar, along with his Corporation compatriots the Amazing Prestigo and Tura ap Branwyn, "arranged" to be a part of a patrol for the 4th in order to help destroy the Fist organization. However, unknown to Agnar, both Prestigo and Tura had been recruited as operatives of the Fist some months before. They both betrayed Agnar, killing the rest of the patrol and almost killing Agnar himself by "accidentally" setting off traps in the complex. They then left Agnar for dead. He managed to fake the appearance of being dead and then stumbled his way through to this room.

This situation can go one of two ways. Quick thinking players may try to negotiate their way out like the Toecutter advised them to do. Refer to DM Aid: NPC Personalities to get the details on Agnar's personality.

The PCs, however, may end up attacking him. This is no real fight, however, and Agnar will die quickly. In combat, Agnar uses his Skirmish ability along with the reach capabilities of his spiked chain to move and hit, trying to stay just out of range.

Law Path

The party is coming from the traps and snipers in Encounter 4 and now the party will be going through the door at the end of the hallway and thus will have the opportunity to do a little bit of searching. Read them the following:

The door leads into a series of hallways with multiple doors along the walls. What you find behind each door is different. Some just open into empty rooms, stripped of anything useful. Some are filled with stone and soil, obviously collapsed by someone to hide any secrets. A few doors are unopenable, with the reason readily apparent from the dust coming from underneath; the room beyond is completely collapsed and thus blocking the use of the door.

The PCs will want to search rubble and ruins to find items of value. They will find nothing. Anything of value from these rooms was already removed or is destroyed by the weight of tons of collapsed stone. Once they see the futility of this course of action, read the following:

You eventually find a partially open door leading into a large hall, 60 feet long by 40 feet wide. It is lit by everburning torches permanently affixed to the walls. This room also appears to have nothing of value. The floorboards creak with each step you take.

All Move Silently checks in this room are -5. If anyone tries to Move Silently into the room, make an opposed check against Agnar's Listen check. Agnar automatically hears anyone not attempting to move quietly in the room above him.

Once he hears someone, Agnar will ready his defenses and then open the trapdoor. He will act surprised to see anyone there.

Suddenly, as you are searching the room, from a trapdoor in the floor, a single male human staggers out. Both he and his equipment appear to have large amounts of damage and the strong odor coming from him has a definite acidic tinge to it. What remains of his tabard indicates that he is a Scout from the 4th Battle. He has a spiked chain in his hands ready for any attack but his face and his condition show that he is really not ready for a full confrontation.

The man is Agnar Momo, a Scout in the 4th Battle who is also a member of the Corporation on the same side as the Toecutter. While Agnar never stole from the Gran March military, he did pass along information to the Corporation.

Agnar, along with his Corporation compatriots the Amazing Prestigo and Tura ap Branwyn, were sent here by Toecutter in order to help plant information indicating that the Fist organization was actually the complete Corporation. However, unknown to Agnar or Toecutter, both Prestigo and Tura had been recruited as operatives of the Fist some months before. They both betrayed Agnar, killing the rest of the party and almost killing Agnar himself by “accidentally” setting off traps in the complex. Agnar managed to fake the appearance of being dead so they left him behind. He then found the office and desk and planted the information as he was told, burning the real documents and scattering the ashes into the water pipe. He then stumbled his way up the stairs to this room.

This situation can go one of two ways. Players may arrest Agnar or they may ask him to join them. Agnar will go along with either option rather than risk being killed by the party or by the Grandmother’s minions and traps. He will immediately ask the party for some healing. Refer to *DM Aid: NPC Personalities* to get the details on Agnar’s personality.

Both Paths

APL 4

🔪 **Agnar Momo:** Human Scout1/Rog2; hp 18 (currently 1); see *Appendix 1*.

APL 6

🔪 **Agnar Momo:** Human Scout3/Rog2; hp 31 (currently 1); see *Appendix 2*.

APL 8

🔪 **Agnar Momo:** Human Scout5/Rog2; hp 45 (currently 1); see *Appendix 3*.

APL 10

🔪 **Agnar Momo:** Human Scout7/Rog2; hp 61 (currently 1); see *Appendix 4*.

APL 12

🔪 **Agnar Momo:** Human Scout9/Rog2; hp 72 (currently 1); see *Appendix 5*.

APL 14

🔪 **Agnar Momo:** Human Scout11/Rog2; hp 85 (currently 1); see *Appendix 6*.

APL 16

🔪 **Agnar Momo:** Human Scout13/Rog2; hp 99 (currently 1); see *Appendix 7*.

APL 18

🔪 **Agnar Momo:** Human Scout15/Rog2; hp 112 (currently 1); see *Appendix 8*.

Development: If the negotiations are successful, Agnar will agree to go with the party once properly healed. He will aid in the last fight until dead as he has a score to settle with Prestigo and Tura. Once all preparations have been made, there is an unlocked door on the opposite side of the room that takes the party down a hallway and to Encounter 9.

If the PCs are from the Law Path, they may want to check out Agnar’s story by going down the trapdoor. If they do, they will find the Office of Contracts as described in Encounter 7. The traps, however, will have already been set off and the treasure there removed by Prestigo and Tura. However, Agnar did plant some “evidence” provided by the Toecutter that indicates that this band of assassins is “The Corporation.” These papers can be found with a Search check DC 15.

ENCOUNTER 9: THE LAST LINE OF DEFENSE (BOTH PATHS)

Both parties get to this encounter by going down the hallway behind the door found in Encounter 8. For this encounter, refer to *DM Aid: Map #1* and *DM Aid: Map #4*. Read the following to them after they have passed through the door:

When you open the door, everburning torches spring to life. The door leads you into a long hallway with but a single door at the opposite end. As you walk in the hallway, your footsteps echo with resounding thuds no matter what you do. When you get to the end, you eventually find that the door is ajar.

The acoustical design of the hallway puts -20 penalties on all Move Silently checks. Looking through the door only reveals a dark and foggy mass. There is no light or sound emanating from behind the doorway. A successful Spellcraft check at DC 25 will confirm that this is the effect of the casting of a *Mordenkainen’s private sanctum* spell (caster level 11). This spell does not prevent light or noise from coming into the room so anyone inside the room can see and hear things at the doorway. Thus, they know that PCs have entered the hallway and will begin spell preparation. Once a PC goes through the door, read the following:

Behind the door, there is a small, roughly oval cavern about 40 feet wide, 40 feet across, and 30 feet high. The door comes out on a ledge about 10 feet above the floor of the cavern. There are five other ledges 20 feet above the floor at various points along the cavern wall, but whatever is up there is concealed by shadows. There are tight wires running

between these five ledges. At the far end of the cavern, you see an attractive female drow standing with her arms crossed as if she were impatiently waiting for someone. Waiting for you, perhaps?

If a PC is visible upon entering the room or the door moved upon entry into the room, read the following:

She speaks, "You have done well to get this far. You and your masters have decimated my people and have put me on the run. I commend you for a game well played. Your luck, however, has run out."

Trap: The "drow" is really an effigy creature that has the Grandmother's likeness. On top of that is an amulet that has a series of six *programmed images*. The images are triggered by various things the PCs say or do. The images gesture and speak like the real Grandmother would do. Each spoken dialog takes a standard action so each such Q&A takes one round. This delay is important so the real Grandmother of the Fist can study her prey at higher APLs. The first one goes off when the PCs enter the cavern and says the above boxed text. Here are the others:

2nd Trigger

When someone asks who she is, the image says the following:

My real name is not important as I have gone by so many names. Besides, names have power and I am not willing to give you that power so easily. You can call me by my title: the Grandmother of the Fist.

3rd Trigger

When someone asks about the Grandmother of the Fist, the image says the following:

I am the Fist that crushes your life. Though you have cut off my fingers, I shall smite you with my mighty palm. Then, The Corporation will be strong once again under my leadership.

4th Trigger

When someone asks about the assassinations, the image says the following:

We kill those who threaten The Corporation. The Commandant and his lapdogs do not deserve to rule this nation. We do for we are strong and unwilling to put up with nonsense from our neighbors.

5th Trigger

When someone enters the room, the image just looks around sneering. This is the base action over which all of the others overlay. It is ongoing when the PCs enter the room; the other images go over it. The effect is that the drow appears to ignore all other questions.

6th Trigger

When someone gets within 10 feet of the effigy creature, the image says the following:

"Time's up!"

This yell or the trap going off will set off the surprise attacks from everyone else in the room. The effigy creature itself has one order: when someone comes within 10 feet of it or if attacked, it is to go full defensive. Its main purpose is to attract PCs into moving forward into the area covered by the *alarm* spell which triggers the attached trap or traps, which should slow or immobilize the PCs. The *alarm* spell trigger is on the first five feet of steps of the stairs going down from the PC's platform. Disbelieving the images still shows the effigy creature so players will then likely want to attack the creature.

The PCs are free to launch their attack at any point in this encounter but the DM needs to keep careful track of any pre-cast spells. The NPC spellcasters had only one round to pre-cast any spells before the PCs first enter the room.

Those who are hit with the purple ray of the *prismatic spray* at APLs 12 and above are transported to the Astral Plane. The PCs can retrieve any transported comrades through NPC spellcasting in Hookhill (see the Conclusion). If the party cannot afford to retrieve their lost comrades, those transported will eventually find a way back to the Prime Material plane but it will cost 6 TUs and 1000 gp to do so, as per page 48 of the LGCS. Note this on the AR.

Creatures: On the platforms is what remains of the Grandmother of the Fist's forces. There is Ulphatrix, her drow cleric cohort; The Amazing Prestigo and his hawk familiar who betrayed the scout Agnar Momo; Tura ap Branwyn, a bounty hunter hired by the Grandmother and also involved in the betrayal, and a number of remaining sorcerer snipers who have the same equipment as their comrades in Encounter 4. The snipers are on platforms two and four; Ulphatrix and Tura are on platform three, the center platform directly across from the PCs. Prestigo and his familiar are on platform one, directly to the left of the PCs when they enter the cavern. Tura's animal companion, when available, is on the ground hiding behind a stalagmite. Also, at APL 14 or higher, the real Grandmother of the Fist is hiding in the shadows on the right of the PCs. At all APLs, Prestigo will have cast *greater invisibility* on himself (lasting 9 rounds) via a wand, which was spent in the process, and the rest of the NPCs will have quaffed all potions and read any scrolls. Figure that they start casting the round before the PCs enter the room, so if the PCs allow the exchange to go to completion, six rounds have past when the combat begins.

Moving between perches using the cables involves Balance checks or Climb checks. At APLs 4 and 6, the cable is two inches wide so the Balance Check is DC 15.

At higher APLs, the cable is only one inch wide and thus the check is DC 20. As the snipers have over five ranks in Balance, they are not flatfooted when moving across the cables. Climb checks on the cables are DC 15, but result in generally slower movement and more opportunities to be flatfooted, thus the snipers will do Balance checks unless prevented from doing so. The cables are made of steel at APLs 4 and 6 and adamantine at higher.

APLs 4 and 6

🔪 **Steel Cable:** 2 in. thick; hardness 10; hp 30; AC 11 due to size; Break DC 26.

APLs 8 to 18

🔪 **Adamantine Cable:** 1 in. thick; hardness 20; hp 40; AC 11 due to size; Break DC 28.

Getting up to the cables requires Climb checks as well. Each perch has a 30 foot knotted rope attached, but all of them are currently pulled up. The Climb check for the walls of the cave is DC 25 as the cavern has some handholds, but they are slippery. PCs equipped with rope and grappling hook can hook a perch; the perch is AC 5 to hit.

APL 4 (EL 8)

🔪 **Web Trap:** CR 3; magic device; proximity trigger (*alarm*); no reset; spell effect (*web*, 3rd level wizard, DC 13 Reflex save negates); Search DC 27; Disable Device DC 27.

👉 **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 1*.

👉 **Ulphatrix:** Female Drow Clr2; hp 12; see *Appendix 1*.

👉 **The Amazing Prestigo:** Male Human Sor3; hp 12; see *Appendix 1*.

👉 **Tura ap Branwyn:** Male Human Rgr3; hp 23; see *Appendix 1*.

👉 **Fist Sorcerer Snipers (2):** Male Human Rog2/Sor1; hp 12 each; see *Appendix 1*.

APL 6 (EL 10)

🔪 **Evard's Black Tentacles Trap:** CR 5; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 7th level wizard, Grp +15, 1d6+4 bludgeoning if grappled, 20 ft. radius spread); Search DC 29; Disable Device DC 29.

👉 **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 2*.

👉 **Ulphatrix:** Female Drow Clr3; hp 18; see *Appendix 2*.

👉 **The Amazing Prestigo:** Male Human Sor6; hp 23; see *Appendix 2*.

👉 **Tura ap Branwyn:** Male Human Rgr5; hp 38; see *Appendix 2*.

👉 **Timor, Tura's Animal Companion:** male wolf; hp 15; see *Appendix 2*.

👉 **Fist Sorcerer Snipers (2):** Male Human Rog4/Sor1; hp 21 each; see *Appendix 2*.

APL 8 (EL 12)

🔪 **Empowered Evard's Black Tentacles Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 11th level wizard, Grp +19, 1d6+4 x 1.5 bludgeoning if grappled, 20 ft. radius spread); Search DC 31; Disable Device DC 31.

👉 **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 3*.

👉 **Ulphatrix:** Female Drow Clr5; hp 30; see *Appendix 3*.

👉 **The Amazing Prestigo:** Male Human Sor8; hp 30; see *Appendix 3*.

👉 **Tura ap Branwyn:** Male Human Rgr7; hp 53; see *Appendix 3*.

👉 **Timor, Tura's Animal Companion:** male wolf; hp 30; see *Appendix 3*.

👉 **Fist Sorcerer Snipers (2):** Male Human Rog5/Sor1/Thief-Acrobat1; hp 30 each; see *Appendix 3*.

APL 10 (EL 14)

🔪 **Extended Maximized Evard's Black Tentacles Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 15th level wizard, Grp +23, 10 bludgeoning if grappled, 20 ft. radius spread); Search DC 33; Disable Device DC 33.

👉 **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 4*.

👉 **Ulphatrix:** Female Drow Clr7; hp 42; see *Appendix 4*.

👉 **The Amazing Prestigo:** Male Human Sor10; hp 38; see *Appendix 4*.

👉 **Tura ap Branwyn:** Male Human Rgr9; hp 68; see *Appendix 4*.

👉 **Timor, Tura's Animal Companion:** male wolf; hp 30; see *Appendix 4*.

👉 **Fist Sorcerer Snipers (2):** Male Human Rog6/Sor1/Thief-Acrobat2; hp 39 each; see *Appendix 4*.

APL 12 (EL 16)

↗ **Empowered Maximized *Evard's Black Tentacles* Trap:** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 17th level wizard, Grp +25, 15 bludgeoning if grappled, 20 ft. radius spread); Search DC 34; Disable Device DC 34.

↗ ***Prismatic Spray* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th level wizard, DC 20 Reflex, Fort, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

➤ **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 5*.

➤ **Ulphatrix:** Female Drow Clr9; hp 54; see *Appendix 5*.

➤ **The Amazing Prestigo:** Male Human Sor12; hp 45; see *Appendix 5*.

➤ **Tura ap Branwyn:** Male Human Rgr11; hp 83; see *Appendix 5*.

➤ **Timor, Tura's Animal Companion:** male wolf; hp 30; see *Appendix 5*.

➤ **Fist Sorcerer Snipers (2):** Male Human Rog7/Sor1/Thief-Acrobat3; hp 57 each; see *Appendix 5*.

APL 14 (EL 18)

↗ **Empowered Maximized *Evard's Black Tentacles* Trap:** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 17th level wizard, Grp +25, 15 bludgeoning if grappled, 20 ft. radius spread); Search DC 34; Disable Device DC 34.

↗ ***Prismatic Spray* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th level wizard, DC 20 Reflex, Fort, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

➤ **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 6*.

➤ **Aeleona Ephandril, Grandmother of the Fist:** Female Drow Rog6/Asn8; hp 74; see *Appendix 6*.

➤ **Ulphatrix:** Female Drow Clr11; hp 66; see *Appendix 6*.

➤ **The Amazing Prestigo:** Male Human Sor14; hp 53; see *Appendix 6*.

➤ **Tura ap Branwyn:** Male Human Rgr13; hp 98; see *Appendix 6*.

➤ **Timor, Tura's Animal Companion:** male wolf; hp 45; see *Appendix 6*.

➤ **Fist Sorcerer Snipers (2):** Male Human Rog8/Sor1/Thief-Acrobat4; hp 67 each; see *Appendix 6*.

APL 16 (EL 20)

↗ **Empowered Maximized *Evard's Black Tentacles* Trap:** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 17th level wizard, Grp +25, 15 bludgeoning if grappled, 20 ft. radius spread); Search DC 34; Disable Device DC 34.

↗ ***Prismatic Spray* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th level wizard, DC 20 Reflex, Fort, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

➤ **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 7*.

➤ **Aeleona Ephandril, Grandmother of the Fist:** Female Drow Rog6/Asn10; hp 84; see *Appendix 7*.

➤ **Ulphatrix:** Female Drow Clr13; hp 78; see *Appendix 7*.

➤ **The Amazing Prestigo:** Male Human Sor16; hp 60; see *Appendix 7*.

➤ **Tura ap Branwyn:** Male Human Rgr15; hp 113; see *Appendix 7*.

➤ **Timor, Tura's Animal Companion:** male dire wolf; hp 50; see *Appendix 7*.

➤ **Fist Sorcerer Snipers (2):** Male Human Rog9/Sor1/Thief-Acrobat5; hp 78 each; see *Appendix 7*.

APL 18 (EL 22)

↗ **Empowered Maximized *Evard's Black Tentacles* Trap:** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 17th level wizard, Grp +25, 15 bludgeoning if grappled, 20 ft. radius spread); Search DC 34; Disable Device DC 34.

↗ ***Prismatic Spray* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th level wizard, DC 20 Reflex, Fort, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

➤ **Grandmother of the Fist Effigy Construct:** hp 23; see *Appendix 8*.

➤ **Aeleona Ephandril, Grandmother of the Fist:** Female Drow Rog8/Asn10; hp 95; see *Appendix 8*.

➤ **Ulphatrix:** Female Drow Clr15; hp 90; see Appendix 8.

➤ **The Amazing Prestigo:** Male Human Sor18; hp 68; see Appendix 8.

➤ **Tura ap Branwyn:** Male Human Rgr17; hp 128; see Appendix 8.

➤ **Timor, Tura's Animal Companion:** male dire wolf; hp 50; see Appendix 8.

➤ **Fist Sorcerer Snipers (2):** Male Human Rog11/Sor1/Thief-Arobat5; hp 88 each; see Appendix 8.

Tactics: This is the last stand for the Fist organization and they know it. Thus, the overall strategy here is to hit their enemies fast and hard. They are relying on the traps to slow down the PCs and hopefully immobilize them. They will then attack any immobilized targets first with everything they have. All spellcasters will begin spell preparation as soon as the PCs enter the hallway. They will continue silent spell casting when PCs enter the room using the various *metamagic rods*, *silent*, if available, and buff themselves in the most effective way available for what they have at a particular APL. DMs should feel free to do whatever buffs they feel are necessary, given the list of spells.

The snipers will concentrate their initial attacks on apparently low AC targets caught by the trap. Those caught will be flatfooted and in range for their sneak attacks. When in melee, they will swiftly cast *critical strike* before the attack to get the extra d6 of damage and other benefits. They will attack a single target until it is neutralized. They will use the poisoned arrows and Multishot, when available.

Tura ap Branwyn will initially attack any humans in the first round with Multishot and then concentrate on any humans leaving the trap. If anyone does manage to get to her, she will immediately cast *arrow mind* and continue the attack. If she is denied the use of her bow by some means (running out of arrows, bow being sundered, etc.), Tura will switch to two weapon fighting. At the first opportunity, Tura will order his animal companion to guard so anyone approaching her will be attacked.

Prestigo will attack with the most powerful area of effect damaging spell against those still on the PC's platform during the first round as well as his most damaging quickened spell when available. He will then cast *fly* (via a potion if necessary) and try to stay mobile throughout the rest of the combat. He will try to *dispel magic* on any flying PCs and otherwise just move and fire with the most damaging attacks possible. At APL 18, however, he will cast *time stop* in the first round and launch as many attacks as he can. While most attacks that target individuals are unusable during a *time stop*, Prestigo will cast those for which he can delay the effects until after the *time stop* expires (*delayed blast fireball*) or that targets an area and has a duration longer than the *time stop*

spell's duration (*cloudkill*, *Evard's black tentacles*, *solid fog*). As Prestigo has no touch spells available, he sends his familiar away from him only in extreme circumstances.

Ulphatrix will use her spells in support of the snipers and attack anyone trying to get close to her platform. She will cast her lower level buffing spells using the *metamagic rod*, *silent*, *lesser*. At APL 14 and higher, she will have already cast *heroes' feast* on everyone in the cavern and, if cornered, will try casting *mislead* then drink her *potion of fly* and start moving. Finally, when available, she will use the Profane Boost feat during the first round and then cast her highest level *mass inflict* spell maximized.

At APL 14 and higher, the party is also confronting the real Grandmother of the Fist. She will use her time to study a target for a later Death Attack. She will then try to navigate her way for a clear attack on her target. She will use her rapier and fight defensively if necessary and feint when possible to catch targets flatfooted. If denied a Death Attack, she will target arcane casters with her magic bow.

Treasure: The only treasure available is found on the NPCs. This listed in the Treasure Summary.

Development: If the PCs should happen to lose this fight, the Fist NPCs will not spend time looting their bodies as they are concerned that there might be other Marcher forces in the complex. Instead, they will just leave the bodies where they lay. Regardless of success or failure, however, proceed on to the Conclusion.

CONCLUSION

Success - Law Path

Success means that the PCs have exposed the last bastion of The Corporation (as far as they know anyway). Even if the real organization still exists, the forces of law and good have defeated the real threat to Gran March in defeating the last of the rogue faction. Read the following to them:

Upon your return to Garde with the intelligence you have gathered, he calls for the Battles in the area to converge on the mountain base. When he returns, he thanks you for your help in getting rid of this scourge on the nation. He also asks for any items or treasure found so that it can be used as evidence against the ones that will be captured at the base. Before the week is out, however, you each receive some of the treasure back as a reward for a job well done and the gratitude of the Commandant as a reward.

PCs gain the Favor of the Special Constables reward on the AR.

Success - Corporate Path

Success means that the PCs have managed once again to preserve the secrecy of their organization.

When you return to Hookhill to meet with the Toecutter, he is glad to see you and tells you in his own rustic manner that you have succeeded and “the family” is now once again safe. He then explains that he must take most of the loot they have found as it is, after all, family property, but he allows you to keep a portion as a finder’s fee for a job well done. When he does take his leave of you, the Toecutter tells some of you that he may have a special job for you in the future that might interest you.

PCs gain the **A New Job** reward on the AR.

