

COR5-02



VOICE OF REASON

A TWO-ROUND D&D[®] LIVING GREYHAWK[™] CORE ADVENTURE

Version 1

by Pierre van Rooden

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Something stalks the people of Moorwych. Something steals their cattle and invades their homes. The people of Moorwych know who it is... and they seek justice. But, are the usual suspects the enemy this time? Countess Tasali Bregohan hopes the truth will prevent blood being shed. But if the truth can be found, it had better be found quickly. The pitchforks are readied and the torches set aflame. A two-round core adventure set in the Solnor Compact, and sequel to the Sunndi regional adventure *SND4-01 Arrows of the Sun*.

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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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 DM (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 Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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.

Advise characters to buy riding dogs to help protect them, and fight for them.

1.

Time Units and Upkeep

This is a standard two-round Core adventure, set in the Solnor Compact. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

ADVENTURE BACKGROUND

This adventure is set in Moorwych, a small thorp in Ruian, a strip of land under the regency of the city state of Ountsy, member of the Solnor Compact. Ruian is a strip of coastline, not very fertile, and riddled with rocky shores interspersed with high chalky cliffs. It is a borderland between the lands of Ountsy and those of Rel Astra, the largest city-state of the Compact. While the city-states are supposedly equals, nobody has doubts that the real power is in the hands of Drax, the Lord Protector of Rel Astra, an undead despot who rules with a tight fist.

Moorwych is the only community in Ruian. Its inhabitants survive by fishing and raising cattle. They pay taxes to Ountsy, but are otherwise ungoverned since Lord Rynaster died unmarried and childless ten years ago. In all this time, little attention has been given to the population of Ruian, barring the occasional passage of the Ountsy tax collectors. Ountsy has had no true interest in the mostly barren area and the noble family that owns the land has not shown itself in ages.

When Rynaster died, the lands passed to his distant relatives, the Bregohans, an impoverished noble family in the Kingdom of Sunndi. Bereft of their money by the squandering habits of a now deceased patriarch, the family had no means to support the lands that they had been granted. Pride, however, has prevented them from selling the lands off.

A year ago, Armenis Bregohan married the young and pretty Tasali of Evernaght. Tasali brought with her a fortune, inherited from her father, who reputedly earned it with dubious dealings and smuggling—a rumor the young woman has always refused to comment on. Tasali's money bought her not only the status she desired—it also gave her power. Browsing through the family's properties, she noticed the lands in the Solnor Compact. Having an eye for business and no respect for traditions, Tasali started an inquiry into the state of the lands. Against her husband's wishes, she arranged a meeting with a high-level official of Rel Astra, who expressed interests in the lands. Seeing an opportunity to get rid of what looked to her like a money pit, she left for the Solnor coast to investigate. Her husband, embroiled in a local conflict, finally let her go after being assured he would have the final word in the matter.

The official explained that Rel Astra had an interest in the lands for a political reason. The ruler of Ountsy had shown a favorable disposition toward the Kingdom of Ahlissa. Obviously infighting in the Compact would be bad for the status quo, so instead the city of Rel Astra is looking for allies to convince Ountsy through diplomatic means to focus on the unity of the Compact, rather than on a country doomed under the rule of a ruler of questionable sanity and honor. As such, the official enticed Tasali to sell her lands to the Revyx family, who own a county in Ountsy bordering Ruian. The Revyx are related to Drax, Lord Protector of Rel Astra.

Of course, should the Lady decide to instead install a new regent, Rel Astra is willing to help her choose a suitable replacement. As hindsight, the official noted that the Lord Protector has shown interest in the rich family history of the Raynastors, and their rumored extensive library on heraldic lore. Such lore would probably go a long way to build up a rich relation with the single most prominent family in the Solnor Compact.

Tasali listened quietly, but she quickly concluded that there must be more to her lands than getting the political upper hand in a minor dispute. Since she could not get more information through talks, she decided instead to travel to Ruian herself, and see what the lands looked like, before deciding on her next step. Possibly a careful search of the estate would yield the true treasures that the city-state Ountsy desired to obtain.