Failure – Both Paths

If the PCs fail (either Path), Garde will assume that the base was indeed the correct one and send in the Battles. Soldiers there will then find the evidence that the Toecutter had planted (by either the PCs or the NPCs) and assume that the carriers of the documents were conspirators. This was the fallback plan of the Toecutter: to frame his agents if they were killed and thus protect the secret with their lives.

If the PCs were on the Corporate Path, the soldiers will bury their dead bodies in shallow graves and strip them of their gear. The Toecutter will send people a couple of days later to recover the bodies and will try to get them raised if funds are available. Through sources, he will also arrange for their gear to be “returned” to them as well.

If the PCs were on the Law Path, Garde will have told the soldiers to be on the lookout for them. The soldiers will return the bodies along with their gear to Hookhill after cleaning out the base. There, Garde will arrange for them to be raised if funds are available.

Other Rewards and Costs

If any of the PCs thinks to look up the Toecutter and give him what they found, they will earn a **Favor of the Toecutter** reward on the AR. PCs who thought to recover adamantine from the walls, doors, and floors of the complex gain the **Harvested Adamantine** reward on the AR.

At higher APLs, some members of the party may have had an unexpected trip to the Astral Plane via the purple ray of the *prismatic spray* trap. For PCs on the Law Path, they can get a 9th-level Heironean Cleric at Cathedral Valorous in Hookhill to cast *plane shift* to recover their lost companions. As each hit from the purple ray can put a PC in a different location on the Astral Plane, the cleric will have to find each one separately and then *plane shift* back to the Prime Material Plane. Thus, the cleric will charge for two castings of *plane shift*. Each casting will cost 450 gp for a total of 900 gp for total recovery. PCs on the Corporate Path can ask

the Toecutter for assistance; he will locate a 9th-level Cleric of Olidammara to do the job. The costs can come from over-the-cap funds.

In any event, as far as the populace and the Gran March government are concerned, the faction was just one of many trying to capitalize on the mystique of The Corporation. To those who know the real truth, however, the secret is safe once again. Now, all that are left are stragglers.

The End

EXPERIENCE POINT SUMMARY

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

LAW PATH

Encounter 3

Survive, Disarm, or Disable the Trap

APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.
APL 14: 420 xp.
APL 16: 480 xp.
APL 18: 540 xp.

Encounter 4

Defeat the Snipers & Survive/Disarm/Disable the Trap

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.
APL 18: 600 xp.

CORPORATE PATH

Encounter 6

Defeat the Scraggs & Survive/Disarm/Disable the Trap

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.

APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.
APL 18: 600 xp.

Encounter 7

Survive, Disarm, or Disable the Trap

APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.
APL 14: 420 xp.
APL 16: 480 xp.
APL 18: 540 xp.

BOTH PATHS

Encounter 9

Defeat the Fist Personnel Present

APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.
APL 14: 540 xp.
APL 16: 600 xp.
APL 18: 660 xp.

Discretionary roleplaying award

APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 xp.
APL 18: 450 xp.

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.
APL 18: 2,250 xp.

TREASURE SUMMARY

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

about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

Encounter 4 (Law Path) or Encounter 7 (Corporate Path):

APL 4: L: 141 gp, C: 0 gp, M: 2 *rings of feather falling* (183 gp each).

APL 6: L: 138 gp, C: 0 gp, M: 40 +1 *arrows* (3 gp each), 2 *rings of feather falling* (183 gp each).

APL 8: L: 253 gp, C: 0 gp, M: 40 +1 *arrows* (3 gp each), 2 *rings of feather falling* (183 gp each), 2 *wands of invisibility* (CL 3, 10 charges) (75 gp each).

APL 10: L: 54 gp, C: 0 gp, M: 2 +1 *composite shortbows* (+2 Str bonus) (210 gp each), 2 +1 *mithral bucklers* (180 gp each), 40 +1 *arrows* (3 gp each), 2 *rings of feather*

falling (183 gp each), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 12: L: 54 gp, C: 0 gp, M: 2 +1 bane (human) composite shortbows (+2 Str bonus) (710 gp each), 2 +1 mithral bucklers (180 gp each), 40 +1 arrows (3 gp each), 2 amulets of health +2 (333 gp each), 2 rings of feather falling (183 gp each), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 14: L: 54 gp, C: 0 gp, M: 2 +1 bane (human) composite shortbows (+2 Str bonus) (710 gp each), 2 +1 mithral bucklers (180 gp each), 40 +1 arrows (3 gp each), 2 amulets of health +2 (333 gp each), 2 sets of gloves of dexterity +2 (333 gp each), 2 rings of feather falling (183 gp each), 2 vests of resistance +3 (750 gp each), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 16: L: 54 gp, C: 0 gp, M: 2 +1 bane (human) composite shortbows (+2 Str bonus) (710 gp each), 2 +1 mithral bucklers (180 gp each), 40 +1 arrows (3 gp each), 2 amulets of health +2 (333 gp each), 2 sets of boots of elvenkind (208 gp each), 2 cloaks of elvenkind (208 gp each), 2 dark blue rhomboid ioun stones (833 gp each), 2 sets of gloves of dexterity +2 (333 gp each), 2 potions of resist energy 30/fire (92 gp each); 2 rings of feather falling (183 gp each), 2 vests of resistance +3 (750 gp each), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 18: L: 54 gp, C: 0 gp, M: 2 +1 bane (human) composite shortbows (+2 Str bonus) (710 gp each), 2 +1 mithral bucklers (180 gp each), 40 +1 arrows (3 gp each), 2 amulets of health +2 (333 gp each), 2 sets of boots of elvenkind (208 gp each), 2 cloaks of elvenkind (208 gp each), 2 dark blue rhomboid ioun stones (833 gp each), 2 dwarf slaying arrows (190 gp each), 2 elf slaying arrows (190 gp each), 2 human slaying arrows (190 gp each), 2 sets of gloves of dexterity +2 (333 gp each), 2 potions of resist energy 30/fire (92 gp each); 2 rings of feather falling (183 gp each), 2 vests of resistance +3 (750 gp each), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

Encounter 9:

APL 4: L: 622 gp, C: 0 gp, M: bracers of armor +1 (167 gp), potion of fly (63 gp), 2 rings of feather falling (183 gp each).

APL 6: L: 483 gp, C: 0 gp, M: 40 +1 arrows (3 gp each), +1 full plate (221 gp), +1 composite longbow (+2 Str bonus) (217 gp), bracers of armor +2 (333 gp), periapt of wisdom +2 (333 gp), 2 rings of feather falling (183 gp each).

APL 8: L: 846 gp, C: 0 gp, M: 40 +1 arrows (3 gp each), +1 full plate (221 gp), +1 light crossbow (195 gp), +1 composite longbow (+2 Str bonus) (217 gp), +1 mithral buckler (180 gp), boots of elvenkind (208 gp), bracers of armor +2 (333 gp), cloak of elvenkind (208 gp), periapt of wisdom +2 (333 gp), potion of fly (63 gp), 2 rings of

feather falling (183 gp each), 2 rings of protection +1 (167 gp each), wand of invisibility (CL 3, 50 charges) (375 gp), 2 wands of invisibility (CL 3, 10 charges) (38 gp each).

APL 10: L: 325 gp, C: 0 gp, M: 40 +1 arrows (3 gp each), +1 full plate (221 gp), +1 light crossbow (195 gp), +1 composite longbow (+2 Str bonus) (217 gp), 2 +1 composite shortbows (+2 Str bonus) (215 gp each), 3 +1 mithral bucklers (180 gp each), +1 mithral chain shirt (175 gp), boots of elvenkind (208 gp), bracers of armor +2 (333 gp), cloak of charisma +2 (333 gp), cloak of elvenkind (208 gp), 2 periapts of wisdom +2 (333 gp each), potion of fly (63 gp), potion of greater mage armor (65 gp), 2 rings of feather falling (183 gp each), 2 rings of protection +1 (167 gp each), wand of invisibility (CL 3, 50 charges) (375 gp), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 12: L: 248 gp, C: 0 gp, M: 40 +1 arrows (3 gp each), +1 bane (human) mighty composite longbow (+2 Str bonus) (717 gp), +1 full plate (221 gp), +1 light crossbow (195 gp), +1 longsword (193 gp), 2 +1 composite shortbows (+2 Str bonus) (215 gp each), 3 +1 mithral bucklers (180 gp each), +1 mithral chain shirt (175 gp), +1 short sword (193 gp), +1 whip (192 gp), 2 amulets of health +2 (333 gp each), boots of elvenkind (208 gp), bracers of armor +2 (333 gp), cloak of charisma +2 (333 gp), cloak of charisma +4 (1,333 gp), cloak of elvenkind (208 gp), lesser bracers of archery (417 gp), 2 periapts of wisdom +2 (333 gp), potion of fly (63 gp), potion of greater mage armor (65 gp), 2 rings of feather falling (183 gp each), 2 rings of protection +1 (167 gp each), wand of invisibility (CL 3, 50 charges) (375 gp), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 14: L: 248 gp, C: 0 gp, M: 60 +1 arrows (3 gp each), +1 bane (human) mighty composite longbow (+2 Str bonus) (717 gp each), +1 bane (human) magebane mithral rapier (1,526 gp), +1 bane (human) magebane composite shortbow (+1 Str bonus) (1,540 gp), +1 light crossbow (195 gp), +1 longsword (193 gp), 2 +1 composite shortbows (+2 Str bonus) (215 gp each), 4 +1 mithral bucklers (180 gp each), 2 +1 mithral chain shirts (175 gp each), +1 short sword (193 gp), +1 skilled greatsword (1,529 gp), +1 whip (192 gp), +2 mithral full plate (1,208 gp each), 3 amulets of health +2 (333 gp each), 2 sets of boots of elvenkind (208 gp each), bracers of armor +2 (333 gp each), cloak of charisma +2 (333 gp), cloak of charisma +4 (1,333 gp), 2 cloaks of elvenkind (208 gp each), gloves of dexterity +2 (333 gp), lesser bracers of archery (417 gp), 2 lesser rods of metamagic - silent (250 gp each), 2 periapts of wisdom +2 (333 gp each), potion of fly (63 gp), potion of greater mage armor (65 gp), 2 rings of feather falling (183 gp each), 2 rings of protection +1 (167 gp each), rod of metamagic - silent (917 gp), 3 vests of resistance +3 (750 gp each), wand of invisibility (CL 3, 50 charges) (375 gp), 2 wands of invisibility (CL 3, 25 charges) (188 gp each).

APL 16: L: 248 gp, C: 0 gp, M: 60 +1 arrows (3 gp each), +1 bane (human) adamantite longsword (918 gp),

+1 *bane (human) composite longbow (+2 Str bonus)* (717 gp), +1 *keen bane (human) magebane mithral rapier* (2,752 gp), +1 *keen bane (human) magebane composite shortbow (+1 Str bonus)* (2,706 gp), +1 *light crossbow* (195 gp), 2 +1 *mighty composite shortbows (+2 Str bonus)* (215 gp each), 4 +1 *mithral bucklers* (180 gp each), 2 +1 *mithral chain shirts* (175 gp each), +1 *short sword* (193 gp), +1 *whip* (192 gp), +2 *mithral full plate* (1,208 gp), +2 *skilled greatsword* (2,696 gp), 3 *amulets of health +2* (333 gp each), *belt of giant strength +4* (1,333 gp), 4 sets of *boots of elvenkind* (208 gp each), *bracers of armor +3* (750 gp each), *cloak of charisma +2* (333 gp each), *cloak of charisma +4* (1,333 gp each), 4 *cloaks of elvenkind* (208 gp each), 3 *dark blue rhomboid ioun stones* (833 gp each), 4 sets of *gloves of dexterity +2* (333 gp each), *lesser bracers of archery* (417 gp each), *lesser rod of metamagic - empower* (750 gp), 2 *lesser rods of metamagic - silent* (250 gp each), *periapt of wisdom +2* (333 gp), *periapt of wisdom +4* (1,333 gp), *potion of fly* (63 gp each), *potion of greater mage armor* (65 gp each), 2 *potions of resist energy 30/fire* (183 gp each), 2 *rings of feather falling* (183 gp each), 2 *rings of protection +1* (167 gp each), *rod of metamagic - silent* (917 gp), 3 *vests of resistance +3* (750 gp each), *wand of invisibility* (CL 3, 50 charges) (375 gp), 2 *wands of invisibility* (CL 3, 25 charges) (188 gp each).

APL 18: L: 248 gp, C: 0 gp, M: 60 +1 *arrows* (3 gp each), +1 *bane (human) adamantite longsword* (918 gp), +1 *bane (human) mighty composite longbow (+2 Str bonus)* (717 gp each), +1 *keen bane (human) magebane mithral rapier* (2,752 gp), +1 *keen bane (human) magebane mighty composite shortbow (+1 Str bonus)* (2,706 gp), +1 *light crossbow* (195 gp), 2 +1 *composite shortbows (+2 Str bonus)* (215 gp each), 4 +1 *mithral bucklers* (180 gp each), 2 +1 *mithral chain shirts* (175 gp each), +1 *adamantine bane (giant) short sword* (918 gp), +1 *whip* (192 gp each), +2 *mithral full plate* (2,058 gp each), +2 *skilled greatsword* (2,696 gp), 3 *amulets of health +2* (333 gp each), *amulet of natural armor +5* (4,167 gp), *belt of giant strength +4* (1,333 gp), 4 sets of *boots of elvenkind* (208 gp each), *bracers of armor +3* (750 gp), *cape of the mountebank* (840 gp each), *cloak of charisma +4* (1,333 gp), 4 *cloaks of elvenkind* (208 gp each), 3 *dark blue rhomboid ioun stones* (833 gp each), 2 *dwarf slaying arrows* (380 gp each), *dusty rose ioun stone* (417 gp), 2 *elf slaying arrows* (380 gp each), 2 sets of *gloves of dexterity +2* (333 gp each), 2 sets of *gloves of dexterity +4* (1,333 gp each), *greater bracers of archery* (2,083 gp), 2 *human slaying arrows* (380 gp each), *lesser rod of metamagic - empower* (750 gp), 2 *lesser rods of metamagic - silent* (250 gp each), *periapt of wisdom +2* (333 gp), *periapt of wisdom +4* (1,333 gp), *pink and green ioun stone* (667 gp), *potion of fly* (63 gp), *potion of greater mage armor* (65 gp), 2 *potions of resist energy 30/fire* (183 gp each), 2 *rings of feather falling* (183 gp each), 2 *rings of protection +1* (167 gp each), *rod of metamagic - silent* (917 gp), 3 *vests of resistance +3* (750 gp each), *wand of greater invisibility* (CL 7, 25 charges) (875 gp), *wand of invisibility* (CL 3, 50 charges) (375 gp), 2 *wands of invisibility* (CL 3, 25 charges) (188 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 763 gp, C: 0 gp, M: 962 gp – Total: 1,725 gp (650 gp).

APL 6: L: 621 gp, C: 0 gp, M: 2,174 gp – Total: 2,795 gp (900 gp).

APL 8: L: 1,099 gp, C: 0 gp, M: 3,974 gp – Total: 5,073 gp (1,300 gp).

APL 10: L: 379 gp, C: 0 gp, M: 6,718 gp – Total: 7,097 gp (2,300 gp).

APL 12: L: 302 gp, C: 0 gp, M: 13,093 gp – Total: 13,395 gp (3,300 gp).

APL 14: L: 302 gp, C: 0 gp, M: 25,655 gp – Total: 25,957 gp (6,600 gp).

APL 16: L: 302 gp, C: 0 gp, M: 38,886 gp – Total: 39,188 gp (9,900 gp).

APL 18: L: 302 gp, C: 0 gp, M: 48,861 gp – Total: 49,163 gp (17,000 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

● **Harvested Adamantine:** The PCs thought to recover some adamantite from any of the doors they broke and returned it to either the Special Constables (Law Path) or the Toecutter (Corporate Path). This PC has gained access (Frequency: Regional – Gran March, Metaregional – Sheldomar Valley) to purchase any one (and only one) adamantite melee weapon at standard DMG/PH prices (weapon chosen at time of purchase). Once this item is purchased, mark this reward as USED, as the PC may only use this access once.

● **Favor of the Special Constables:** For completing her mission successfully (Law Path), this PC gains an Influence Point with the Special Constables. This Influence Point can be used to join the Special Constables, provided the PC meets the other requirements; contact the Special Constables POC for details. Alternatively, the Influence Point can be spent to gain access (Frequency: Regional) to purchase one (and only one) of the following items or upgrades (circle item selected): *amulet of natural armor +3*, *belt of giant strength +4*, *boots of speed*, *gauntlet of rust*, *gloves of dexterity +4*, *horseshoes of speed*, *defending weapon special ability*, *merciful weapon special ability*. Once this item/upgrade is purchased, mark this reward as USED, as the PC may only use this access once.

● **A New Job:** For completing her mission successfully (Corporate Path), this PC gains assistance in promotion in the Corporate ranks provided that the PC meets any other requirements. Non-members (even those from

outside the Gran March region) can join the Corporation as affiliates; this AR serves in place of the regional and prior military service requirements. Affiliates can get promoted to full membership as this adventure meets the “Make Your Bones” requirement. Full members can become senior members at half the cost and TU expenditure due to the Toecutter’s assistance. Existing senior members can advance to the next level; contact the Corporation POC for details.

This successful PC also gains access to special training if they desire; for the cost of two additional TUs, this PC receives special training and testing conducted by the Corporation which fulfills the special requirements of both the Nightsong Enforcer (CV) and the Nightsong Infiltrator (CV) prestige classes and grants access to them as well.

☛ **Favor of the Toecutter:** PCs receive this favor for giving the Toecutter the information about the Nydia Ramster murder. This favor can be used in one of four ways: 1) It can be used as a single Influence Point with the Corporation; 2) It can be used to grant access (Frequency: Adventure) to any single item available to PC members in the Corporation for the standard price (contact the Gran March triad for a list of available items); 3) It can be used to add a +20 circumstance bonus to any single Gather Information check in the city of Hookhill (representing the use of the Toecutter’s network of informants); or 4) it can be used to remove any **Enmity of the Toecutter** or more serious mark previously obtained by the PC. Any single use of any of the above four options uses up this Favor (mark it as USED). It is possible that other uses for this Favor may appear in later adventures.

The following items appear on a second, special AR for this adventure:

☛ **Convict:** This PC has been convicted of obstruction of justice while planting false evidence. The PC will spend the next 26 TUs assigned to the work gangs in the Rushmoors as punishment. The PC’s sentence will begin immediately following this AR and must be served in its entirety before the PC can again be played. If the PC has insufficient TUs to complete the sentence in the current game year, the remainder of the TUs are carried over and paid from next game year’s TUs at the beginning of the year.

The sentence may be commuted from 26 to 13 TUs by the expenditure of at least three points of Influence with the Gran March Army, the Knights of the Watch or Knights of the Dispatch, the Special Constables, and/or Electors of Gran March. At the Triad’s discretion, sufficiently high-powered influence from other regions may be permitted to fulfill the above requirements. All influence used in this fashion is permanently voided.

Circle the length of the PC’s sentence, after any applicable influence has been applied:

13 TU

26 TU

Enter the number of TUs that this PC has remaining in the current game year, following this adventure. These TUs are the first to be forfeited by this PC while serving his or her time on the Rushmoors work gang:

_____.

If the PC is unable to complete the entire sentence with this game year’s TUs, then calculate and enter the number of next game year’s TUs that must be forfeited by this PC to serve out the remainder of his or her sentence:

_____.

Any Gran March military PC or veteran who takes part in any sort of obstruction of justice will be stripped of rank (see **Stripped of Rank** below), in addition to serving time on the work gangs.

☛ **Fugitive From Gran March Justice:** This PC has committed actions that would be considered serious crimes in Gran March and would result in the PC being sentenced to hard labor (see **Convict** above). The PC was able to evade capture, but his or her name and description have been circulated throughout Gran March by the Army and the Knights of the Dispatch. If this PC is ever observed inside the borders of Gran March by military personnel or law-abiding citizens, then the PC will be arrested and the above-named sentence will be carried out.

This travel restriction applies to all Gran March Regional adventures and any Sheldomar Valley Metaregional adventures that take place in or pass through Gran March. Even outside of Gran March, all NPCs that are members of the Gran March Army or the Knights of the Watch or Dispatch will know of this PC’s actions, and will treat him or her as unfavorably as circumstances permit.

☛ **Stripped of Rank:** This PC has been stripped of all Gran March military rank and privileges as punishment for aiding and abetting via obstruction of justice those who assassinated the Commandant. The PC may apply to rejoin the military and once again work his or her way up through the ranks, but all commendations and recommendations for promotion earned up to this point are considered null and void. This does not invalidate the PC’s citizenship.

Item Access

APL 4 (all of the following):

- *Mithral Buckler* (Adventure; DMG)
- *Ring of Feather Falling* (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- *Bracers of Armor +2* (Adventure; DMG)

APL 8 (all of APLs 4, 6 plus the following):

- +1 Mithral Buckler (Adventure; DMG)
- Boots of Elvenkind (Adventure; DMG)
- Cloak of Elvenkind (Adventure; DMG)
- Wand of Invisibility (3rd level caster; Adventure; DMG)

APL 10 (all of APLs 4, 6, 8 plus the following):

- +1 Mithral Chain Shirt (Adventure; DMG)
- Potion of Greater Mage Armor (5th level caster; Adventure; Complete Arcane)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- +1 Bane (Human) Composite Shortbow, +2 Str Bonus (Adventure; DMG)
- Bracers of Archery, Lesser (Adventure; DMG)
- Cloak of Charisma +4 (Adventure; DMG)
- Vest of Resistance +1 (Adventure; Complete Arcane)

APL 14 (all of APLs 4, 6, 8, 10, 12 plus the following):

- +1 Bane (Human) Composite Longbow, +2 Str Bonus (Adventure; DMG)
- +1 Bane (Human) Magebane Composite Shortbow, +1 Str Bonus (Adventure; Complete Arcane)
- +1 Bane (Human) Magebane Mithral Rapier (Adventure; Complete Arcane)
- +1 Skillful Greatsword (Adventure; Complete Arcane)
- +2 Mithral Full Plate (Adventure; DMG)
- Metamagic Rod, Silent (Adventure; DMG)
- Metamagic Rod, Silent, Lesser (Adventure; DMG)
- Potion of Shield of Faith +5 (Adventure; DMG)
- Vest of Resistance +3 (Adventure; Complete Arcane)

APL 16 (all of APLs 4, 6, 8, 10, 12, 14 plus the following):

- +1 Bane (Human) Adamantine Longsword (Adventure; DMG)
- +1 Keen Bane (Human) Magebane Composite Shortbow, +1 Str Bonus (Adventure; Complete Arcane)
- +1 Keen Bane (Human) Magebane Mithral Rapier (Adventure; Complete Arcane)

- +2 Skillful Greatsword (Adventure; Complete Arcane)
- Belt of Giant Strength +4 (Adventure; DMG)
- Bracers of Armor +3 (Adventure; DMG)
- Ioun Stone, Dark Blue Rhomboid (Adventure; DMG)
- Metamagic Rod, Empower, Lesser (Adventure; DMG)
- Periapt of Wisdom +4 (Adventure; DMG)
- Potion of Resist Energy (Fire) 30 (Adventure; DMG)

APL 18 (all of APLs 4, 6, 8, 10, 12, 14, 16 plus the following):

- +1 Bane (Giant) Adamantine Short Sword (Adventure; DMG)
- Amulet of Natural Armor +5 (Adventure; DMG)
- Bracers of Archery, Greater (Adventure; DMG)
- Cape of the Mountebank (Adventure; DMG)
- Gloves of Dexterity +4 (Adventure; DMG)
- Ioun Stone, Dusty Rose Prism (Adventure; DMG)
- Ioun Stone, Pink and Green Sphere (Adventure; DMG)
- Slaying Arrow, Dwarf (Adventure; DMG)
- Slaying Arrow, Elf (Adventure; DMG)
- Slaying Arrow, Human (Adventure; DMG)
- Wand of Greater Invisibility (7th level caster; Adventure; DMG)

APPENDIX 1 – APL 4

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog2/Sor1; CR 3; Medium humanoid; HD (2d6)+(1d4); hp 12; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 armor, +2 misc); Base Atk/Grp: +1/+3; Atk +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +4 melee (1d6+2/18-20, masterwork rapier); Full Atk +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +3/+3 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +4 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +1d6, Spells; SQ Evasion, Summon Familiar, Trapfinding; AL LE; SV Fort +0, Ref +6, Will +1; Str 14, Dex 16, Con 10, Int 14, Wis 8, Cha 12.

Skills and Feats: Balance +10, Bluff +7, Climb +7, Concentration +1, Diplomacy +3, Disguise +3, Hide +8, Intimidate +3, Jump +9, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +8, Open Lock +5, Profession (criminal) +1, Search +7, Spot +4, Tumble +10; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Rapid Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 masterwork arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), spell component pouch, masterwork composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potion of mage armor*, *potion of invisibility*, *potion of shield of faith*~~ +2, ~~*ring of feather falling*, *arcane scroll of shield*~~ (CL 1).

ENCOUNTER 6

None.

ENCOUNTER 8

Agnar Momo: male human Scout1/Rog2; CR 3; Medium humanoid; HD (1d8)+(2d6)+3; hp 18; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +4 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +3 melee (1d6+2/18-20, rapier); Full Atk +4 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +3 melee (1d6+2/18-20, rapier); SA Skirmish +1d6, Sneak Attack +1d6; SQ Evasion, Trapfinding; AL NG; SV Fort +1, Ref +8, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +11, Climb +4, Diplomacy +1, Disable Device +0, Gather Information +0, Hide +9, Jump

+4, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local – Sheldomar Valley Metaregion) +3, Move Silently +9, Open Lock +2, Search +7, Sense Motive +7, Speak Language +1, Spot +7, Swim +3, Tumble +9, Use Rope +4; Dodge, Exotic Weapon Proficiency, Light Armor Proficiency, Mobility, Simple Weapon Proficiency.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork spiked chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), *mithral shirt*, traveler's outfit, rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con –, Int –, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form of other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with

most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Ulphatrix: female drow Clr2; CR 3; Medium humanoid; HD (2d8); hp 12; Init +3; Spd 20 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor); Base Atk/Grp: +1/+1; Atk +5 ranged (1d4/19-20, masterwork hand crossbow) or +2 melee (1d8, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow) or +2 melee (1d6/18-20, masterwork rapier) or -2 melee (1d3, masterwork whip); Full Atk +5 ranged (1d4/19-20, masterwork hand crossbow) or +2 melee (1d8, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow) or +2 melee (1d6/18-20, masterwork rapier) or -2 melee (1d3, masterwork whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to *sleep* spells and effects, SR 13 (11 + class levels); AL NE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 16, Con 10, Int 12, Wis 16, Cha 14.

Skills and Feats: Bluff +5, Concentration +4, Disguise +6, Listen +5, Search +3, Spellcraft +5, Spot +5; Combat Casting, Exotic Weapon Proficiency (hand crossbow), Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric Spells Prepared: (4/3+1; Base DC = 13 + Spell Level): 0 - *cure minor wounds*, *guidance* (2), *resistance*; 1st - *bane*, *bless*, *protection from good*^{*}, *shield of faith*;

^{*}Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. *Trickery* - Bluff, Disguise and Hide are class skills.

Possessions: masterwork banded mail, *potion of fly*, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, masterwork light crossbow, ~~3 vials of drow poison~~, masterwork rapier, silver holy symbol, cleric's vestments, masterwork whip.

The Amazing Prestigo: male human Sor3; CR 3; Medium humanoid; HD (3d4)+3; hp 12; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +1 armor, +1 shield); Base Atk/Grp: +1/+1; Atk +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +6, Concentration +6, Knowledge (arcana) +6, Perform (comedy) +4, Sense Motive +2, Spellcraft +8, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (6/6; base DC = 13 + spell level): 0 - *dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*; 1st - *mage armor*, *magic missile*, *shield*.

Possessions: 10 crossbow bolts, *bracers of armor* +1, *mithral buckler*, masterwork light crossbow, entertainer's outfit, *potion of fly*, spell component pouch.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 3d8; hp 6; Init +3; Spd 10 ft., Fly 60 ft.; AC 19, touch 15, flat-footed 16 (+2 size, +3 Dex, +4 natural); Base Atk/Grp: +1/-9; Atk/Full Atk +6 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells; AL NE; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Bluff +1, Concentration +5, Hide +11, Listen +4, Knowledge (arcana) +3, Perform (comedy) -1, Sense Motive +4, Spellcraft +5, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr3; CR 3; Medium humanoid; HD (3d8)+6; hp 23; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +3/+5; Atk +7 ranged (1d8+2/x3, masterwork composite longbow (+2 Str bonus)) or +6 melee (1d8+3/19-20, masterwork longsword) or +6 melee (1d6+2/19-20, masterwork short sword); Full Atk +7 ranged (1d8+2/x3, masterwork composite longbow (+2 Str bonus)) or +5/+5 ranged (1d8+2/x3, masterwork composite longbow (+2 Str bonus)) or +6 melee (1d8+3/19-20, masterwork longsword) or +4 melee (1d8+2/19-20, masterwork longsword) and +4 melee (1d6+1/19-20, masterwork short sword); SA favored enemy (human +2); SQ wild

empathy, combat style (archery); AL LE; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Hide +9, Knowledge (dungeoneering) +7, Listen +6, Move Silently +9, Search +7, Spot +6, Survival +6; Endurance^B, Light Armor Proficiency, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Possessions: masterwork composite longbow (+2 Str bonus), 20 arrows, masterwork longsword, masterwork short sword, *mithral shirt*, traveler's outfit.

Fist Sorcerer Snipers (2): male human Rog2/Sor1; CR 3; Medium humanoid; HD (2d6)+(1d4); hp 12; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 armor, +2 misc); Base Atk/Grp: +1/+3; Atk +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +4 melee (1d6+2/18-20, masterwork rapier); Full Atk +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +3/+3 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +4 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +1d6, Spells; SQ Evasion), Summon Familiar, Trapfinding; AL LE; SV Fort +0, Ref +6, Will +1; Str 14, Dex 16, Con 10, Int 14, Wis 8, Cha 12.

Skills and Feats: Balance +10, Bluff +7, Climb +7, Concentration +1, Diplomacy +3, Disguise +3, Hide +8, Intimidate +3, Jump +9, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +8, Open Lock +5, Profession (criminal) +1, Search +7, Spot +4, Tumble +10; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Rapid Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind*^{*}, *critical strike*^{*}. *Complete Adventurer.

Possessions: 20 masterwork arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), spell component pouch, masterwork composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potion of mage armor*, *potion of invisibility*, *potion of shield of faith*~~ +2, *ring of feather falling*, *arcane scroll of shield* (CL 1).

APPENDIX 2 – APL 6

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog4/Sor1; CR 5; Medium humanoid; HD (4d6)+(1d4); hp 21; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 19 (+3 Dex, +4 armor, +2 misc); Base Atk/Grp: +3/+5; Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); Full Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +5/+5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +2d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +1, Uncanny Dodge; AL LE; SV Fort +1, Ref +7, Will +2; Str 14, Dex 17, Con 10, Int 14, Wis 8, Cha 12.

Skills and Feats: Balance +13, Bluff +9, Climb +10, Concentration +1, Diplomacy +3, Disguise +3, Hide +9, Intimidate +3, Jump +12, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +11, Open Lock +5, Profession (criminal) +1, Search +9, Spot +6, Tumble +13; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Rapid Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic, ghost sound, mage hand, resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), spell component pouch, masterwork composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potions of mage armor, potions of invisibility, potions of shield of faith~~ +2, ring of feather falling, arcane scroll of shield (CL 1).

ENCOUNTER 6

Scrags (2): hp 63 each; see *Monster Manual*, page 247.

ENCOUNTER 8

Agnar Momo: male human Scout3/Rog2; CR 5; Medium humanoid; HD (3d8)+(2d6)+5; hp 31; Init +4; Spd 40 ft.; AC 17, touch 13, flat-footed 17 (+3 Dex, +4 armor); Base Atk/Grp: +3/+5; Atk +6 melee (2d4+4, +1 *spiked chain*) or +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); Full Atk +6 melee (2d4+4, +1 *spiked chain*) or +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +1d6/+1AC, Sneak Attack +1d6; SQ Evasion, Trapfinding, Fast Movement +10 ft., Trackless Step, Battle Fortitude +1, Uncanny Dodge; AL NG; SV Fort +3, Ref +9, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +11, Climb +4, Diplomacy +1, Disable Device +0, Escape Artist +5, Gather Information +0, Hide +10, Jump +5, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (local – Sheldomar Valley Metaregion) +3, Listen +7, Move Silently +10, Open Lock +2, Search +8, Sense Motive +8, Speak Language +3, Spot +9, Swim +3, Tumble +10, Use Rope +4; Dodge, Exotic Weapon Proficiency, Light Armor Proficiency, Mobility, Simple Weapon Proficiency.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Possessions: +1 *spiked chain*, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), *mithral shirt*, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form of other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Ulphatrix: female drow Clr3; CR 4; Medium humanoid; HD (3d8); hp 18; Init +3; Spd 20 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +9 armor); Base Atk/Grp: +2/+2; Atk +6 ranged (1d4/19-20, masterwork hand crossbow) or +3 melee (1d8, masterwork heavy mace) or +6 ranged (1d8/19-20, masterwork light crossbow) or +3 melee (1d6/18-20, masterwork rapier) or +3 melee (1d3, masterwork whip); Full Atk +6 ranged (1d4/19-20, masterwork hand crossbow) or +3 melee (1d8, masterwork heavy mace) or +6 ranged (1d8/19-20,

masterwork light crossbow) or +3 melee (1d6/18-20, masterwork rapier) or +3 melee (1d3, masterwork whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to *sleep* spells and effects, SR 14 (11 + class levels); AL NE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 16, Con 10, Int 12, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +4, Disguise +7, Listen +5, Search +3, Spellcraft +6, Spot +5; Combat Casting, Exotic Weapon Proficiency (hand crossbow, whip), Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric Spells Prepared: (4/3+1/2+1; Base DC = 13 + Spell Level): 0 - *cure minor wounds*, *guidance* (2), *resistance*; 1st - *bane*, *bless*, *protection from good**, *shield of faith*; 2nd - *calm emotions*, *hold person*, *invisibility**.

*Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. *Trickery* - Bluff, Disguise and Hide are class skills.

Possessions: +1 *full plate*, *potion of fly*, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, masterwork light crossbow, ~~3 vials of drow poison~~, masterwork rapier, silver holy symbol, cleric's vestments, masterwork whip.

The Amazing Prestigo: male human Sor6; CR 6; Medium humanoid; HD (6d4)+6; hp 23; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +2 armor, +1 shield); Base Atk/Grp: +3/+3; Atk +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +9, Concentration +9, Diplomacy +5, Disguise +5, Intimidate +5, Knowledge (arcana) +9, Perform (comedy) +4, Sense Motive +2, Spellcraft +11, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (6/7/6/4; base DC = 13 + spell level): 0 - *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*; 1st - *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd - *glitterdust*, *Melf's acid arrow*; 3rd - *fireball*.

Possessions: 10 crossbow bolts, *bracers of armor* +2, *mithral buckler*, masterwork light crossbow, entertainer's outfit, *potion of fly*, spell component pouch.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 6d8; hp 11; Init +3; Spd 10 ft., Fly 60 ft.; AC 20, touch 15, flat-footed 17 (+2 size, +3 Dex, +5 natural); Base Atk/Grp: +3/-7; Atk/Full Atk +8 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master; AL NE; SV Fort +2, Ref +5, Will +7; Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Bluff +4, Concentration +8, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +7, Perform (comedy) -1, Sense Motive +4, Spellcraft +9, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr5; CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +5/+7; Atk +9 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +8 melee (1d8+3/19-20, masterwork longsword) or +8 melee (1d6+2/19-20, masterwork short sword); Full Atk +9 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +7/+7 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +8 melee (1d8+3/19-20, masterwork longsword) or +6 melee (1d8+2/19-20, masterwork longsword) and +6 melee (1d6+1/19-20, masterwork short sword); SA favored enemy (giant +2, human +4), spells; SQ wild empathy, combat style (archery), animal companion; AL LE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 12, Wis 10 (12), Cha 8.

Skills and Feats: Handle Animal +7, Hide +11, Knowledge (dungeoneering) +9, Listen +9, Move Silently +11, Search +9, Spot +9, Survival +9; Endurance^B, Light Armor Proficiency, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (1; Base DC = 11 + Spell Level): 1st - arrow mind*. *Complete Adventurer.

Possessions: +1 composite longbow (+2 Str bonus), 20 arrows, masterwork longsword, masterwork short sword, mithral shirt, traveler's outfit, periapt of wisdom +2.

Timor, Tura's Animal Companion: male wolf; Medium animal; HD 2d8+4; hp 15; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk/Grp: +1/+2; Atk/Full Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (1); AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 tracking by scent); Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog4/Sor1; CR 5; Medium humanoid; HD (4d6)+(1d4); hp 21; Init +7;

Spd 30 ft.; AC 19, touch 15, flat-footed 19 (+3 Dex, +4 armor, +2 misc); Base Atk/Grp: +3/+5; Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); Full Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +5/+5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +2d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +1, Uncanny Dodge; AL LE; SV Fort +1, Ref +7, Will +2; Str 14, Dex 17, Con 10, Int 14, Wis 8, Cha 12.

Skills and Feats: Balance +13, Bluff +9, Climb +10, Concentration +1, Diplomacy +3, Disguise +3, Hide +9, Intimidate +3, Jump +12, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +11, Open Lock +5, Profession (criminal) +1, Search +9, Spot +6, Tumble +13; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Rapid Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - detect magic, ghost sound, mage hand, resistance; 1st - arrow mind*, critical strike*. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), spell component pouch, masterwork composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potions of mage armor, potions of invisibility, potions of shield of faith~~ +2, ring of feather falling, arcane scroll of shield (CL 1).

APPENDIX 3 – APL 8

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog5/Sor1/Thief-Acrobat1; CR 7; Medium humanoid; HD (5d6)+(1d4)+(1d6); hp 30; Init +7; Spd 30 ft.; AC 20, touch 15, flat-footed 20 (+3 Dex, +4 armor, +1 shield, +2 misc); Base Atk/Grp: +3/+5; Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); Full Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +5/+5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +3d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +1, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance; AL LE; SV Fort +1, Ref +9, Will +2; Str 14, Dex 17, Con 10, Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +15, Bluff +10, Climb +12, Concentration +1, Diplomacy +3, Disguise +3, Hide +13, Intimidate +3, Jump +14, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +13, Open Lock +5, Profession (criminal) +1, Search +11, Spot +8, Tumble +15, Use Rope +4; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency.

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. **Complete Adventurer*.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with medium spider venom poison [Injury DC 14, 1d4 Str/1d4 Str]), spell component pouch, masterwork composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potion of mage armor~~, ~~potion of invisibility~~, ~~potion of shield of faith~~ +2, ring of feather

falling, arcane scroll of shield (CL 1), mithral buckler, wand of invisibility (CL 3, 10 charges).

ENCOUNTER 6

Scrags (4): hp 63 each; see *Monster Manual*, page 247.

ENCOUNTER 8

Agnar Momo: male human Scout5/Rog2; CR 7; Medium humanoid; HD (5d8)+(2d6)+7; hp 45; Init +4; Spd 40 ft.; AC 17, touch 13, flat-footed 17 (+3 Dex, +4 armor); Base Atk/Grp: +4/+6; Atk +7 melee (2d4+4, +1 *adamantine spiked chain*) or +8 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +7 melee (1d6+2/18-20, masterwork rapier); Full Atk +7 melee (2d4+4, +1 *adamantine spiked chain*) or +8 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +7 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +2d6/+1AC, Sneak Attack +1d6; SQ Evasion, Trapfinding, Fast Movement +10 ft., Trackless Step, Battle Fortitude +1, Uncanny Dodge; AL NG; SV Fort +3, Ref +10, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +13, Climb +4, Diplomacy +1, Disable Device +0, Escape Artist +8, Gather Information +0, Hide +11, Jump +5, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (local – Sheldomar Valley Metaregion) +3, Listen +9, Move Silently +12, Open Lock +2, Search +10, Sense Motive +9, Speak Language +4, Spot +10, Swim +3, Tumble +11, Use Rope +4; Dodge, Exotic Weapon Proficiency, Light Armor Proficiency, Mobility, Quick Draw, Simple Weapon Proficiency, Spring Attack^B.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A

scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Possessions: +1 adamantine spiked chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), mithral shirt, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form of other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend

itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Ulphatrix: female drow Clr5; CR 6; Medium humanoid; HD (5d8); hp 30; Init +3; Spd 20 ft.; AC 23, touch 14, flat-footed 20 (+3 Dex, +9 armor, +1 deflection); Base Atk/Grp: +3/+3; Atk +7 ranged (1d4/19-20, masterwork hand crossbow) or +4 melee (1d8, masterwork heavy mace) or +7 ranged (1d8/19-20, masterwork light crossbow) or +4 melee (1d6/18-20, masterwork rapier) or +4 melee (1d3, masterwork whip); Full Atk +7 ranged (1d4/19-20, masterwork hand crossbow) or +4 melee (1d8, masterwork heavy mace) or +7 ranged (1d8/19-20, masterwork light crossbow) or +4 melee (1d6/18-20, masterwork rapier) or +4 melee (1d3, masterwork whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to sleep spells and effects, SR 16 (11 + class levels); AL NE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 16, Con 10, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +7, Concentration +6, Diplomacy +4, Disguise +10, Intimidate +4, Listen +5, Search +3, Spellcraft +8, Spot +5; Combat Casting, Exotic Weapon Proficiency (hand crossbow, whip), Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric Spells Prepared: (5/4+1/3+1/2+1; Base DC = 13 + Spell Level): 0 - *cure minor wounds*, *guidance* (2), *inflict minor wounds*, *resistance*; 1st - *bane*, *bles*, *entropic shield*, *protection from good**, *shield of faith*; 2nd - *calm emotions*, *hold person*, *invisibility**, *sound burst*; 3rd - *blessed aim****, *dispel magic*, *magic circle against good**. **Complete Divine.

*Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. *Trickery* - Bluff, Disguise and Hide are class skills.

Possessions: +1 full plate, *potion of fly*, *ring of protection* +1, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, masterwork light crossbow, ~~3 vials of drow poison~~,

masterwork rapier, silver holy symbol, cleric's vestments, masterwork whip.

The Amazing Prestigo: male human Sor8; CR 8; Medium humanoid; HD (8d4)+8; hp 30; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 shield); Base Atk/Grp: +4/+4; Atk +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +12, Concentration +11, Diplomacy +6, Disguise +6, Intimidate +6, Knowledge (arcana) +11, Perform (comedy) +5, Sense Motive +2, Spellcraft +13, Spot +3; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Simple Weapon Proficiency.

Sorcerer Spells Known: (6/7/7/6/4; base DC = 14 + spell level): 0 – acid splash, dancing lights, detect magic, ghost sound, mage hand, open/close, prestidigitation, read magic; 1st – enlarge person, expeditious retreat, mage armor, magic missile, shield; 2nd – blur, glitterdust, Melf's acid arrow; 3rd – dispel magic, fireball; 4th – Evard's black tentacles.

Possessions: 10 crossbow bolts, bracers of armor +2, +1 mithral buckler, wand of invisibility (CL 3, 25 charges), masterwork light crossbow, entertainer's outfit, potion of fly, spell component pouch.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 8d8; hp 15; Init +3; Spd 10 ft., Fly 60 ft.; AC 21, touch 15, flat-footed 18 (+2 size, +3 Dex, +6 natural); Base Atk/Grp: +4/-6; Atk/Full Atk +9 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with animals of its kind; AL NE; SV Fort +2, Ref +5, Will +8; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Bluff +6, Concentration +10, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +9, Perform (comedy) -1, Sense Motive +4, Spellcraft +11, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr7; CR 7; Medium humanoid; HD 7d8+14; hp 53; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk/Grp: +7/+9; Atk +11 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +7/+7 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +10 melee (1d8+3/19-20, masterwork longsword) or +10 melee (1d6+2/19-20, masterwork short sword); Full Atk +11/+6 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +9/+9/+4 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +10/+5 melee (1d8+3/19-20, masterwork longsword) or +8/+3 melee (1d8+2/19-20, masterwork longsword) and +8 melee (1d6+1/19-20, masterwork short sword); SA favored enemy (giant +2, human +4), spells; SQ wild empathy, combat style (archery), animal companion, improved combat style (archery), woodland stride; AL

LE; SV Fort +7, Ref +8, Will +3; Str 14, Dex 17, Con 14, Int 12, Wis 10 (12), Cha 8.

Skills and Feats: Handle Animal +9, Hide +13 (+18), Knowledge (dungeoneering) +11, Listen +11, Move Silently +13 (+18), Search +11, Spot +11, Survival +11; Endurance^B, Light Armor Proficiency, Manyshot^B, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (2; Base DC = 11 + Spell Level): 1st – arrow mind*, magic fang. *Complete Adventurer.

Possessions: +1 composite longbow (+2 Str bonus), 20 arrows, masterwork longsword, masterwork short sword, mithral chain shirt, traveler's outfit, periapt of wisdom +2, boots of elvenkind, cloak of elvenkind.

Timor, Tura's Animal Companion: male wolf; Medium animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk/Full Atk +6 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 tracking by scent); Power Attack, Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog5/Sor1/Thief-Acrobat1; CR 7; Medium humanoid; HD (5d6)+(1d4)+(1d6); hp 30; Init +7; Spd 30 ft.; AC 20, touch 15, flat-footed 20 (+3 Dex, +4 armor, +1 shield, +2 misc); Base Atk/Grp: +3/+5; Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); Full Atk +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +5/+5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +6 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +3d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +1, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance; AL LE; SV Fort +1, Ref +9, Will +2; Str 14, Dex 17, Con 10, Int 14, Wis 8, Cha 12; Complete Adventurer, page 83.

Skills and Feats: Balance +15, Bluff +10, Climb +12, Concentration +1, Diplomacy +3, Disguise +3, Hide +13, Intimidate +3, Jump +14, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +13, Open Lock +5, Profession (criminal) +1, Search +11, Spot +8, Tumble +15, Use Rope +4; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency.

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5

penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with medium spider venom poison [Injury DC 14, 1d4 Str/1d4 Str]), spell component pouch, masterwork composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potions of mage armor, invisibility, shield of faith +2~~, ring of feather falling, arcane scroll of shield (CL 1), mithral buckler, wand of invisibility (CL 3, 10 charges).

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog6/Sor1/Thief-Acrobat2; CR 9; Medium humanoid; HD (6d6)+(1d4)+(2d6); hp 39; Init +8; Spd 30 ft.; AC 24, touch 16, flat-footed 24 (+4 Dex, +7 armor, +1 shield, +2 misc); Base Atk/Grp: +5/+7; Atk +10 ranged (1d6+3/x3, +1 composite shortbow (+2 Str bonus)) or +8 melee (1d6+2/18-20, masterwork rapier); Full Atk +10 ranged (1d6+3/x3, +1 composite shortbow (+2 Str bonus)) or +8/+8 ranged (1d6+3/x3, +1 composite shortbow (+2 Str bonus)) or +8 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +3d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +2, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 20 ft; AL LE; SV Fort +2, Ref +12, Will +3; Str 14, Dex 18, Con 10, Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +18, Bluff +13, Climb +14, Concentration +1, Diplomacy +3, Disguise +3, Hide +16, Intimidate +3, Jump +16, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +16, Open Lock +6, Profession (criminal) +1, Search +13, Spot +11, Tumble +18, Use Rope +5; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic, ghost sound, mage hand, resistance; 1st - arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with large scorpion venom poison [Injury DC 18, 1d6 Str/1d6 Str]), spell component pouch, +1 composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, *potion of greater mage armor**, *potion of invisibility*, *potion of shield of faith* +2, *ring of feather falling*, *arcane scroll of shield* (CL 1), +1 mithral buckler, *wand of invisibility* (CL 3, 25 charges). *Complete Arcane.

ENCOUNTER 6

Half-Black Dragon Scrag (4): male scrag; CR 7; Large dragon; HD (6d10)+42; hp 77; Init +2; Spd 20 ft., Swim 40 ft., Fly 40 ft.; AC 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural); Base Atk/Grp: +4/+19; Atk +14 melee (1d6+11, claw); Full Atk +14/+14 melee (1d6+11, 2 claws) and +9 melee (1d6+5, bite); SA Breath Weapon (Ex) 60' Line of Acid 1/day 6d8 (DC23), Rend (Ex); SQ Can breathe underwater, Darkvision 120 ft., Half-Dragon Wings, Immunity to Acid (Ex), Low-light Vision, Regeneration 5 (Ex), Scent (Ex); AL CE; SV Fort +12, Ref +4, Will +3; Str 33, Dex 14, Con 25, Int 6, Wis 9, Cha 8.

Skills and Feats: Listen +5, Spot +6, Swim +19; Alertness, Iron Will, Track.

Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+16 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water. Of course, half-black dragon scrag are immune to acid and thus take normal damage from fire only.

ENCOUNTER 8

Agnar Momo: male human Scout7/Rog2; CR 9; Medium humanoid; HD (7d8)+(2d6)+9; hp 61; Init +4; Spd 40 ft.; AC 19, touch 14, flat-footed 19 (+3 Dex, +4 armor, +1 natural, +1 deflection); Base Atk/Grp: +6/+8; Atk +9 melee (2d4+4, +1 *adamantine spiked chain*) or +9 melee (2d4+3, masterwork cold iron spiked chain) or +10 ranged (1d6+2/x3, masterwork composite shortbow (+2

Str bonus)) or +9 melee (1d6+2/18-20, masterwork rapier); Full Atk +9/+4 melee (2d4+4, +1 *adamantine spiked chain*) or +9/+4 melee (2d4+3, masterwork cold iron spiked chain) or +10/+5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +9/+4 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +2d6/+2AC, Sneak Attack +1d6; SQ Evasion, Trapfinding, Fast Movement +10 ft., Trackless Step, Battle Fortitude +1, Uncanny Dodge, Flawless Stride; AL NG; SV Fort +4, Ref +11, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +14, Climb +4, Diplomacy +1, Disable Device +1, Escape Artist +9, Gather Information +0, Hide +14, Jump +5, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +10, Move Silently +14, Open Lock +2, Search +13, Sense Motive +12, Speak Language +5, Spot +12, Swim +3, Tumble +14, Use Rope +4; Combat Expertise, Dodge, Exotic Weapon Proficiency, Light Armor Proficiency, Mobility, Quick Draw, Simple Weapon Proficiency, Spring Attack^B.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land

speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Possessions: +1 *adamantine spiked chain*, *amulet of natural armor* +1, *ring of protection* +1, masterwork cold iron spiked chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), *mithral shirt*, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con –, Int –, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form of other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but

the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Ulphatrix: female drow Clr7; CR 8; Medium humanoid; HD (7d8); hp 42; Init +3; Spd 20 ft.; AC 23, touch 14, flat-footed 20 (+3 Dex, +9 armor, +1 deflection); Base Atk/Grp: +5/+5; Atk +9 ranged (1d4/19-20, masterwork hand crossbow) or +6 melee (1d8, masterwork heavy mace) or +9 ranged (1d8+1/19-20, +1 light crossbow) or +6 melee (1d6/18-20, masterwork rapier) or +6 melee (1d3+1, +1 whip); Full Atk +9 ranged (1d4/19-20, masterwork hand crossbow) or +6 melee (1d8, masterwork heavy mace) or +9 ranged (1d8+1/19-20, +1 light crossbow) or +6 melee (1d6/18-20, masterwork rapier) or +6 melee (1d3+1, +1 whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to *sleep* spells and effects, SR 18 (11 + class levels); AL NE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 16, Con 10, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +9, Concentration +8, Diplomacy +4, Disguise +11, Intimidate +4, Listen +5, Search +3, Spellcraft +9, Spot +5; Combat Casting, Exotic Weapon Proficiency (hand crossbow, whip), Extra Turning, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric Spells Prepared: (6/5+1/4+1/3+1/1+1; Base DC = 13 + Spell Level): 0 - *cure minor wounds*, *detect magic*, *guidance* (2), *inflict minor wounds*, *resistance*; 1st - *bane*, *bles*, *divine favor*, *entropic shield*, *protection from good*^{*}, *shield of faith*; 2nd - *calm emotions*, *hold person*, *invisibility*^{*}, *silence*, *sound burst*; 3rd - *blessed aim*^{**}, *dispel magic*, *magic circle against good*^{*}, *magic vestment*; 4th - *freedom of movement*, *unholy blight*^{*}. ^{**}Complete Divine.

^{*}Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. *Trickery* - Bluff, Disguise and Hide are class skills.

Possessions: +1 full plate, *potion of fly*, *ring of protection* +1, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, +1 light crossbow, 3 vials of drow poison, masterwork rapier, silver holy symbol, cleric's vestments, +1 whip.

The Amazing Prestigo: male human Sor10; CR 10; Medium humanoid; HD (10d4)+10; hp 38; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 shield); Base Atk/Grp: +5/+5; Atk +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 18 (20).

Skills and Feats: Bluff +15, Concentration +13, Diplomacy +7, Disguise +7, Intimidate +7, Knowledge (arcana) +13, Perform (comedy) +6, Sense Motive +2, Spellcraft +15, Spot +3; Arcane Preparation^{*}, Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Simple Weapon Proficiency. ^{*}Complete Arcane.

Sorcerer Spells Known: (6/8/7/7/6/4; base DC = 15 + spell level): 0 - *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st - *enlarge person*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd - *blur*, *glitterdust*, *Melf's acid arrow*, *scorching ray*; 3rd - *dispel magic*, *fireball*, *hold person*; 4th - *dimension door*, *Evard's black tentacles*; 5th - *cloudkill*.

Possessions: 10 crossbow bolts, *bracers of armor* +2, +1 *mithral buckler*, *wand of invisibility* (CL 3), masterwork light crossbow, entertainer's outfit, *potion of fly*, spell component pouch, *cloak of charisma* +2.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 10d8; hp 19; Init +3; Spd 10 ft., Fly 60 ft.; AC 22, touch 15, flat-footed 19 (+2 size, +3 Dex, +7 natural); Base Atk/Grp: +5/-5; Atk/Full Atk +10 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with animals of its kind; AL NE; SV Fort +3, Ref +6, Will +9; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Bluff +8, Concentration +12, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +12, Perform (comedy) -1, Sense Motive +4, Spellcraft +14, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr9; CR 9; Medium humanoid; HD 9d8+18; hp 68; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15 (+4 Dex, +5 armor); Base Atk/Grp: +9/+11; Atk +14 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +10/+10 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +12 melee (1d8+3/19-20, masterwork longsword) or +12 melee (1d6+2/19-20, masterwork short sword); Full Atk +14/+9 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +12/+12/+7 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +12/+7 melee (1d8+3/19-20, masterwork longsword) or +10/+5 melee (1d8+3/19-20, masterwork longsword) and +10/+5 melee (1d6+1/19-20, masterwork short sword); SA favored enemy (giant +2, human +4), spells; SQ wild empathy, combat style (archery), animal companion, improved combat style (archery), woodland stride, swift tracker, evasion; AL LE; SV Fort +8, Ref +10, Will +4; Str 14, Dex 18, Con 14, Int 12, Wis 10 (12), Cha 8.

Skills and Feats: Handle Animal +11, Hide +16 (+21), Knowledge (dungeoneering) +13, Listen +13, Move Silently +16 (+21), Search +13, Spot +13, Survival +13; Endurance^B, Improved Two Weapon Fighting, Light Armor Proficiency, Manyshot^B, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (2; Base DC = 11 + Spell Level): 1st - *arrow mind**, *magic fang*. *Complete Adventurer.

Possessions: +1 composite longbow (+2 Str bonus), 20 arrows, masterwork longsword, masterwork short sword, +1 mithral chain shirt, traveler's outfit, *periapt of wisdom* +2, *boots of elvenkind*, *cloak of elvenkind*.

Timor, Tura's Animal Companion: male wolf; Medium animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk/Full Atk +6 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 tracking by scent); Power Attack, Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog6/Sor1/Thief-Acrobat2; CR 9; Medium humanoid; HD (6d6)+(1d4)+(2d6); hp 39; Init +8; Spd 30 ft.; AC 24, touch 16, flat-footed 24 (+4 Dex, +7 armor, +1 shield, +2 misc); Base Atk/Grp: +5/+7; Atk +10 ranged (1d6+3/x3, +1 composite shortbow (+2 Str bonus)) or +8 melee (1d6+2/18-20, masterwork rapier); Full Atk +10 ranged (1d6+3/x3, +1 composite shortbow (+2 Str bonus)) or +8/+8 ranged (1d6+3/x3, +1 composite shortbow (+2 Str bonus)) or +8 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +3d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +2, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 20 ft; AL LE; SV Fort +2, Ref +12, Will +3; Str 14, Dex 18, Con 10, Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +18, Bluff +13, Climb +14, Concentration +1, Diplomacy +3, Disguise +3, Hide +16, Intimidate +3, Jump +16, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +4, Move Silently +16, Open Lock +6, Profession (criminal) +1, Search +13, Spot +11, Tumble +18, Use Rope +5; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at

her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with large scorpion venom poison [Injury DC 18, 1d6 Str/1d6 Str]), spell component pouch, +1 composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potion of greater mage armor*~~, ~~*potion of invisibility*~~, ~~*potion of shield of faith*~~ +2, *ring of feather falling*, *arcane scroll of shield* (CL 1), +1 mithral buckler, *wand of invisibility* (CL 3, 25 charges). *Complete Arcane.

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog7/Sor1/Thief-Acrobat3; CR 11; Medium humanoid; HD (7d6)+(1d4)+(3d6)+11; hp 57; Init +8; Spd 30 ft.; AC 24, touch 16, flat-footed 24 (+4 Dex, +7 armor, +1 shield, +2 misc); Base Atk/Grp: +7/+9; Atk +12 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +10 melee (1d6+2/18-20, masterwork rapier); Full Atk +12/+7 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +10/+10/+5 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +10/+5 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +4d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +2, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 20 ft, Acrobatic Charge, Defensive Roll; AL LE; SV Fort +4, Ref +12, Will +4; Str 14, Dex 18, Con 10 (12), Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +20, Bluff +15, Climb +16, Concentration +2, Diplomacy +3, Disguise +3, Hide +18, Intimidate +3, Jump +18, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +5, Move Silently +18, Open Lock +6, Profession (criminal) +1, Search +16, Spot +13, Tumble +20, Use Rope +5; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability

only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic, ghost sound, mage hand, resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with purple worm poison [Injury DC 24, 1d6 Str/2d6 Str]), spell component pouch, +1 *bane (human) composite shortbow* (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potions of greater mage armor**~~, ~~*potions of invisibility*~~, ~~*potions of shield of faith*~~ +2, ring of feather falling, arcane scroll of shield (CL 1), +1 mithral buckler, wand of invisibility (CL 3, 25 charges), amulet of health +2. *Complete Arcane.

ENCOUNTER 6

Half-Black Dragon Scrag Fighters (4): male scrag Ftr2; CR 9; Large dragon; HD (6d10)+(2d10)+56; hp 102; Init +2; Spd 20 ft., Swim 40 ft., Fly 40 ft.; AC 26, touch 11, flat-footed 24 (-1 size, +2 Dex, +6 armor, +9 natural); Base Atk/Grp: +6/+22; Atk +17 melee (1d6+12, claw); Full Atk +17/+17 melee (1d6+12, 2 claws) and +12 melee (1d6+6, bite); SA Breath Weapon (Ex) 60' Line of Acid 1/day 6d8

(DC23), Rend (Ex); SQ Can breathe underwater, Darkvision 120 ft., Half-Dragon Wings, Immunity to Acid (Ex), Low-light Vision, Regeneration 5 (Ex), Scent (Ex); AL CE; SV Fort +15, Ref +4, Will +3; Str 34, Dex 14, Con 25, Int 6, Wis 9, Cha 8.

Skills and Feats: Intimidate +0, Listen +5, Spot +6, Swim +18; Alertness, Cleave, Heavy Armor Proficiency, Iron Will, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Track.

Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+18 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water. Of course, half-black dragon scrag are immune to acid and thus take normal damage from fire only.

Possessions: large studded leather, large peasant's outfit, *oil of magic vestment* +3.

ENCOUNTER 8

Agnar Momo: male human Scout9/Rog2; CR 11; Medium humanoid; HD (9d8)+(2d6)+11; hp 72; Init +8; Spd 40 ft.; AC 22, touch 15, flat-footed 22 (+3 Dex, +6 armor, +1 natural, +2 deflection); Base Atk/Grp: +7/+9; Atk +10 melee (2d4+4, +1 *adamantine spiked chain*) or +10 melee (2d4+3, masterwork cold iron spiked chain) or +11 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +10 melee (1d6+2/18-20, masterwork rapier); Full Atk +10/+5 melee (2d4+4, +1 *adamantine spiked chain*) or +10/+5 melee (2d4+3, masterwork cold iron spiked chain) or +11/+6 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +10/+5 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +3d6/+2AC, Sneak Attack +1d6; SQ Evasion, Trapfinding, Fast Movement +10 ft., Trackless Step, Battle Fortitude +1, Uncanny Dodge, Flawless Stride; AL NG; SV Fort +5, Ref +12, Will +4; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +15, Climb +4, Diplomacy +1, Disable Device +1, Escape Artist +9, Gather Information +0, Hide +17, Jump +5, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +10, Move Silently +17, Open Lock +2, Search +16, Sense Motive +15, Speak Language +6, Spot +15, Swim +3, Tumble +17, Use Rope +4; Combat Expertise, Dodge, Exotic Weapon Proficiency, Improved Initiative^B, Light Armor Proficiency, Mobility, Quick Draw, Simple Weapon Proficiency, Spring Attack^B.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra

damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Possessions: +1 *adamantine spiked chain*, *amulet of natural armor* +1, *ring of protection* +2, masterwork cold iron spiked

chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), +2 mithral chain shirt, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form of other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Ulphatrix: female drow Clr9; CR 10; Medium humanoid; HD (9d8); hp 54; Init +3; Spd 20 ft.; AC 23, touch 14, flat-footed 20 (+3 Dex, +9 armor, +1 deflection); Base Atk/Grp: +6/+6; Atk +10 ranged (1d4/19-20, masterwork hand crossbow) or +7 melee (1d8, masterwork heavy mace) or +10 ranged (1d8+1/19-20, +1 light crossbow) or +7 melee (1d6/18-20, masterwork rapier) or +7 melee (1d3+1, +1 whip); Full Atk +10 ranged (1d4/19-20, masterwork hand crossbow) or +7/+2 melee (1d8, masterwork heavy mace) or +10 ranged (1d8+1/19-

20, +1 light crossbow) or +7/+2 melee (1d6/18-20, masterwork rapier) or +7/+2 melee (1d3+1, +1 whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to sleep spells and effects, SR 20 (11 + class levels); AL NE; SV Fort +6 (+7), Ref +6 (+7), Will +11 (+12); Str 10, Dex 16, Con 10, Int 12, Wis 18 (20), Cha 14.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +4, Disguise +13, Intimidate +4, Listen +7, Search +3, Spellcraft +10, Spot +7; Combat Casting, Divine Cleansing*, Exotic Weapon Proficiency (hand crossbow, whip), Extra Turning, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency. *Complete Warrior.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; Base DC = 15 + Spell Level): 0 - *cure minor wounds*, *detect magic*, *guidance* (2), *inflict minor wounds*, *resistance*; 1st - *bane*, *bless*, *divine favor*, *entropic shield*, *protection from good**, *sanctuary*, *shield of faith*; 2nd - *bear's endurance*, *calm emotions*, *hold person*, *invisibility**, *silence*, *sound burst*; 3rd - *blessed aim****, *dispel magic* (2), *magic circle against good**, *magic vestment*; 4th - *divine power*, *freedom of movement*, *greater magic weapon*, *unholy blight**; 5th - *dispel good**, *divine agility***, *flame strike*. ***Complete Divine.

*Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. *Trickery* - Bluff, Disguise and Hide are class skills.

Possessions: +1 full plate, *potion of fly*, *ring of protection* +1, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, +1 light crossbow, ~~3 vials of drow poison~~, masterwork rapier, silver holy symbol, cleric's vestments, +1 whip, *perapt of wisdom* +2, *vest of resistance* +1*. *Complete Arcane.

The Amazing Prestigo: male human Sor12; CR 12; Medium humanoid; HD (12d4)+12; hp 45; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 shield); Base Atk/Grp: +6/+6; Atk +9 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +5, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 19 (23).

Skills and Feats: Bluff +18, Concentration +15, Diplomacy +8, Disguise +8, Intimidate +8, Knowledge (arcana) +15, Perform (comedy) +7, Sense Motive +2, Spellcraft +17, Spot +3; Arcane Preparation*, Combat Casting, Improved Initiative, Point Blank Shot, Precise

Shot, Quicken Spell, Simple Weapon Proficiency.
*Complete Arcane.

Sorcerer Spells Known: (6/8/8/7/7/5/3; base DC = 16 + spell level): 0 – acid splash, dancing lights, detect magic, disrupt undead, ghost sound, mage hand, prestidigitation, ray of frost, read magic; 1st – enlarge person, expeditious retreat, mage armor, magic missile, shield; 2nd – blur, glitterdust, Melf's acid arrow, scorching ray; 3rd – dispel magic, fireball, fly, hold person; 4th – dimension door, Evard's black tentacles, solid fog; 5th – cloudkill, teleport; 6th – greater dispel magic.

Arcane Spells Prepared: (0/0/0/0/0/1/2; base DC = 16 + spell level): 5th – quickened magic missile; 6th – quickened glitterdust, quickened scorching ray.

Possessions: 10 crossbow bolts, bracers of armor +2, +1 mithral buckler, wand of invisibility (CL 3), masterwork light crossbow, entertainer's outfit, spell component pouch, cloak of charisma +4, potion of greater mage armor*. *Complete Arcane.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 12d8; hp 22; Init +3; Spd 10 ft., Fly 60 ft.; AC 23, touch 15, flat-footed 20 (+2 size, +3 Dex, +8 natural); Base Atk/Grp: +6/-4; Atk/Full Atk +11 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with animals of its kind, SR 17 (master's level +5); AL NE; SV Fort +4, Ref +7, Will +10; Str 6, Dex 17, Con 10, Int 11, Wis 14, Cha 6.

Skills and Feats: Bluff +10, Concentration +14, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +14, Perform (comedy) -1, Sense Motive +4, Spellcraft +16, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr11; CR 11; Medium humanoid; HD 11d8+22; hp 83; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+4 Dex, +5 armor, +1 deflection); Base Atk/Grp: +11/+13; Atk +17 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +13/+13 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +11/+11/+11 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +14 melee (1d8+4/19-20, +1 longsword) or +14 melee (1d6+3/19-20, +1 short sword); Full Atk +17/+12/+7 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +15/+15/+10/+5 ranged (1d8+3/x3, +1 composite longbow (+2 Str bonus)) or +14/+9/+4 melee (1d8+4/19-20, +1 longsword) or +12/+7/+2 melee (1d8+3/19-20, +1 longsword) and +12/+7 melee (1d6+2/19-20, +1 short sword); SA favored enemy (dragon +2, giant +2, human +6), spells; SQ wild empathy, combat style (archery), animal companion, improved combat style (archery), woodland stride, swift tracker, evasion, combat style mastery (archery); AL LE; SV Fort +9, Ref +11, Will +4; Str 14, Dex 18, Con 14, Int 12, Wis 10 (12), Cha 8.

Skills and Feats: Handle Animal +13, Hide +18 (+23), Knowledge (dungeoneering) +15, Listen +15, Move Silently +18 (+23), Search +15, Spot +15, Survival +15; Endurance^B, Improved Precise Shot^B, Improved Two Weapon Fighting, Light Armor Proficiency, Manyshot^B, Martial Weapon Proficiency, Point Blank Shot, Precise

Shot, Quick Draw, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (2/1; Base DC = 11 + Spell Level): 1st – arrow mind*, magic fang; 2nd – barkskin. *Complete Adventurer.

Possessions: +1 composite longbow (+2 Str bonus), 20 arrows, +1 longsword, +1 short sword, +1 mithral chain shirt, traveler's outfit, periapt of wisdom +2, boots of elvenkind, cloak of elvenkind, lesser bracers of archery, ring of protection +1.

Timor, Tura's Animal Companion: male wolf; Medium animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +3/+5; Atk/Full Atk +6 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (2), evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 tracking by scent); Power Attack, Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog7/Sor1/Thief-Acrobat3; CR 11; Medium humanoid; HD (7d6)+(1d4)+(3d6)+11; hp 57; Init +8; Spd 30 ft.; AC 24, touch 16, flat-footed 24 (+4 Dex, +7 armor, +1 shield, +2 misc); Base Atk/Grp: +7/+9; Atk +12 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +10 melee (1d6+2/18-20, masterwork rapier); Full Atk +12/+7 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +10/+10/+5 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +10/+5 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +4d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +2, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 20 ft, Acrobatic Charge, Defensive Roll; AL LE; SV Fort +4, Ref +12, Will +4; Str 14, Dex 18, Con 10 (12), Int 14, Wis 8, Cha 12; Complete Adventurer, page 83.

Skills and Feats: Balance +20, Bluff +15, Climb +16, Concentration +2, Diplomacy +3, Disguise +3, Hide +18, Intimidate +3, Jump +18, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +5, Move Silently +18, Open Lock +6, Profession (criminal) +1, Search +16, Spot +13, Tumble +20, Use Rope +5; Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb

check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with purple worm poison [Injury DC 24, 1d6 Str/2d6 Str]), spell component pouch,

+1 *bane (human) composite shortbow* (+2 Str bonus), *masterwork rapier*, *traveler's outfit*, ~~*potion of greater mage armor**~~, ~~*potion of invisibility*~~, ~~*potion of shield of faith +2*~~, *ring of feather falling*, *arcane scroll of shield* (CL 1), +1 *mithral buckler*, *wand of invisibility* (CL 3, 25 charges), *amulet of health +2*.
*Complete Arcane.

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog8/Sor1/Thief-Acrobat4; CR 13; Medium humanoid; HD (8d6)+(1d4)+(4d6)+13; hp 67; Init +9; Spd 30 ft.; AC 28, touch 20, flat-footed 28 (+5 Dex, +7 armor, +1 shield, +5 misc); Base Atk/Grp: +9/+11; Atk +15 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +11/+11 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +12 melee (1d6+2/18-20, masterwork rapier); Full Atk +15/+10 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +13/+13/+8 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +12/+7 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +4d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +2, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 30 ft, Acrobatic Charge, Defensive Roll, Skill Mastery, Improved Uncanny Dodge; AL LE; SV Fort +4 (+7), Ref +15 (+18), Will +4 (+7); Str 14, Dex 19 (21), Con 10 (12), Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +23, Bluff +17, Climb +18, Concentration +2, Diplomacy +3, Disguise +3, Hide +21, Intimidate +3, Jump +20, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +6, Move Silently +21, Open Lock +7, Profession (criminal) +1, Search +18, Spot +15, Tumble +23, Use Rope +7; Improved Initiative, Light Armor Proficiency, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-

acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Skill Mastery (Ex): A 4th-level thief-acrobat becomes so certain in her mobility that she can take 10 on Balance, Climb, Jump, and Tumble skill checks even if stress and distractions would normally prevent her from doing so.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic, ghost sound, mage hand, resistance; 1st - arrow mind*, critical strike**. **Complete Adventurer*.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with purple worm poison [Injury DC 24, 1d6 Str/2d6 Str]), spell component pouch, +1 bane (human) composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potions of greater mage armor*, potion of invisibility, potion of shield of faith +5,~~ ring of feather falling, arcane scroll of shield (CL 1), +1 mithral buckler, wand of invisibility (CL 3, 25 charges), amulet of health +2, gloves of dexterity +2, vest of resistance +3*. **Complete Arcane*.

ENCOUNTER 6

Half-Black Dragon Scrag Fighters (4): male scrag Ftr4; CR 11; Large dragon; HD (6d10)+(4d10)+70; hp 128; Init +2; Spd 20 ft., Swim 40 ft., Fly 40 ft.; AC 28, touch 11, flat-footed 26 (-1 size, +2 Dex, +8 armor, +9 natural); Base Atk/Grp: +8/+24; Atk +20 melee (1d6+14, claw); Full Atk +20/+20 melee (1d6+14, 2 claws) and +14 melee (1d6+6, bite); SA Breath Weapon (Ex) 60' Line of Acid 1/day 6d8 (DC23), Rend (Ex); SQ Can breathe underwater, Darkvision 120 ft., Half-Dragon Wings, Immunity to Acid (Ex), Low-light Vision, Regeneration 5 (Ex), Scent (Ex); AL CE; SV Fort +16, Ref +5, Will +4; Str 34, Dex 14, Con 25, Int 6, Wis 9, Cha 8.

Skills and Feats: Intimidate +3, Listen +5, Spot +6, Swim +18; Alertness, Cleave, Heavy Armor Proficiency, Iron Will, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Track, Weapon Focus (claw), Weapon Specialization (claw).

Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+18 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water. Of course, half-black dragon scrag are immune to acid and thus take normal damage from fire only.

Possessions: large studded leather, large peasant's outfit, ~~oil of magic vestment~~ +5.

ENCOUNTER 8

Agnar Momo: male human Scout11/Rog2; CR 13; Medium humanoid; HD (11d8)+(2d6)+13; hp 85; Init +9; Spd 50 ft.; AC 25, touch 15, flat-footed 25 (+3 Dex, +6 armor, +2 shield, +2 natural, +2 deflection); Base Atk/Grp: +9/+11; Atk +12 melee (2d4+4, +1 *adamantine spiked chain*) or +12 melee (2d4+3, masterwork cold iron spiked chain) or +13 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +12 melee (1d6+2/18-20, masterwork rapier); Full Atk +12/+7 melee (2d4+4, +1 *adamantine spiked chain*) or +12/+7 melee (2d4+3, masterwork cold iron spiked chain) or +13/+8 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +12/+7 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +3d6/+3AC, Sneak Attack +1d6; SQ Evasion, Trapfinding, Fast Movement +20 ft., Trackless Step, Battle Fortitude +2, Uncanny Dodge, Flawless Stride, Blindsight 30 ft.; AL NG; SV Fort +6, Ref +13, Will +4; Str 14, Dex 17, Con 12, Int 14, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +17, Climb +4, Diplomacy +1, Disable Device +1, Escape Artist +11, Gather Information +0, Hide +19, Jump +5, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (local -

Sheldomar Valley Metaregion) +4, Listen +15, Move Silently +19, Open Lock +2, Search +18, Sense Motive +17, Speak Language +7, Spot +17, Swim +3, Tumble +19, Use Rope +4; Combat Expertise, Dodge, Exotic Weapon Proficiency, Improved Initiative^B, Improved Trip, Light Armor Proficiency, Mobility, Quick Draw, Simple Weapon Proficiency, Spring Attack^B.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more

quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Possessions: +1 adamantite spiked chain, amulet of natural armor +2, +1 mithral buckler, ring of protection +2, masterwork cold iron spiked chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), +2 glimmered mithral chain shirt, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form of other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual

performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Aeleona Ephandril, Grandmother of the Fist: female drow Rog6/Asn8; CR 15; Medium humanoid; HD (6d6)+(8d6)+14; hp 74; Init +9; Spd 30 ft.; AC 22, touch 15, flat-footed 22 (+5 Dex, +6 armor, +1 shield); Base Atk/Grp: +10/+11; Atk +16 ranged (1d6+2 plus poison/x3, +1 bane (human) magebane composite shortbow (+1 Str bonus)) or +16 melee (1d6+2/18-20, +1 bane (human) magebane mithral rapier); Full Atk +16/+11 ranged (1d6+2 plus poison/x3, +1 bane (human) magebane composite shortbow (+1 Str bonus)) or +16/+11 melee (1d6+2/18-20, +1 bane (human) magebane mithral rapier); SA sneak attack +7d6, death attack (DC 21), spells, spell-like abilities; SQ trapfinding, evasion, trap sense +2, uncanny dodge, poison use, +4 save against poison, improved uncanny dodge, hide in plain sight, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to sleep spells and effects, SR 25 (11 + class levels); AL LE; SV Fort +5, Ref +16, Will +4; Str 12, Dex 19 (21), Con 12, Int 16, Wis 10, Cha 16.

Skills and Feats: Balance +8, Bluff +20, Diplomacy +7, Disable Device +12, Disguise +22, Escape Artist +8, Gather Information +11, Hide +22 (+27), Intimidate +22, Jump +3, Knowledge (local - Sheldomar Valley Metaregion) +5, Listen +2, Move Silently +22 (+27), Open Lock +11, Profession (criminal) +2, Search +16, Sense Motive +8, Speak Language +1, Spot +14, Tumble +17; Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Light Armor Proficiency, Simple Weapon Proficiency, Weapon Finesse.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Assassin Spells Known: (4/4/4/1; Base DC = 13 + Spell Level): 1st - *feather fall*, *jump*, *obscuring mist*, *true strike*; 2nd - *cat's grace*, *invisibility*, *spider climb*, *undetected alignment*; 3rd - *deeper darkness*, *false life*, *misdirection*, *nondetection*; 4th - *dimension door*, *freedom of movement*, *greater invisibility*.

Possessions: +1 bane (human) magebane composite shortbow (+1 Str bonus), +1 bane (human) magebane mithral rapier, +1 mithral buckler, +1 mithral chain shirt, 20 +1 poisoned arrows (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), amulet of health +2, boots of elvenkind, cloak of elvenkind, gloves of dexterity +2, noble's outfit, metamagic rod (silent).

Ulphatrix: female drow Clr11; CR 12; Medium humanoid; HD (11d8); hp 66; Init +3; Spd 20 ft.; AC 24, touch 14, flat-footed 21 (+3 Dex, +10 armor, +1 deflection); Base Atk/Grp: +8/+8; Atk +12 ranged (1d4/19-20, masterwork hand crossbow) or +9 melee (1d8, masterwork heavy mace) or +12 ranged (1d8+1/19-

20, +1 *light crossbow*) or +9 melee (1d6/18-20, masterwork rapier) or +9 melee (1d3+1, +1 *whip*); Full Atk +12 ranged (1d4/19-20, masterwork hand crossbow) or +9/+4 melee (1d8, masterwork heavy mace) or +12 ranged (1d8+1/19-20, +1 *light crossbow*) or +9/+4 melee (1d6/18-20, masterwork rapier) or +9/+4 melee (1d3+1, +1 *whip*); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to sleep spells and effects, SR 22 (11 + class levels); AL NE; SV Fort +7 (+8), Ref +6 (+7), Will +12 (+13); Str 10, Dex 16, Con 10, Int 12, Wis 18 (20), Cha 14 (16).

Skills and Feats: Bluff +13, Concentration +11, Diplomacy +5, Disguise +15, Intimidate +5, Listen +7, Search +3, Spellcraft +12, Spot +7; Combat Casting, Divine Cleansing*, Exotic Weapon Proficiency (hand crossbow, whip), Extra Turning, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency. *Complete Warrior.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric Spells Prepared: (6/7+1/5+1/5+1/4+1/3+1/1+1; Base DC = 15 + Spell Level): 0 - *cure minor wounds*, *detect magic*, *guidance* (2), *inflict minor wounds*, *resistance*; 1st - *bane*, *bleed*, *deathwatch*, *divine favor*, *entropic shield*, *protection from good**, *sanctuary*, *shield of faith*; 2nd - *bear's endurance*, *calm emotions*, *hold person*, *invisibility**, *silence*, *sound burst*; 3rd - *blessed aim****, *dispel magic* (2), *invisibility purge*, *magic circle against good**, *magic vestment*; 4th - *divine power*, *freedom of movement*, *greater magic weapon*, *spell immunity*, *unholy blight**; 5th - *dispel good**, *divine agility****, *dragon breath****, *flame strike*; 6th - *heroes' feast*, *mislead**. ***Complete Divine.

*Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. *Trickery* - Bluff, Disguise and Hide are class skills.

Possessions: +2 *mithral full plate*, *potion of fly*, *ring of protection* +1, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, +1 *light crossbow*, ~~3 vials of drow poison~~, masterwork rapier, silver holy symbol, cleric's vestments, +1 *whip*, *periapt of wisdom* +2, *vest of resistance* +1*, *metamagic rod (silent, lesser)*, *cloak of charisma* +2. *Complete Arcane.

The Amazing Prestigo: male human Sor14; CR 14; Medium humanoid; HD (14d4)+14; hp 53; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +2 armor, +2 shield); Base Atk/Grp: +7/+7; Atk +11 melee (2d6+1/19-20, +1 *skillful greatsword*) or +10 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6 melee (2d6+1/19-20, +1 *skillful greatsword*) or +10 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE;

SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 19 (23).

Skills and Feats: Bluff +20, Concentration +17, Diplomacy +8, Disguise +8, Intimidate +8, Knowledge (arcana) +17, Perform (comedy) +7, Sense Motive +2, Spellcraft +19, Spot +3; Arcane Preparation*, Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell, Simple Weapon Proficiency. *Complete Arcane.

Sorcerer Spells Known: (6/8/8/7/7/6/4/2; base DC = 16 + spell level): 0 - *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st - *enlarge person*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd - *blur*, *glitterdust*, *Melf's acid arrow*, *scorching ray*, *web*; 3rd - *fireball*, *fly*, *haste*, *hold person*; 4th - *dimension door*, *Evard's black tentacles*, *solid fog*; 5th - *cloudkill*, *teleport*, *wall of force*; 6th - *chain lightning*, *greater dispel magic*; 7th - *delayed blast fireball*.

Arcane Spells Prepared: (0/0/0/0/0/1/2/1; base DC = 16 + spell level): 5th - *quicken magic missile*; 6th - *quicken glitterdust*, *quicken scorching ray*; 7th - *quicken hold person*.

Possessions: 10 crossbow bolts, *bracers of armor* +2, +1 *mithral buckler*, *wand of invisibility (CL 3)*, masterwork light crossbow, entertainer's outfit, spell component pouch, *cloak of charisma* +4, *potion of greater mage armor**, *metamagic rod (silent, lesser)*, +1 *skillful greatsword**. *Complete Arcane.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 14d8; hp 26; Init +3; Spd 10 ft., Fly 60 ft.; AC 24, touch 15, flat-footed 21 (+2 size, +3 Dex, +9 natural); Base Atk/Grp: +7/-3; Atk/Full Atk +12 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with animals of its kind, *scry* on familiar, SR 19 (master's level +5); AL NE; SV Fort +4, Ref +7, Will +11; Str 6, Dex 17, Con 10, Int 12, Wis 14, Cha 6.

Skills and Feats: Bluff +12, Concentration +16, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +17, Perform (comedy) -1, Sense Motive +4, Spellcraft +19, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr13; CR 13; Medium humanoid; HD 13d8+26; hp 98; Init +5; Spd 30 ft.; AC 21, touch 16, flat-footed 16 (+5 Dex, +5 armor, +1 deflection); Base Atk/Grp: +13/+15; Atk +20 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +16/+16 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +14/+14/+14 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +16 melee (1d8+4/19-20, +1 *longsword*) or +16 melee (1d6+3/19-20, +1 *short sword*); Full Atk +20/+15/+10 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +18/+18/+13/+8 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +16/+11/+6 melee (1d8+4/19-20, +1 *longsword*) or +14/+9/+4 melee (1d8+3/19-20, +1 *longsword*) and +14/+9/+4 melee (1d6+2/19-20, +1 *short sword*); SA favored enemy (dragon +2, giant +2, human +6), spells; SQ wild empathy, combat

style (archery), animal companion, improved combat style (archery), woodland stride, swift tracker, evasion, combat style mastery (archery), camouflage; AL LE; SV Fort +10, Ref +13, Will +5; Str 14, Dex 19 (21), Con 14, Int 12, Wis 10 (12), Cha 8.

Skills and Feats: Handle Animal +15, Hide +21 (+26), Knowledge (dungeoneering) +17, Listen +17, Move Silently +21 (+26), Search +17, Spot +17, Survival +17; Endurance^B, Greater Two Weapon Fighting, Improved Precise Shot^B, Improved Two Weapon Fighting, Light Armor Proficiency, Manyshot^B, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (2/1/1; Base DC = 11 + Spell Level): 1st – arrow mind*, longstrider; 2nd – barkskin; 3rd – greater magic fang. *Complete Adventurer.

Possessions: +1 bane (human) composite longbow (+2 Str bonus), 20 arrows, +1 longsword, +1 short sword, +1 mithral chain shirt, traveler's outfit, periapt of wisdom +2, boots of elvenkind, cloak of elvenkind, lesser bracers of archery, ring of protection +1, gloves of dexterity +2.

Timor, Tura's Animal Companion: male wolf; Medium animal; HD 6d8+12; hp 45; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Atk/Grp: +4/+6; Atk/Full Atk +7 melee (1d8+3, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (3), evasion, devotion; AL N; SV Fort +7, Ref +8, Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +4, Move Silently +4, Spot +4, Survival +2 (+5 tracking by scent); Improved Natural Attack (bite), Power Attack, Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog8/Sor1/Thief-Arobat4; CR 13; Medium humanoid; HD (8d6)+(1d4)+(4d6)+13; hp 67; Init +9; Spd 30 ft.; AC 28, touch 20, flat-footed 28 (+5 Dex, +7 armor, +1 shield, +5 misc); Base Atk/Grp: +9/+11; Atk +15 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +11/+11 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +12 melee (1d6+2/18-20, masterwork rapier); Full Atk +15/+10 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +13/+13/+8 ranged (1d6+3/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +12/+7 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +4d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +2, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 30 ft, Acrobatic Charge, Defensive Roll, Skill Mastery, Improved Uncanny Dodge; AL LE; SV Fort +4 (+7), Ref +15 (+18), Will +4 (+7); Str 14, Dex 19 (21), Con 10 (12), Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +23, Bluff +17, Climb +18, Concentration +2, Diplomacy +3, Disguise +3, Hide +21, Intimidate +3, Jump +20, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +6, Move Silently +21, Open Lock +7, Profession (criminal) +1, Search +18, Spot +15, Tumble +23, Use Rope +7; Improved Initiative, Light Armor Proficiency, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the

thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll -- if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Skill Mastery (Ex): A 4th-level thief-acrobat becomes so certain in her mobility that she can take 10 on Balance, Climb, Jump, and Tumble skill checks even if stress and distractions would normally prevent her from doing so.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with purple worm poison [Injury DC 24, 1d6 Str/2d6 Str]), spell component pouch, +1 *bane (human) composite shortbow* (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potion of greater mage armor*~~*, ~~*potion of invisibility*~~, ~~*potion of shield of faith +5*~~, *ring of feather falling*, *arcane scroll of shield* (CL 1), +1 *mithral buckler*, *wand of invisibility* (CL 3, 25 charges), *amulet of health +2*, *gloves of dexterity +2*, *vest of resistance +3**. *Complete Arcane.

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog9/Sor1/Thief-Acrobat5; CR 15; Medium humanoid; HD (9d6)+(1d4)+(5d6)+15; hp 78; Init +9; Spd 30 ft.; AC 28, touch 20, flat-footed 28 (+5 Dex, +7 armor, +1 shield, +5 misc); Base Atk/Grp: +9/+11; Atk +16 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +12/+12 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +12 melee (1d6+2/18-20, masterwork rapier); Full Atk +16/+11 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +14/+14/+9 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +12/+7 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +5d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +3, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 30 ft, Acrobatic Charge, Defensive Roll, Skill Mastery, Improved Uncanny Dodge, Improved Evasion; AL LE; SV Fort +5 (+8), Ref +15 (+18), Will +5 (+8); Str 14, Dex 19 (21), Con 10 (12), Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +25, Bluff +19, Climb +20, Concentration +2, Diplomacy +3, Disguise +3, Hide +23 (+28), Intimidate +3, Jump +22, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +7 (+9), Move Silently +23 (+28), Open Lock +7, Profession (criminal) +1, Search +20, Spot +17 (+19), Tumble +25, Use Rope +8; Improved Initiative, Light Armor Proficiency, Manyshot, Point Blank Shot, Power Critical (shortbow), Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus

becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Skill Mastery (Ex): A 4th-level thief-acrobat becomes so certain in her mobility that she can take 10 on Balance, Climb, Jump, and Tumble skill checks even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): Beginning at 5th level, the thief-acrobat can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature on page 42 of the *Player's Handbook*.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic, ghost sound, mage hand, resistance*; 1st - *arrow mind**, *critical strike**. **Complete Adventurer*.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with purple worm poison [Injury DC 24, 1d6 Str/2d6 Str]), spell component pouch, +1 *bane (human) composite shortbow* (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potion of greater mage*~~

*armor**, *potion of invisibility*, *potion of resist energy (fire)* 30, *potion of shield of faith* +5, *ring of feather falling*, *arcane scroll of shield* (CL 1), +1 *mithral buckler*, *wand of invisibility* (CL 3, 25 charges), *amulet of health* +2, *gloves of dexterity* +2, *vest of resistance* +3*, *potion of resist energy (fire)* 30, *lesser bracers of archery*, *boots of elvenkind*, *cloak of elvenkind*, *dark blue rhomboid ioun stone*, . *Complete Arcane.

ENCOUNTER 6

Half-Black Dragon Scrag Fighters (4): male scrag Ftr6; CR 13; Large dragon; HD (6d10)+(6d10)+84; hp 153; Init +2; Spd 20 ft., Swim 40 ft., Fly 40 ft.; AC 28, touch 11, flat-footed 26 (-1 size, +2 Dex, +8 armor, +9 natural); Base Atk/Grp: +10/+26; Atk +26 melee (1d6+18/19-20, claw); Full Atk +26/+26 melee (1d6+18/19-20, claw) and +16 melee (1d6+6, bite); SA Breath Weapon (Ex) 60' Line of Acid 1/day 6d8 (DC23), Rend (Ex); SQ Can breathe underwater, Darkvision 120 ft., Half-Dragon Wings, Immunity to Acid (Ex), Low-light Vision, Regeneration 5 (Ex), Scent (Ex); AL CE; SV Fort +17, Ref +6, Will +5; Str 35, Dex 14, Con 25, Int 6, Wis 9, Cha 8.

Skills and Feats: Intimidate +5, Listen +5, Spot +6, Swim +18; Alertness, Cleave, Great Cleave, Heavy Armor Proficiency, Improved Critical (claw), Iron Will, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Track, Weapon Focus (claw), Weapon Specialization (claw).

Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+22 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water. Of course, half-black dragon scrag are immune to acid and thus take normal damage from fire only.

Possessions: large studded leather, large peasant's outfit, *oil of magic vestment* +5, *potion of magic fang* +4.

ENCOUNTER 8

Agnar Momo: male human Scout13/Rog2; CR 15; Medium humanoid; HD (13d8)+(2d6)+15; hp 99; Init +10; Spd 50 ft.; AC 26, touch 16, flat-footed 26 (+4 Dex, +6 armor, +2 shield, +2 natural, +2 deflection); Base Atk/Grp: +10/+12; Atk +13 melee (2d4+4, +1 *adamantine spiked chain*) or +13 melee (2d4+3, masterwork cold iron spiked chain) or +15 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +13 melee (1d6+2/18-20, masterwork rapier); Full Atk +13/+8 melee (2d4+4, +1 *adamantine spiked chain*) or +13/+8 melee (2d4+3, masterwork cold iron spiked chain) or +15/+10 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +13/+8 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +4d6/+3AC, Sneak Attack +1d6; SQ

Evasion, Trapfinding, Fast Movement +20 ft., Trackless Step, Battle Fortitude +2, Uncanny Dodge, Flawless Stride, Blindsight 30 ft.; AL NG; SV Fort +7, Ref +15, Will +7; Str 14, Dex 17 (19), Con 12, Int 14, Wis 12, Cha 8; *Complete Adventurer*, page 10.

Skills and Feats: Balance +19, Climb +4, Diplomacy +1, Disable Device +1, Escape Artist +14, Gather Information +0, Hide +22, Jump +5, Knowledge (dungeoneering) +12, Knowledge (geography) +12, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +19, Move Silently +22, Open Lock +3, Search +20, Sense Motive +19, Speak Language +8, Spot +19, Swim +3, Tumble +22, Use Rope +5; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Initiative^B, Improved Trip, Iron Will^B, Light Armor Proficiency, Mobility, Quick Draw, Simple Weapon Proficiency, Spring Attack^B.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Possessions: +1 adamantine spiked chain, gloves of dexterity +2, amulet of natural armor +2, +1 mithral buckler, ring of protection +2, masterwork cold iron spiked chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), +2 glamerred mithral chain shirt, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form other living creatures. They are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and

hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Aeleona Ephandril, Grandmother of the Fist: female drow Rog6/Asn10; CR 17; Medium humanoid; HD (6d6)+(10d6)+16; hp 84; Init +10; Spd 30 ft.; AC 23, touch 16, flat-footed 23 (+6 Dex, +6 armor, +1 shield); Base Atk/Grp: +11/+14; Atk +18 ranged (1d6+2 plus poison/19-20/x3, +1 keen bane (human) magebane composite shortbow (+1 Str bonus)) or +18 melee (1d6+4/15-20, +1 keen bane (human) magebane mithral rapier); Full Atk +18/+13/+8 ranged (1d6+2 plus poison/19-20/x3, +1 keen bane (human) magebane composite shortbow (+1 Str bonus)) or +18/+13/+8 melee (1d6+4/15-20, +1 keen bane (human) magebane mithral rapier); SA sneak attack +8d6, death attack (DC 23), spells, spell-like abilities; SQ trapfinding, evasion, trap sense +2, uncanny dodge, poison use, +5 save against poison, improved uncanny dodge, hide in plain sight, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to *sleep* spells and effects, SR 27 (11 + class levels); AL LE; SV Fort +6, Ref +18, Will +5; Str 12 (16), Dex 20 (22), Con 12, Int 16, Wis 10, Cha 16.

Skills and Feats: Balance +9, Bluff +22, Diplomacy +7, Disable Device +14, Disguise +24, Escape Artist +9, Gather Information +11, Hide +24 (+29), Intimidate +24, Jump +5, Knowledge (local - Sheldomar Valley Metaregion) +5, Listen +2, Move Silently +24 (+29), Open Lock +12, Profession (criminal) +2, Search +18, Sense Motive +8, Speak Language +1, Spot +15, Tumble +19; Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Light Armor Proficiency, Point Blank Shot, Simple Weapon Proficiency, Weapon Finesse.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Assassin Spells Known: (4/4/4/3; Base DC = 13 + Spell Level): 1st - *feather fall*, *jump*, *obscuring mist*, *true strike*; 2nd - *cat's grace*, *invisibility*, *spider climb*, *undetected alignment*; 3rd - *deeper darkness*, *false life*, *misdirection*, *nondetection*; 4th - *dimension door*, *freedom of movement*, *greater invisibility*, *poison*.

Possessions: +1 keen bane (human) magebane composite shortbow (+1 Str bonus), +1 keen bane (human) magebane mithral rapier, +1 mithral buckler, +1 mithral chain shirt, 20 +1 poisoned arrows (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), amulet of health +2, boots of elvenkind, cloak of elvenkind, gloves of dexterity +2, noble's outfit, metamagic rod (silent), belt of giant strength +4.

Ulphatrix: female drow Clr13; CR 14; Medium humanoid; HD (13d8); hp 78; Init +3; Spd 20 ft.; AC 24, touch 14, flat-footed 21 (+3 Dex, +10 armor, +1 deflection); Base Atk/Grp: +9/+9; Atk +13 ranged (1d4/19-20, masterwork hand crossbow) or +10 melee (1d8, masterwork heavy mace) or +13 ranged (1d8+1/19-20, +1 light crossbow) or +10 melee (1d6/18-20, masterwork rapier) or +10 melee (1d3+1, +1 whip); Full Atk +13 ranged (1d4/19-20, masterwork hand crossbow) or +10/+5 melee (1d8, masterwork heavy mace) or +13 ranged (1d8+1/19-20, +1 light crossbow) or +10/+5 melee (1d6/18-20, masterwork rapier) or +10/+5 melee (1d3+1, +1 whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to sleep spells and effects, SR 24 (11 + class levels); AL NE; SV Fort +8 (+11), Ref +7 (+10), Will +13 (+16); Str 10, Dex 16, Con 10, Int 12, Wis 19 (21), Cha 14 (16).

Skills and Feats: Bluff +15, Concentration +12, Diplomacy +5, Disguise +17, Intimidate +5, Listen +7 (+9), Search +3, Spellcraft +13, Spot +7 (+9); Combat Casting, Divine Cleansing*, Exotic Weapon Proficiency (hand crossbow, whip), Extra Turning, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Profane Boost**, Shield Proficiency, Simple Weapon Proficiency. *Complete Warrior. **Complete Divine.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric	Spells	Prepared:
(6/7+1/6+1/5+1/5+1/4+1/2+1/1+1;		Base DC = 15 + Spell Level): 0 - cure minor wounds, detect magic, guidance (2), inflict minor wounds, resistance; 1 st - bane, bless, deathwatch, divine favor, entropic shield, protection from good*, sanctuary, shield of faith; 2 nd - bear's endurance, bull's strength, calm emotions, hold person, invisibility*, silence, sound burst; 3 rd - blessed aim**, dispel magic (2), invisibility purge, magic circle against good*, magic vestment; 4 th - death ward, divine power, freedom of movement, greater magic weapon, spell immunity, unholy blight*; 5 th - dispel good*, divine agility**, dragon breath**, flame strike (2); 6 th - heroes' feast, mass inflict moderate wounds, mislead*; 7 th - blasphemy*, mass inflict serious wounds. **Complete Divine.

*Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. Trickery - Bluff, Disguise and Hide are class skills.

Possessions: +2 mithral full plate, potion of fly, ring of protection +1, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, +1 light crossbow, ~~3 vials of drow poison~~, masterwork rapier, silver holy symbol, cleric's vestments, +1 whip, *perapt of wisdom* +2, *vest of resistance* +3*, *metamagic rod (silent, lesser)*, *cloak of charisma* +2, *dark blue rhomboid ioun stone*. *Complete Arcane.

The Amazing Prestigo: male human Sor16; CR 16; Medium humanoid; HD (16d4)+16; hp 60; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +3 armor, +2 shield); Base Atk/Grp: +8/+8; Atk +14 melee (2d6+2/19-20, +2 skillful greatsword) or +11 ranged (1d8/19-20, masterwork light crossbow); Full Atk +14/+9/+4 melee (2d6+2/19-20, +2 skillful greatsword) or +11 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +6, Ref +7, Will +10; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 20 (24).

Skills and Feats: Bluff +23, Concentration +19, Diplomacy +9, Disguise +9, Intimidate +9, Knowledge (arcana) +19, Perform (comedy) +8, Sense Motive +2, Spellcraft +21, Spot +3; Arcane Preparation*, Combat Casting, Improved Initiative, Maximize Spell, Point Blank Shot, Precise Shot, Quicken Spell, Simple Weapon Proficiency. *Complete Arcane.

Sorcerer Spells Known: (6/8/8/8/7/6/5/4/2; base DC = 17 + spell level): 0 - acid splash, dancing lights, detect magic, disrupt undead, ghost sound, mage hand, prestidigitation, ray of frost, read magic; 1st - enlarge person, expeditious retreat, mage armor, magic missile, shield; 2nd - blur, glitterdust, Melf's acid arrow, scorching ray, web; 3rd - fireball, fly, haste, hold person; 4th - dimension door, Evard's black tentacles, mass enlarge person, solid fog; 5th - cloudkill, teleport, wall of force, waves of fatigue; 6th - chain lightning, disintegrate, greater dispel magic; 7th - delayed blast fireball, Mordenkainen's sword; 8th - polar ray.

Arcane Spells Prepared: (0/0/0/0/0/1/2/2/1; base DC = 17 + spell level): 5th - quickened magic missile; 6th - quickened glitterdust, quickened scorching ray; 7th - quickened haste, quickened hold person; 8th - quickened Evard's black tentacles.

Possessions: 10 crossbow bolts, bracers of armor +3, +1 mithral buckler, wand of invisibility (CL 3), masterwork light crossbow, entertainer's outfit, spell component pouch, cloak of charisma +4, potion of greater mage armor*, metamagic rod (silent, lesser), metamagic rod (empower, lesser), +2 skillful greatsword*. *Complete Arcane.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 16d8; hp 30; Init +3; Spd 10 ft., Fly 60 ft.; AC 25, touch 15, flat-footed 22 (+2 size, +3 Dex, +10 natural); Base Atk/Grp: +8/-2; Atk/Full Atk +13 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with

animals of its kind, *scurry* on familiar, SR 21 (master's level +5); AL NE; SV Fort +5, Ref +8, Will +12; Str 6, Dex 17, Con 10, Int 13, Wis 14, Cha 6.

Skills and Feats: Bluff +14, Concentration +18, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +19, Perform (comedy) -1, Sense Motive +4, Spellcraft +21, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr15; CR 15; Medium humanoid; HD 15d8+30; hp 113; Init +5; Spd 30 ft.; AC 23, touch 16, flat-footed 18 (+5 Dex, +5 armor, +1 deflection, +2 shield); Base Atk/Grp: +15/+17; Atk +22 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +18/+18 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +16/+16/+16 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +18 melee (1d8+4/19-20, +1 *adamantine bane (human) longsword*) or +18 melee (1d6+3/19-20, +1 *short sword*); Full Atk +22/+17/+12 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +20/+20/+15/+10 ranged (1d8+3/x3, +1 *bane (human) composite longbow* (+2 Str bonus)) or +18/+13/+8 melee (1d8+4/19-20, +1 *adamantine bane (human) longsword*) or +16/+11/+6 melee (1d8+3/19-20, +1 *adamantine bane (human) longsword*) and +16/+11/+6 melee (1d6+2/19-20, +1 *short sword*); SA favored enemy (aberration +2, dragon +2, giant +2, human +8), spells; SQ wild empathy, combat style (archery), animal companion, improved combat style (archery), woodland stride, swift tracker, evasion, combat style mastery (archery), camouflage; AL LE; SV Fort +11, Ref +14, Will +7; Str 14, Dex 19 (21), Con 14, Int 12, Wis 10 (14), Cha 8.

Skills and Feats: Handle Animal +17, Hide +23 (+28), Knowledge (dungeoneering) +19, Listen +20, Move Silently +23 (+28), Search +19, Spot +20, Survival +20; Endurance^B, Greater Two Weapon Fighting, Improved Buckler Defense, Improved Precise Shot^B, Improved Two Weapon Fighting, Light Armor Proficiency, Manyshot^B, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (3/2/1/1; Base DC = 12 + Spell Level): 1st – *arrow mind*^{*}, *longstrider*, *resist energy*; 2nd – *barkskin*, *cat's grace*; 3rd – *greater magic fang*; 4th – *bane bow*^{**}. ^{*}Complete Adventurer. ^{**}Complete Divine.

Possessions: +1 *bane (human) composite longbow* (+2 Str bonus), 40 arrows, +1 *adamantine bane (human) longsword*, +1 *short sword*, +1 *mithral chain shirt*, traveler's outfit, *peripart of wisdom* +4, *boots of elvenkind*, *cloak of elvenkind*, *lesser bracers of archery*, *ring of protection* +1, *gloves of dexterity* +2, +1 *mithral buckler*.

Timor, Tura's Animal Companion: male dire wolf; Large animal; HD 6d8+18; hp 50; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk/Grp: +4/+15; Atk/Full Atk +11 melee (1d8+10, bite); SA trip; SQ low-light vision, scent, link, share

spells, bonus tricks (1); AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog9/Sor1/Thief-Acrobat5; CR 15; Medium humanoid; HD (9d6)+(1d4)+(5d6)+15; hp 78; Init +9; Spd 30 ft.; AC 28, touch 20, flat-footed 28 (+5 Dex, +7 armor, +1 shield, +5 misc); Base Atk/Grp: +9/+11; Atk +16 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +12/+12 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +12 melee (1d6+2/18-20, masterwork rapier); Full Atk +16/+11 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +14/+14/+9 ranged (1d6+3/x3, +1 *bane (human) composite shortbow* (+2 Str bonus)) or +12/+7 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +5d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +3, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 30 ft, Acrobatic Charge, Defensive Roll, Skill Mastery, Improved Uncanny Dodge, Improved Evasion; AL LE; SV Fort +5 (+8), Ref +15 (+18), Will +5 (+8); Str 14, Dex 19 (21), Con 10 (12), Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +25, Bluff +19, Climb +20, Concentration +2, Diplomacy +3, Disguise +3, Hide +23 (+28), Intimidate +3, Jump +22, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +7 (+9), Move Silently +23 (+28), Open Lock +7, Profession (criminal) +1, Search +20, Spot +17 (+19), Tumble +25, Use Rope +8; Improved Initiative, Light Armor Proficiency, Manyshot, Point Blank Shot, Power Critical (shortbow), Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Skill Mastery (Ex): A 4th-level thief-acrobat becomes so certain in her mobility that she can take 10 on Balance, Climb, Jump, and Tumble skill checks even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): Beginning at 5th level, the thief-acrobat can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature on page 42 of the Player's Handbook.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with purple worm poison [Injury DC 24, 1d6 Str/2d6 Str]), spell component pouch, +1 bane (human) composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potions of greater mage~~

~~armor~~*, ~~potions of invisibility~~, ~~potions of resist energy (fire) 30~~, ~~potions of shield of faith +5~~, ring of feather falling, arcane scroll of shield (CL 1), +1 mithral buckler, wand of invisibility (CL 3, 25 charges), amulet of health +2, gloves of dexterity +2, vest of resistance +3*, ~~potions of resist energy (fire) 30~~, lesser bracers of archery, boots of elvenkind, cloak of elvenkind, dark blue rhomboid ioun stone, . *Complete Arcane.

ENCOUNTER 4

Fist Sorcerer Snipers (2): male human Rog11/Sor1/Thief-Acrobat5; CR 17; Medium humanoid; HD (1d6)+(1d4)+(5d6)+17; hp 88; Init +10; Spd 30 ft.; AC 29, touch 21, flat-footed 29 (+6 Dex, +7 armor, +1 shield, +5 misc); Base Atk/Grp: +11/+13; Atk +20 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +16/+16 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +14/+14/+14 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +14 melee (1d6+2/18-20, masterwork rapier); Full Atk +20/+15/+10 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +18/+18/+13/+8 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +14/+9/+4 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +6d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +3, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 30 ft, Acrobatic Charge, Defensive Roll, Skill Mastery, Improved Uncanny Dodge, Improved Evasion; AL LE; SV Fort +5 (+8), Ref +17 (+20), Will +5 (+8); Str 14, Dex 20 (22), Con 10 (12), Int 14, Wis 8, Cha 12; *Complete Adventurer*, page 83.

Skills and Feats: Balance +26, Bluff +19, Climb +20, Concentration +2, Diplomacy +3, Disguise +3, Hide +24 (+29), Intimidate +3, Jump +22, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +7 (+9), Move Silently +24 (+29), Open Lock +8, Profession (criminal) +1, Search +20, Spot +17 (+19), Tumble +26, Use Rope +9; Improved Initiative, Light Armor Proficiency, Manyshot, Point Blank Shot, Power Critical (shortbow), Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Skill Mastery (Ex): A 4th-level thief-acrobat becomes so certain in her mobility that she can take 10 on Balance, Climb, Jump, and Tumble skill checks even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): Beginning at 5th level, the thief-acrobat can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature on page 42 of the *Player's Handbook*.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - detect magic, ghost sound, mage hand, resistance; 1st - arrow mind*, critical strike*. *Complete Adventurer.

Possessions: slaying arrow (elf), slaying arrow (dwarf), slaying arrow (human), 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with black lotus extract poison [Contact DC 20, 3d6 Con/3d6 Con]), spell component pouch, +1 bane (human) composite shortbow (+2 Str bonus), masterwork rapier, traveler's outfit, ~~potions of greater mage armor~~, ~~potions of invisibility~~, ~~potions of resist energy (fire) 30~~, ~~potions of shield of faith +5~~, ring of feather falling, arcane scroll of shield (CL 1), +1 mithral buckler, wand of invisibility (CL 3, 25 charges), amulet of health +2, gloves of dexterity +2, vest of resistance +3*, ~~potions of resist energy (fire) 30~~, greater bracers of archery, boots of elvenkind, cloak of elvenkind, dark blue rhomboid ioun stone, .
*Complete Arcane.

ENCOUNTER 6

Half-Black Dragon Scrag Fighters (5): male scrag Ftr8; CR 15; Large dragon; HD (6d10)+(8d10)+98; hp 179; Init +2; Spd 20 ft., Swim 40 ft., Fly 40 ft.; AC 29, touch 11, flat-footed 27 (-1 size, +2 Dex, +9 armor, +9 natural); Base Atk/Grp: +12/+28; Atk +29 melee (1d6+19/19-20, claw); Full Atk +29/+29 melee (1d6+19/19-20, 2 claws) and +18 melee (1d6+6, bite); SA Breath Weapon (Ex) 60' Line of Acid 1/day 6d8 (DC23), Rend (Ex); SQ Can breathe underwater, Darkvision 120 ft., Half-Dragon Wings, Immunity to Acid (Ex), Low-light Vision, Regeneration 5 (Ex), Scent (Ex); AL CE; SV Fort +18, Ref +6, Will +5; Str 35, Dex 14, Con 25, Int 6, Wis 9, Cha 8.

Skills and Feats: Intimidate +7, Listen +5, Spot +6, Swim +16; Alertness, Cleave, Great Cleave, Heavy Armor Proficiency, Improved Critical (claw), Iron Will, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Power Critical (claw), Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Track, Weapon Focus (claw), Weapon Specialization (claw).

Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+23 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water. Of course, half-black dragon scrag are immune to acid and thus take normal damage from fire only.

Possessions: large chain shirt, large peasant's outfit, ~~hat of magic vestment +5~~, ~~potions of magic fang +5~~, ~~potions of resist energy (sonic) 30~~, ~~potions of resist energy (electricity) 30~~, ~~potions of resist energy (cold) 30~~.

ENCOUNTER 8

Agnar Momo: male human Scout15/Rog2; CR 17; Medium humanoid; HD (15d8)+(2d6)+17; hp 112; Init +11; Spd 50 ft.; AC 27, touch 17, flat-footed 27 (+5 Dex, +6 armor, +2 shield, +2 natural, +2 deflection); Base Atk/Grp:

+12/+14; Atk +15 melee (2d4+4/19-20, +1 keen adamantite spiked chain) or +15 melee (2d4+3, masterwork cold iron spiked chain) or +18 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +15 melee (1d6+2/18-20, masterwork rapier); Full Atk +15/+10/+5 melee (2d4+4/19-20, +1 keen adamantite spiked chain) or +15/+10/+5melee (2d4+3, masterwork cold iron spiked chain) or +18/+13/+8 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str bonus)) or +15/+10/+5 melee (1d6+2/18-20, masterwork rapier); SA Skirmish +4d6/+4AC, Sneak Attack +1d6; SQ Evasion, Trapfinding, Fast Movement +20 ft., Trackless Step, Battle Fortitude +2, Uncanny Dodge, Flawless Stride, Blindsight 30 ft., Hide in Plain Sight; AL NG; SV Fort +8, Ref +17, Will +8; Str 14, Dex 18 (20), Con 12, Int 14, Wis 12, Cha 8; Complete Adventurer, page 10.

Skills and Feats: Balance +21, Climb +4, Diplomacy +1, Disable Device +1, Escape Artist +19, Gather Information +0, Hide +25, Jump +5, Knowledge (dungeoneering) +13, Knowledge (geography) +13, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +21, Move Silently +25, Open Lock +4, Search +22, Sense Motive +21, Speak Language +9, Spot +21, Swim +3, Tumble +25, Use Rope +6; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Initiative^B, Improved Trip, Iron Will^B, Light Armor Proficiency, Mobility, Quick Draw, Simple Weapon Proficiency, Spring Attack^B.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing

medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Possessions: +1 keen adamantine spiked chain, gloves of dexterity +2, amulet of natural armor +2, +1 mithral buckler, ring of protection +2, masterwork cold iron spiked chain, 20 masterwork arrows, masterwork composite shortbow (+2 Str bonus), +2 glamered mithral chain shirt, traveler's outfit, masterwork rapier.

ENCOUNTER 9

Grandmother of the Fist Effigy Construct: CR 2; Medium construct; HD 1d10+20; hp 23; Init +7; Spd 45 ft., fly 75 ft. (average); AC 18, touch 14, flat-footed 16 (+2 Dex, +4 armor, +2 natural); Base Atk/Grp: +0/+5; Atk +5 melee (1d4+7, slam); Full Atk +5 melee (1d4+7, slam); SQ DR 1/adamantine; AL CE; SV Fort +0, Ref +3, Will +0; Str 20, Dex 16, Con -, Int -, Wis 11, Cha 1; *Complete Arcane*, page 151.

Skills and Feats: Improved Initiative.

Description: Effigies are magically animated automatons built in the form other living creatures. They

are things of clockwork mechanisms and alchemy, animated by an elemental spirit bound to their mechanical shells. Magical artificers and artisans capable of creating such complex devices are few and far between, so effigies are not at all common. Unlike with most constructs, an effigy creature's true nature is not always immediately obvious. Some are quite lifelike, revealing their true nature only after taking serious damage. An observer must succeed on a DC 20 Spot check to notice that the effigy is an automaton, not a living creature of its type. Effigy creatures do only what they are instructed to do by their creators. They draw no conclusions of their own and follow orders explicitly with no regard for their own safety. The commands given them must be simple, such as "Remain here and attack any elves who enter this room," or "Follow and defend against any who attack my party." An effigy's creator can command it if the effigy is within 60 feet and can see and hear him. If uncommanded, an effigy usually follows its last instruction to the best of its ability, but it will defend itself if attacked. An effigy's creator can order the creature to obey the orders of another individual (who can in turn order the effigy to obey someone else), but the effigy's creator can always resume control over his creation by commanding the effigy to obey him alone. Damaged effigies can be repaired by means of any *repair* spell (see Chapter 4, *Complete Arcane*) or by manual repair in an appropriate workshop or laboratory. The individual performing the repairs must have the Craft Construct feat (see page 303 of the *Monster Manual*) or 10 ranks in Knowledge (architecture and engineering), and must spend 50 gp and 1 hour per hit point restored.

Aleona Ephandril, Grandmother of the Fist: female drow Rog8/Asn10; CR 19; Medium humanoid; HD (8d6)+(10d6)+18; hp 95; Init +11; Spd 30 ft.; AC 24, touch 17, flat-footed 24 (+7 Dex, +6 armor, +1 shield); Base Atk/Grp: +13/+16; Atk +23 ranged (1d6+3 plus poison/19-20/x3, +1 keen bane (human) magebane composite shortbow (+1 Str bonus)) or +21 melee (1d6+4/15-20, +1 keen bane (human) magebane mithral rapier); Full Atk +23/+18/+13 ranged (1d6+3 plus poison/19-20/x3, +1 keen bane (human) magebane composite shortbow (+1 Str bonus)) or +21/+16/+11 melee (1d6+4/15-20, +1 keen bane (human) magebane mithral rapier); SA sneak attack +9d6, death attack (DC 23), spells, spell-like abilities; SQ trapfinding, evasion, trap sense +2, uncanny dodge, poison use, +5 save against poison, improved uncanny dodge, hide in plain sight, darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to sleep spells and effects, SR 29 (11 + class levels); AL LE; SV Fort +6, Ref +20, Will +5; Str 12 (16), Dex 20 (24), Con 12, Int 16, Wis 10, Cha 16.

Skills and Feats: Balance +10, Bluff +22, Diplomacy +7, Disable Device +14, Disguise +24, Escape Artist +10, Gather Information +11, Hide +25 (+30), Intimidate +24, Jump +5, Knowledge (local - Sheldomar Valley

Metaregion) +5, Listen +2, Move Silently +25 (+30), Open Lock +13, Profession (criminal) +2, Search +18, Sense Motive +8, Speak Language +1, Spot +15, Tumble +20; Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Light Armor Proficiency, Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Weapon Finesse.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Assassin Spells Known: (4/4/4/3; Base DC = 13 + Spell Level): 1st - feather fall, jump, obscuring mist, true strike; 2nd - cat's grace, invisibility, spider climb, undetectable alignment; 3rd - deeper darkness, false life, misdirection, nondetection; 4th - dimension door, freedom of movement, greater invisibility, poison.

Possessions: +1 keen bane (human) magebane composite shortbow (+1 Str bonus), +1 keen bane (human) magebane mithral rapier, +1 mithral buckler, +1 mithral chain shirt, 20 +1 poisoned arrows (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), amulet of health +2, boots of elvenkind, cloak of elvenkind, gloves of dexterity +4, noble's outfit, metamagic rod (silent), belt of giant strength +4, wand of greater invisibility (CL 7), greater bracers of archery.

Ulphatrix: female drow Clr15; CR 16; Medium humanoid; HD (15d8); hp 90; Init +3; Spd 20 ft.; AC 25, touch 15, flat-footed 22 (+3 Dex, +10 armor, +1 deflection, +1 insight); Base Atk/Grp: +11/+11; Atk +15 ranged (1d4/19-20, masterwork hand crossbow) or +12 melee (1d8, masterwork heavy mace) or +15 ranged (1d8+1/19-20, +1 light crossbow) or +12 melee (1d6/18-20, masterwork rapier) or +12 melee (1d3+1, +1 whip); Full Atk +15 ranged (1d4/19-20, masterwork hand crossbow) or +12/+7/+2 melee (1d8, masterwork heavy mace) or +15 ranged (1d8+1/19-20, +1 light crossbow) or +12/+7/+2 melee (1d6/18-20, masterwork rapier) or +12/+7/+2 melee (1d3+1, +1 whip); SA Spells, Rebuke Undead, Spell-like Abilities; SQ Aura, Spontaneous Casting, Darkvision 120 ft., +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to saves against enchantment spells and effects, +2 racial bonus on Listen, Search, and Spot checks, detect secret doors, light blindness, immunity to *sleep* spells and effects, SR 26 (11 + class levels); AL NE; SV Fort +9 (+12), Ref +8 (+11), Will +14 (+17); Str 10, Dex 16, Con 10, Int 12, Wis 19 (21), Cha 14 (16).

Skills and Feats: Bluff +17, Concentration +14, Diplomacy +5, Disguise +17, Hide +5, Intimidate +5, Listen +7 (+9), Search +3, Spellcraft +15, Spot +7 (+9); Combat Casting, Divine Cleansing*, Exotic Weapon Proficiency (hand crossbow, whip), Extra Turning, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency (rapier, short sword), Medium Armor Proficiency, Profane Boost**, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency. *Complete Warrior. **Complete Divine.

Spell-Like Abilities (Sp): Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Cleric	Spells	Prepared:
(6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1;		Base DC = 15 + Spell Level): 0 - cure minor wounds, detect magic, guidance (2), inflict minor wounds, resistance; 1 st - bane, bless, deathwatch, divine favor, entropic shield, protection from good*, sanctuary, shield of faith; 2 nd - bear's endurance, bull's strength, calm emotions, hold person, invisibility*, silence, sound burst; 3 rd - bestow curse, dispel magic (3), invisibility purge, magic circle against good*, magic vestment; 4 th - death ward, divine power, freedom of movement, greater magic weapon, spell immunity, unholy blight*; 5 th - dispel good*, divine agility**, dragon breath**, flame strike (2), quickened inflict light wounds; 6 th - heroes' feast, quickened hold person, mass inflict moderate wounds, mislead*; 7 th - blasphemy*, quickened blessed aim**, mass inflict serious wounds; 8 th - mass inflict critical wounds, polymorph any object*. **Complete Divine.

*Domain Spell; Deity: Lolth; Domains: Evil - You cast evil spells at +1 caster level. Trickery - Bluff, Disguise and Hide are class skills.

Possessions: +2 mithral full plate, potion of fly, ring of protection +1, 10 poisoned crossbow bolts (drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours]), masterwork hand crossbow, masterwork heavy mace, +1 light crossbow, ~~3 vials of drow poison~~, masterwork rapier, silver holy symbol, cleric's vestments, +1 whip, periapt of wisdom +2, vest of resistance +3*, metamagic rod (silent, lesser), cape of the mountebank, pink and green sphere ioun stone, dusty rose prism ioun stone, dark blue rhomboid ioun stone. *Complete Arcane.

The Amazing Prestigo: male human Sor18; CR 18; Medium humanoid; HD (18d4)+18; hp 68; Init +6; Spd 30 ft.; AC 22, touch 12, flat-footed 20 (+2 Dex, +3 armor, +2 shield, +5 natural); Base Atk/Grp: +9/+9; Atk +15 melee (2d6+2/19-20, +2 skillful greatsword) or +12 ranged (1d8/19-20, masterwork light crossbow); Full Atk +15/+10/+5 melee (2d6+2/19-20, +2 skillful greatsword) or +12 ranged (1d8/19-20, masterwork light crossbow); SA Spells; SQ Summon Familiar (hawk, +3 Spot in bright light); AL NE; SV Fort +7, Ref +8, Will +11; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 20 (24).

Skills and Feats: Bluff +25, Concentration +21, Diplomacy +9, Disguise +9, Intimidate +9, Knowledge (arcana) +21, Perform (comedy) +8, Sense Motive +2, Spellcraft +23, Spot +3; Arcane Preparation*, Combat Casting, Empower Spell, Improved Initiative, Maximize Spell, Point Blank Shot, Precise Shot, Quicken Spell, Simple Weapon Proficiency. *Complete Arcane.

Sorcerer Spells Known: (6/8/8/8/7/6/5/5/2/2; base DC = 17 + spell level): 0 - acid splash, dancing lights, detect magic, disrupt undead, ghost sound, mage hand, prestidigitation, ray of frost, read magic; 1st - enlarge person, expeditious retreat, mage armor, magic missile, shield; 2nd - blur, glitterdust, Melf's acid arrow, scorching ray, web; 3rd - fireball, fly, haste, hold person; 4th - dimension door, Evard's black tentacles, mass enlarge person, solid fog; 5th - cloudkill, teleport, wall of force, waves of

fatigue; 6th – chain lightning, disintegrate, greater dispel magic; 7th – delayed blast fireball, mass hold person, Mordenkainen's sword; 8th – moment of prescience, polar ray; 9th – time stop.

Arcane Spells Prepared: (0/0/0/0/0/1/2/2/3/1; base DC = 17 + spell level): 5th – quickened magic missile; 6th – quickened glitterdust, quickened scorching ray; 7th – quickened haste, quickened hold person; 8th – quickened Evard's black tentacles, quickened maximized magic missile, maximized empowered fireball; 9th – quickened cloudkill.

Possessions: 10 crossbow bolts, bracers of armor +3, +1 mithral buckler, wand of invisibility (CL 3), masterwork light crossbow, entertainer's outfit, spell component pouch, cloak of charisma +4, potion of greater mage armor*, metamagic rod (silent, lesser), metamagic rod (empower, lesser), +2 skillful greatsword*, amulet of natural armor +5. *Complete Arcane.

Talon the Magnificent: male hawk familiar; Tiny magical beast; HD 1d8; hp 34; Init +3; Spd 10 ft., Fly 60 ft.; AC 26, touch 15, flat-footed 23 (+2 size, +3 Dex, +11 natural); Base Atk/Grp: +9/-1; Atk/Full Atk +14 melee (1d4-2, talons); SA; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with animals of its kind, scry on familiar, SR 21 (master's level +5); AL NE; SV Fort +6, Ref +9, Will +13; Str 6, Dex 17, Con 10, Int 14, Wis 14, Cha 6.

Skills and Feats: Bluff +16, Concentration +20, Diplomacy +0, Disguise +0, Hide +11, Intimidate +0, Listen +4, Knowledge (arcana) +22, Perform (comedy) -1, Sense Motive +4, Spellcraft +24, Spot +16; Alertness, Weapon Finesse^B.

Tura ap Branwyn: female human Rgr17; CR 17; Medium humanoid; HD 17d8+34; hp 128; Init +7; Spd 30 ft.; AC 25, touch 18, flat-footed 18 (+7 Dex, +5 armor, +1 deflection, +2 shield); Base Atk/Grp: +17/+19; Atk +27 ranged (1d8+4/x3, +1 bane (human) composite longbow (+2 Str bonus)) or +23/+23 ranged (1d8+4/x3, +1 bane (human) composite longbow (+2 Str bonus)) or +21/+21/+21 ranged (1d8+4/x3, +1 bane (human) composite longbow (+2 Str bonus)) or +19/+19/+19/+19 ranged (1d8+4/x3, +1 bane (human) composite longbow (+2 Str bonus)) or +20 melee (1d8+4/19-20, +1 adamantite bane (human) longsword) or +20 melee (1d6+3/19-20, +1 adamantite bane (giant) short sword); Full Atk +27/+22/+17/+12 ranged (1d8+4/x3, +1 bane (human) composite longbow (+2 Str bonus)) or +25/+25/+20/+15/+5 ranged (1d8+4/x3, +1 bane (human) composite longbow (+2 Str bonus)) or +20/+15/+10/+5 melee (1d8+4/19-20, +1 adamantite bane (human) longsword) or +18/+13/+8/+3 melee (1d8+3/19-20, +1 adamantite bane (human) longsword) and +18/+13/+8/+3 melee (1d6+2/19-20, +1 adamantite bane (giant) short sword); SA favored enemy (aberration +2, dragon +2, giant +2, human +8), spells; SQ wild empathy, combat style (archery), animal companion, improved combat style (archery), woodland stride, swift tracker, evasion, combat style mastery (archery), camouflage, hide in plain sight; AL LE; SV Fort +12, Ref +17, Will +7; Str 14, Dex 20 (24), Con 14, Int 12, Wis 10 (14), Cha 8.

Skills and Feats: Handle Animal +17, Hide +25 (+30), Knowledge (dungeoneering) +19, Listen +20, Move

Silently +25 (+30), Search +19, Spot +20, Survival +20; Endurance^B, Greater Two Weapon Fighting, Improved Buckler Defense, Improved Precise Shot^B, Improved Two Weapon Fighting, Light Armor Proficiency, Manyshot^B, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot^B, Shield Proficiency, Simple Weapon Proficiency, Track^B, Two Weapon Fighting.

Ranger Spells Prepared: (3/3/2/1; Base DC = 12 + Spell Level): 1st – arrow mind*, longstrider, resist energy; 2nd – barkskin, cat's grace, nature's favor; 3rd – greater magic fang, phantasmal decoy**, 4th – bane bow**. *Complete Adventurer. **Complete Divine.

Possessions: +1 bane (human) composite longbow (+2 Str bonus), 40 arrows, +1 adamantite bane (human) longsword, +1 adamantite bane (giant) short sword, +1 mithral chain shirt, traveler's outfit, periapt of wisdom +4, boots of elvenkind, cloak of elvenkind, greater bracers of archery, ring of protection +1, gloves of dexterity +4, +1 mithral buckler.

Timor, Tura's Animal Companion: male dire wolf; Large animal; HD 6d8+18; hp 50; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk/Grp: +4/+15; Atk/Full Atk +11 melee (1d8+10, bite); SA trip; SQ low-light vision, scent, link, share spells, bonus tricks (1); AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent); Alertness, Run, Track^B, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fist Sorcerer Snipers (2): male human Rog11/Sor1/Thief-Acrobat5; CR 17; Medium humanoid; HD (11d6)+(1d4)+(5d6)+17; hp 88; Init +10; Spd 30 ft.; AC 29, touch 21, flat-footed 29 (+6 Dex, +7 armor, +1 shield, +5 misc); Base Atk/Grp: +11/+13; Atk +20 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +16/+16 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +14/+14/+14 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +14 melee (1d6+2/18-20, masterwork rapier); Full Atk +20/+15/+10 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +18/+18/+13/+8 ranged (1d6+4/x3, +1 bane (human) composite shortbow (+2 Str bonus)) or +14/+9/+4 melee (1d6+2/18-20, masterwork rapier); SA Sneak Attack +6d6, Spells; SQ Evasion, Summon Familiar, Trapfinding, Trap Sense +3, Uncanny Dodge, Fast Acrobatics, Kip Up, Steady Stance, Agile Fighting, Slow Fall 30 ft, Acrobatic Charge, Defensive Roll, Skill Mastery, Improved Uncanny Dodge, Improved Evasion; AL LE; SV Fort +5 (+8), Ref +17 (+20), Will +5 (+8); Str 14, Dex 20 (22), Con 10 (12), Int 14, Wis 8, Cha 12; Complete Adventurer, page 83.

Skills and Feats: Balance +26, Bluff +19, Climb +20, Concentration +2, Diplomacy +3, Disguise +3, Hide +24

(+29), Intimidate +3, Jump +22, Knowledge (local – Sheldomar Valley Metaregion) +4, Listen +7 (+9), Move Silently +24 (+29), Open Lock +8, Profession (criminal) +1, Search +20, Spot +17 (+19), Tumble +26, Use Rope +9; Improved Initiative, Light Armor Proficiency, Manyshot, Point Blank Shot, Power Critical (shortbow), Precise Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (shortbow).

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively). In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet. If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): A 3rd-level thief-acrobat can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or to swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, the thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat, the thief-acrobat can attempt to roll with the damage. To use this ability, the thief-acrobat must attempt a Reflex saving throw (DC =

damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll – if she is denied her Dexterity bonus to AC, she can't use this ability. Evasion does not apply to the defensive roll. At 5th level, the thief-acrobat may use this ability twice per day.

Skill Mastery (Ex): A 4th-level thief-acrobat becomes so certain in her mobility that she can take 10 on Balance, Climb, Jump, and Tumble skill checks even if stress and distractions would normally prevent her from doing so.

Improved Evasion (Ex): Beginning at 5th level, the thief-acrobat can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature on page 42 of the Player's Handbook.

Sorcerer Spells Known: (5/4; base DC = 11 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *resistance*; 1st - *arrow mind**, *critical strike**. *Complete Adventurer.

Possessions: *slaying arrow (elf)*, *slaying arrow (dwarf)*, *slaying arrow (human)*, 20 +1 arrows (2 poisoned with drow poison [Injury DC 13, Unconsciousness/Unconsciousness for 2d4 hours] and 2 poisoned with black lotus extract poison [Contact DC 20, 3d6 Con/3d6 Con]), spell component pouch, +1 *bane (human) composite shortbow* (+2 Str bonus), masterwork rapier, traveler's outfit, ~~*potion of greater mage armor*~~, ~~*potion of invisibility*~~, ~~*potion of resist energy (fire) 30*~~, ~~*potion of shield of faith +5*~~, *ring of feather falling*, *arcane scroll of shield (CL 1)*, +1 *mithral buckler*, *wand of invisibility (CL 3, 25 charges)*, *amulet of health +2*, *gloves of dexterity +2*, *vest of resistance +3**, *potion of resist energy (fire) 30*, *greater bracers of archery*, *boots of elvenkind*, *cloak of elvenkind*, *dark blue rhomboid ioun stone*. . *Complete Arcane.

DM AID – NEW RULES ITEMS

NEW FEATS

Arcane Preparation (*Complete Arcane*)

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell – but without an increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

Divine Cleansing (*Complete Warrior*)

You can channel energy to improve your allies' ability to resist attacks against their vitality and health.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, you can spend one of your turn or rebuke undead attempts to grant all allies (including yourself) within a 60 ft. burst a +2 sacred bonus on Fort saves for a number of rounds equal to your Cha modifier.

Energy Substitution (*Complete Arcane*)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcane) 5 ranks, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* spell composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Improved Buckler Defense (*Complete Warrior*)

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your AC.

Prerequisites: Shield Proficiency.

Benefits: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your AC.

Normal: Without this feat, a character wielding a buckler shield who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his next turn.

Special: A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

Power Critical (*Complete Warrior*)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Profane Boost (*Complete Divine*)

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisites: Ability to rebuke undead.

Benefits: You can spend a rebuke attempt as standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

NEW ITEMS

Magebane Weapon Special Ability (Complete Arcane)

Weapons crafted with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a +1 longsword becomes a +3 longsword when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane bows, crossbows, and slings bestow this ability upon their ammunition. Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.

Skillful Weapon Special Ability (Complete Arcane)

Highly prized by many arcane spellcasters, a skillful weapon can be wielded without penalty by a character not normally proficient with it. In addition, the wielder's base attack bonus improves to a minimum of $\frac{3}{4}$ his level (as a cleric of the same character level) when he attacks with a skillful weapon, though he gains no such bonus with any other weapon, even if a skillful weapon is wielded at the same time. The skillful special ability can be added only to melee weapons. Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *Tenser's transformation*; Price +2 bonus.

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws. Faint abjuration; CL: 5th; Prerequisites: Craft Wondrous Item, *resistance*, creator's CL must be at least three times the vest's bonus; Market Price: 1,000 gp (+1), 9,000 gp (+3); Weight: 1 lb.

NEW SPELLS

Arrow Mind (Complete Adventurer)

Divination

Level: Ranger 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 min./level

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow*, composite greatbow*, composite shortbow, or composite longbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square. * See *Complete Warrior*.

Material Component: A flint arrowhead.

Bane Bow (Complete Divine)

Evocation

Level: Ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ranged weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel divine power into any ranged weapon you choose. The weapon gains a +5 enhancement bonus on attack and damage rolls, plus the bane quality (+7 enhancement bonus on attack and damage rolls, plus an additional 2d6 points of damage) against foes of a type you specify. You must choose one of your favored enemy categories as the type that your *bane bow* is effective against. The spell is automatically cancelled 1 round after the weapon leaves your hand. You cannot have more than one *bane bow* at a time. If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with other spells that modify weapons in some way. This spell does not work on artifacts.

Note: A masterwork weapon's bonus on attack rolls does not stack with a magic enhancement bonus on attacks. Ammunition fired from a *bane bow* loses its magic qualities (taking those of the *bane bow* instead), but it retains its material qualities for the purpose of overcoming damage reduction. For example, a *bane bow* can still shoot silver arrows that bypass the damage reduction of lycanthropes.

Blessed Aim (Complete Divine)

Divination

Level: Blackguard 2, Cleric 3, Paladin 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. spread, centered on you

Duration: Concentration.

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

Critical Strike (Complete Adventurer)

Divination

Level: Assassin 1, Sorcerer/Wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

Divine Agility (Complete Divine)

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living Creature Touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, a +4 enhancement bonus to Dex, and the Spring Attack feat on the target for the duration of the spell.

Dragon Breath (Complete Divine)

Evocation [Good or Evil]

Level: Cleric 5, Sorcerer/Wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level.

You gain the ability to breathe a gout of energy that mimics a dragon's breath as a standard action. Once you've used the breath attack, you must wait 1d4 rounds before doing so again. When you cast *dragon breath*, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half

White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of <i>sleep</i> , last 1d6 rounds	Will negates
Bronze	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of <i>slow</i> , last 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis, last 1d6 rounds	Fort negates

Mage Armor, Greater (Complete Arcane)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Phantasmal Decoy (Complete Divine)

Illusion (Phantasm) [Mind-Affecting]

Level: Ranger 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You create a phantasmal image of the subject's most hated enemy by sifting through the subconscious mind of the subject. Only you and the spell's subject can see the phantasmal creature, and the phantasm seems blurry and indistinct to you. A creature of Int 3 or lower automatically chases after a phantasmal decoy, and most intelligent creatures are likely to do as well unless such action would be obviously foolish. As a move action, you can move the phantasmal decoy up to 60 feet in any direction. Because it's not real, the phantasmal decoy isn't affected by terrain that slows movement (although you can slow its progress voluntarily if you like to help maintain the façade of realism). The target gets a Will save if she successfully attacks the phantasmal decoy or moves adjacent to it.

DM AID – NPC PERSONALITIES

THOSE WORKING FOR LAW

Ferrule Garde

Ferrule Garde is the premier Special Constable in Gran March. Special Constables are hired investigators trained in the investigation of extraordinary crimes and the apprehension of difficult criminals. They operate in a guild-like structure where members take on individual assignments but can call on the resources of the membership when necessary. Garde has an exclusive contract with the Commandant to investigate any and all incidents that the Commandant feels is important. Thus, he is the *de facto* chief law enforcement officer of Gran March. If asked, Garde will say his vast array of gear comes from all of the criminals he has apprehended over the years. Garde is in his forties, has grey eyes, and has brown and gray hair down to his shoulders. He is 74 inches tall and weighs 190 pounds. He has a no-nonsense demeanor and does deal in trivialities.

THOSE WORKING FOR THE CORPORATION

The Toecutter (created by Pete Winz)

The Toecutter (no one knows his real name) stands almost six feet tall and looks to be just past middle age. He wears a pair of short swords with ivory skull pommels strapped to his thighs. Thick slabs of dense muscle ripple beneath his sleeveless tunic and he moves with catlike grace. His wide, adamantine-studded belt and ornate bracers catch the eye, but his face draws more attention. He has a number of deep scars on his cheeks, one of which pulls the right side of his mouth into an almost sardonic grin even while the other side is set in a tight line. His left ear appears to have been half chewed off. His hair has been cut down to brown fuzz, and tales of other past injuries are written in the scars across his scalp. But perhaps his most arresting feature is his dark eyes that seem to fix you like a needle through a bug in a display case. Though his speech is quite coarse and lacks refinement, he has a keen mind and a discerning eye. He will be jovial, but the threat of action is almost always present.

Any PCs who are members of the Corporation or who are Gran March residents with 2 or more rogue levels recognize him immediately and know that he has an extremely nasty reputation for preying upon thieves (Corporation members also know that he is a member and that he preys only upon non-members). It is said that he takes the smallest toe from the right foot of his victims, but no one knows what he does with them. He has been around long enough to head up a Chapter House if he was so inclined, but he seems to prefer to operate alone. He has connections with most of the Hookhill underworld and is such an intimidating figure that most go out of their way to help him in whatever way he asks.

THOSE WORKING BOTH SIDES OF THE STREET

Agnar Momo

Born near Ironwall Keep, Agnar has been in the Scouts of the 4th Battle since he mustered. He has a natural aptitude for scouting which also drew the attention of The Corporation. Agnar was recruited and is now a full member. He is not personable, but tries really hard to fit in. He has an interest in secrets, both in uncovering them and keeping them for himself. This is what makes him a good scout and a good member of The Corporation.

His one flaw appears to be that he is overly trusting for a member of the Corporation. He assumes that anyone on his team is working to accomplish whatever mission they have. Thus, he was a sitting duck for betrayal by Prestigo and Tura.

THE BIG BAD

Aeleona Ephandril, the Grandmother of the Fist

Though not present at the Fist base at the time of this adventure, Ephandril's leadership and influence are the foundation of all that the PCs encounter. She goes beyond any stereotype of rogue, assassin, or even drow. An expatriate from the drow realm due to her rejection of the capricious nature of drow advancement (meaning that she did not want to take a chance on becoming a drider), Ephandril took what magic items she could steal and became an assassin for various unsavory nobles in Sterich during the Greyhawk Wars. She even got involved in a small way with other outcast drow in a plot to replace certain local officials in Istivin with drow in order to gain power in that city. When five of the

drow impersonators were found dead, desiccated, and mutilated, Ephandril and her cohort Ulphatrix left Sterich in disguise to seek their fortune in a more stable nation.

They eventually found their way to Hookhill and learned of The Corporation. Ephandril's talents, nurtured in the Underoerth and sharpened in Sterich, allowed her to advance rapidly in the Corporation's ranks. She got the attention of the leader of the Corporation. He then made the mistake of believing that, just because she knew and respected the nature of a contract, she could be trusted with the security of the organization. Thus, after he had killed the previous Grandfather of the Fist in a power struggle, he promoted Ephandril to Grandmother of the Fist.

Ephandril did do as she was told for the first year of her tenure. She started feeling like her talents for killing as well as those in the Fist were being wasted as they were almost never called on to assassinate anyone. She also questioned the prohibition on attacking military targets. Eventually, Ephandril felt like she would make a better leader of The Corporation.

Learning from her predecessor that overt assault was a risky and deadly proposition, she decided to see if there were others who felt the same as she. As successful drow are want to do, she would bide her time, gather strength, and wait for the right moment to strike when her foe is at his weakest. Thus, she formed the rogue faction of The Corporation. She would put herself in the leadership on the backs of others in the organization. She got some Corporate bands to rob and infiltrate military targets. Unfortunately, Rhal ap Ogwen, one of her recruited associates, got captured with military documents by some adventurers working for the 20th Battle. Thus, her plans began to unravel.

About that time, she learned of an unauthorized and unsanctioned plot to kill former Commandant Petros and Commandant Vrianian. Her leader told her to stop the plot. She instead made a deal with the plotters. She would get some of her people along with some outside connections to capture Vrianian and kill Special Constable Garde, who was a thorn in her plans as well. Her people succeeded in killing Garde, but only succeeded in scaring Vrianian. Vrianian, in retribution, resurrected Garde, who in turn swore to bring the assassins and their backers to justice or the grave. Garde succeeded in pruning the outer elements

The Amazing Prestigo

While growing up in Shibolet, young Ultan found that he had a natural aptitude for magic. The Gran March military noticed this as well and trained him as a sorcerer. He served rather unremarkably in the 9th Battle and, upon mustering out, went to work as a stage magician, officially changing his name to "The Amazing Prestigo". His act typically involves minor prestidigitation and minor animal acts with his familiar, Talon the Magnificent, smothered in less than snappy patter. Prestigo is one of the few non-bards who are members of the Bardic Guild and they consider his performances as rather crude in terms of showmanship. He is loud and boisterous so his audiences tend to agree with the Guild. He therefore also contracts his services to whoever will pay him so long as no innocents get hurt. Prestigo is only a Registrant of Syrloch and thus does not have many of the restrictions that Graduates have. Somewhere along the line, Prestigo killed someone and found that he liked it. Thus, he eventually found his way into the Fist organization as a traveling arcane assassin for hire, using his entertainment tours as a cover.

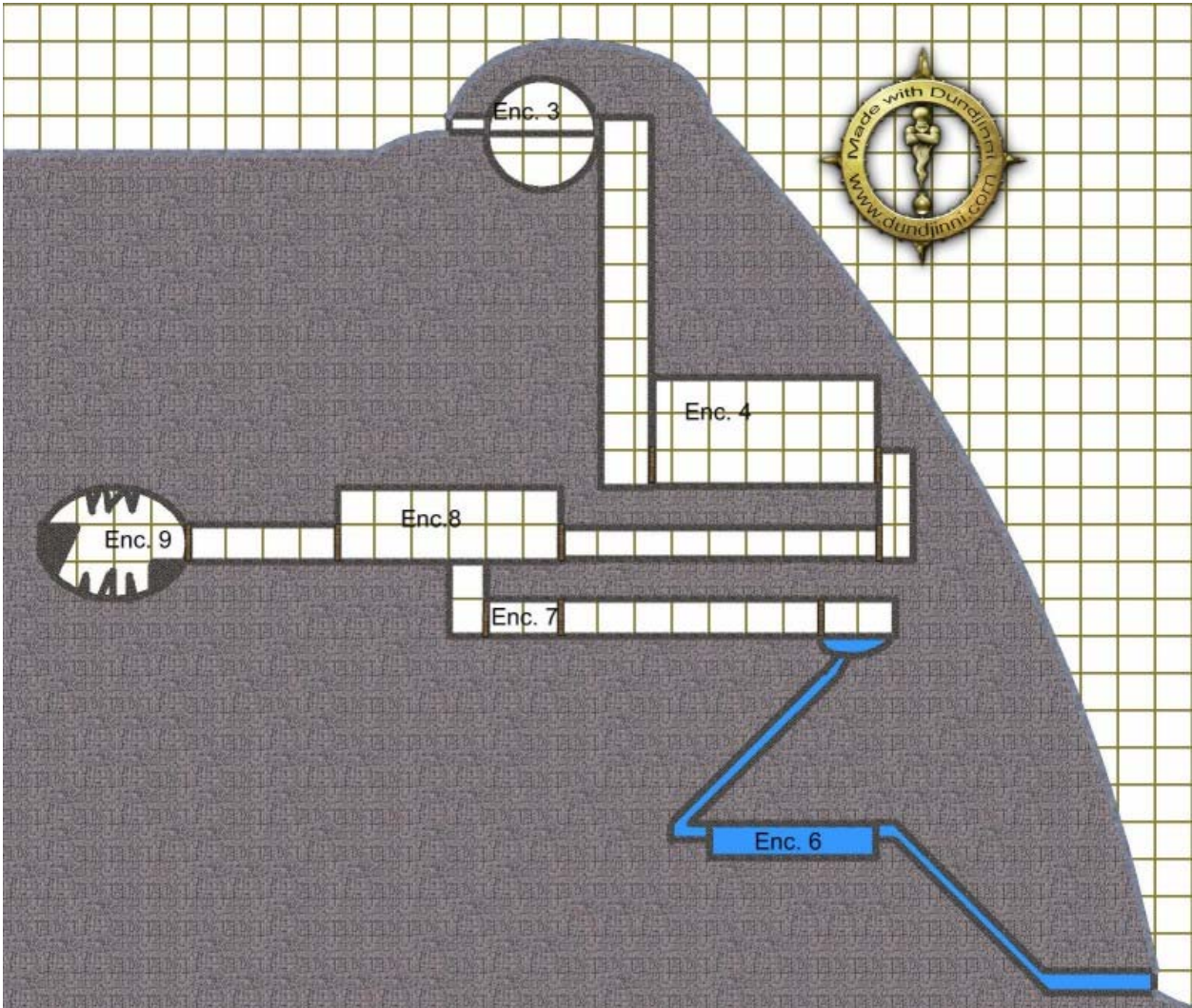
Tura ap Branwyn

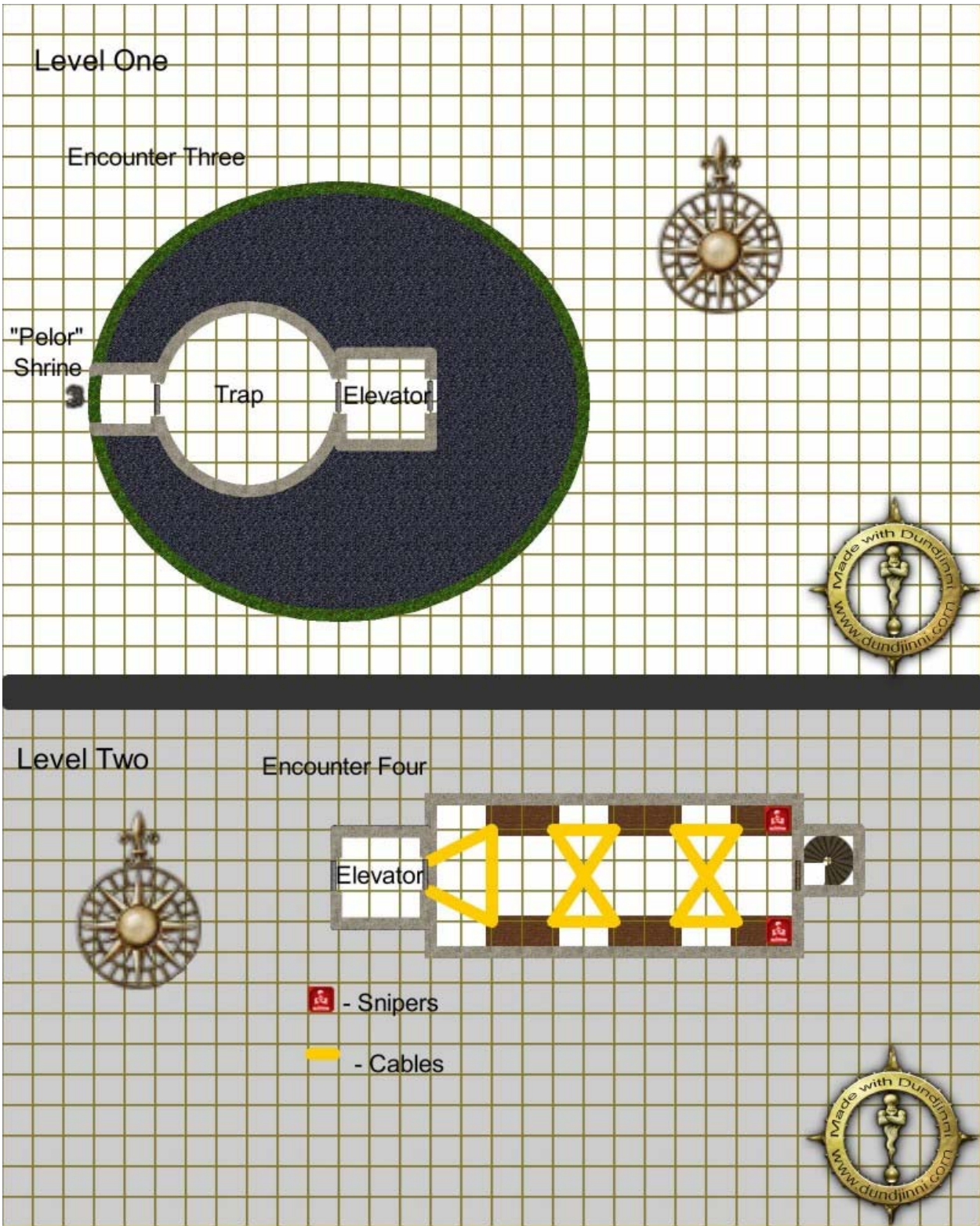
A Geoff refugee, Tura has foregone military service in Gran March and is instead a bounty hunter for hire. She is quite a stickler about her contracts and will want to eliminate any who stand in her way. Tura is not one for much discussion, particularly if it takes too much time in a time-sensitive assignment. If it comes down to it, she will be the first one to grow impatient in the final encounter and engage the PCs.

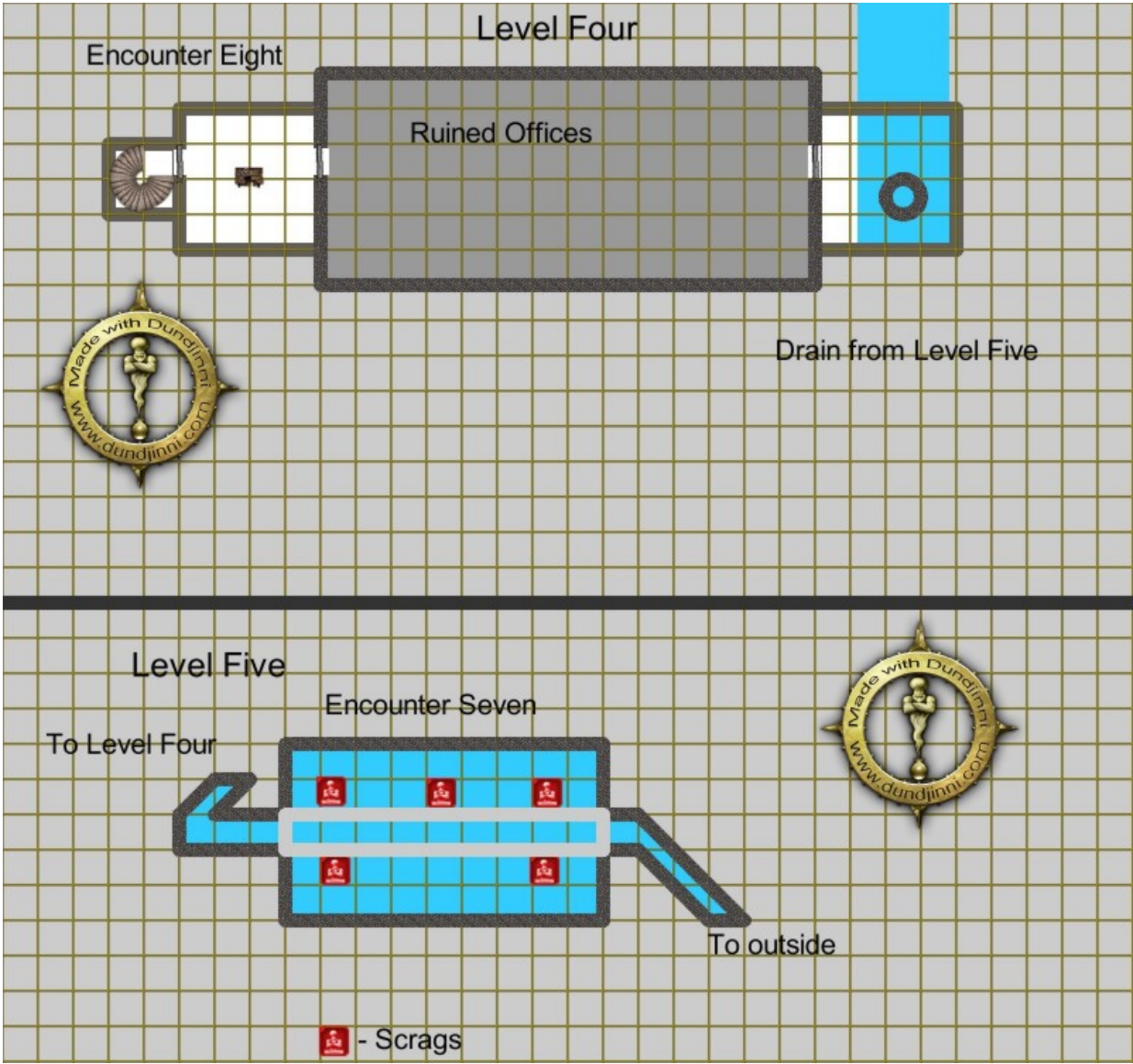
Ulphatrix, Clerical Follower of the Grandmother of the Fist

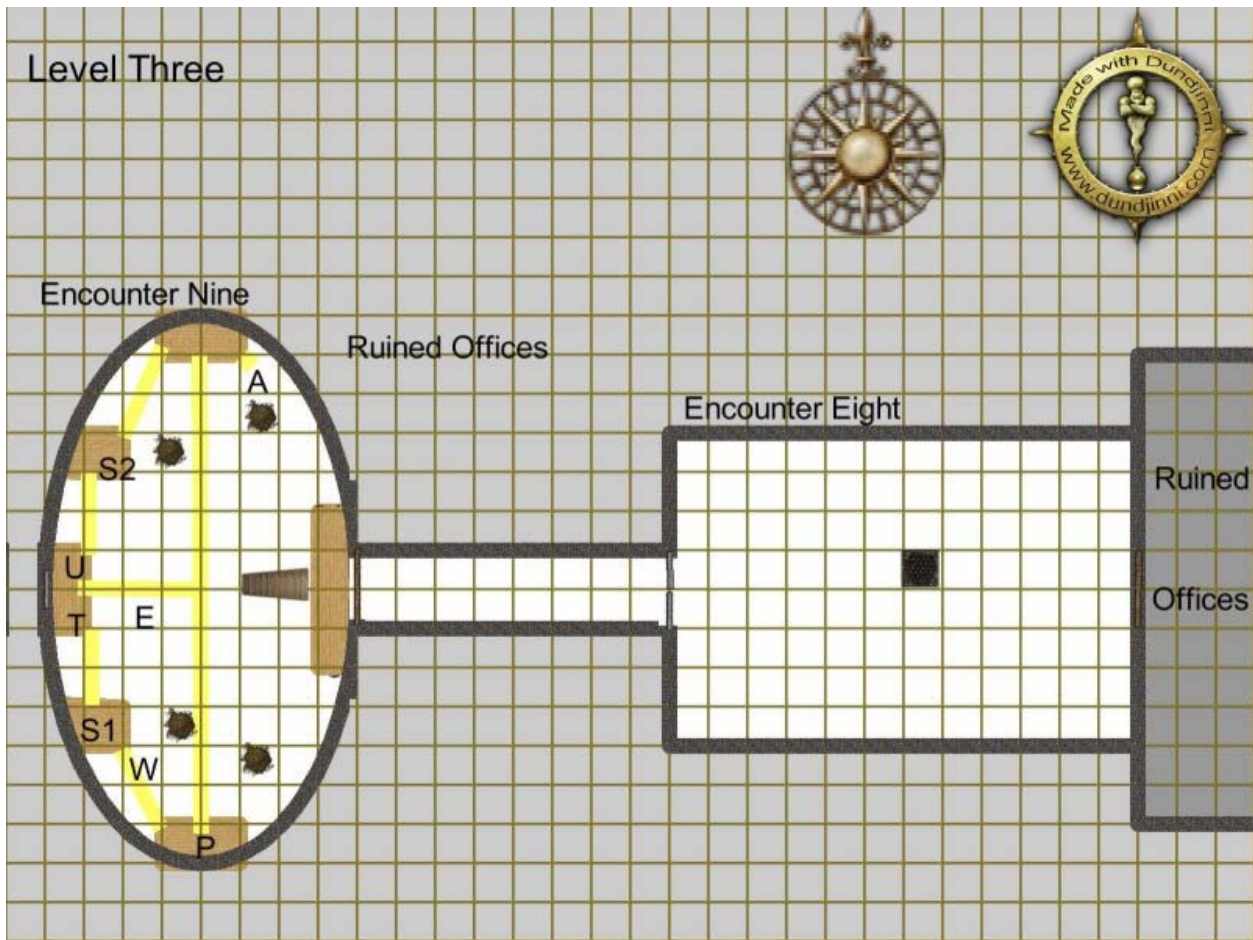
Unlike her friend and leader Aeleana Ephandril, Ulphatrix did pass the test of Lolth. She, however, was not one to follow the caprice of her god, but wanted to use both law and chaos to gain evil. Lolth did not object and continued to grant her power. The evil her servant would bring would also bring chaos in spite of Ulphatrix's feelings to the contrary.

Ulphatrix saw Ephandril as the way to do evil for evil's sake and became her follower. She followed her through her exploits in Sterich and on into The Corporation. Ulphatrix also became one of the Fist. Ulphatrix's loyalty to the one who brought so much evil to Oerth is steadfast. Drow do not believe in love, but what Ulphatrix feels for her master is the closest thing to that emotion that one drow can feel for another. Ulphatrix will die for Ephandril in order for the evil to live on, even if she herself cannot.









Legend:

- A Grandmother of the Fist
- E Grandmother of the Fist Effigy Construct
- P The Amazing Prestigo
- S1, S2 Fist Sorcerer Snipers
- T Tura ap Branwyn
- U Ulphatrix
- W Timor, Tura's Wolf Companion

CRITICAL EVENT SUMMARY: GRM5-03 PRUNING AT THE ROOT

1. What Path (Law or Corporate) did the PCs follow and what was the table's APL?
2. **For the Law Path Only:** Did the party find any evidence that the Fist organization was the Corporation and did they (in-character) believe that they finished the Corporation?
3. **For the Corporate Path Only:** Did the party plant any of the evidence given to them by the Toecutter?
4. Did any PCs die during this adventure? If so, who?
5. **For APL 14+ only:** Did the Grandmother of the Fist escape? Was she killed? Was she captured and taken back to Hochoch (either to Special Constable Garde or to the Toecutter)?
6. Was Agnar Momo captured? Was he killed? Was he exposed as a Corporation member (especially by a party on the Law Path)?
7. Did any of the other named NPCs escape? Were any of them captured alive?
8. Did any of the PCs contact The Toecutter about the evidence of Nydia Ramster's murder?
9. Did the players appear to have a good time?
10. List any player suggestions about how the adventure could be improved?

Please e-mail the results from this critical event summary to Will Dover (aeontrin@aol.com), or have your Senior Gamemaster do so, for all tables run from April 15, 2005 to June 15, 2005.