The Sisters

When Tasali arrived at her estate, she was shocked to find that someone had beaten her to it. A covey of hags from the north had invaded the mansion. They quickly captured Tasali and Alamanha, the official accompanying her. They locked up Tasali and tortured her for their amusement. Alamanha was dominated by Rocx to be used as a pawn.

The hags moved into the Bregohan Estate, as it was poorly maintained and the only person living there was rather reclusive. Known as the Wrath Sisters, they were hired to deal with the captured spirit of a renowned seer.

The spirit is Certhaione, a cleric of Sehanine Moonbow gifted with a talent of prophecy. During her life, Certhaione made quite a number of prophecies, noticeable

in their accuracy and the rather unsettling severity of the events heralded. Unfortunately, they were also cryptic, and often events had already occurred before the prophecy could be deciphered. Her last cryptic prophecies have not yet come to pass, but many fear that they are nearing.

On the command of an as yet unknown entity, Certhaione was abducted and tortured. As she died, her spirit was trapped in a specially forged olven blade, which was brought by a messenger to a covey of hags, who know a special ritual in which they can question dead spirits and force them to obey. The ritual has been performed every new moon, but up until now Certhaione has been resisting the magical torture.

Seeing the usefulness of the captured nobles, the hags had used Rocx to dominate Alamanha, and then used *veil* to mask one of their own minions as Tasali, ensuring that the populace of the nearby village will not come to investigate.

Meanwhile, the covey's presence and their minions' preying on the nearby village have spurned ill will between the locals and an Attloi tribe (land-dwelling cousins of the Rhenee) that have set up camp nearby. Both groups blame each other for accidents that have occurred with alarming frequency, including the death of livestock and strange sightings in the woods.

Already fights have broken out, and when the PCs arrive the situation is ready to burst into a small-scale war.

ADVENTURE SUMMARY

Round 1

The PCs are confronted with tensions between the villagers and the Attloi. As they deal with these tensions and try to deduce the cause, they meet the false Tasali, who hires them to investigate the case, hoping to lead them into a trap and set her minions on them. Eventually the PCs must conclude that Tasali is bad company, and confront her. This leads them to investigate the mansion.

Introduction: Traveling along the coast, the PCs happen upon a strange fog. The restless spirit of Certhaione has conjured the fog to issue a warning and seek for help in her release. Unfortunately, before she can convey a proper message, her spell is disrupted, and the PCs are shaken back into the real world, only to be confronted with a new problem.

Encounter 1—Up a Tree: Cries for help and the angry calls from a nearby group of humans lead the PCs into an orchard. Three men have chased Ley, a young Attloi, up into a tree, seeking vengeance for her mischievous behavior. While Ley is not exactly innocent, the humans are obviously out for her blood and the PCs might need to prevent a hanging.

Encounter 2—Moorwyck: The PCs can visit the village and learn of the enmity between villagers and the Attloi. They can talk to several people who can relate various run-ins (real or imagined) with the traveling group. PCs may also learn about the cattle that was stolen or slaughtered, and a girl that mysteriously disappeared.

Encounter 3—The New Baroness: The PCs meet the false Tasali, who asks them to talk with the Attloi on the

village behalf, and to set up a meeting. In reality, though, 'Tasali' hopes to set up an ambush for the Attloi oma.

Encounter 4—The Caravan: The PCs visit the Attloi caravan (on their own or with Tasali's invitation). The PCs learn of an Attloi boy who has mysteriously disappeared. The PCs meet the Attloi 'oma', a woman who leads the tribe and can foretell the future. If they listen to her, she warns the PCs of the doom that is awaiting them, and tells them that she who grants visions (Certhaione) may give in to reason. She also knows, through visions, of a traitor, but she doesn't know who that is.

If the PCs bring the invitation, she agrees and accompanies them to the designated spot, taking Ley (if she wasn't hanged) and one other Attloi with her as guides.

Encounter 5—Ambush: The false Tasali has sent her minions to deal with the PCs. Aside from them, the other Attloi that accompanies them also works for the hags, and turns on his own clan members.

After dealing with the ambush, PCs should know that something is wrong with the noble woman Tasali, and may decide to confront her.

Encounter 6—Confronting the Baroness: Once the PCs confront Tasali, she uses a triggered spell item to summon a demon to fight for her.

Once she is defeated, she reverts to her normal form. This should alert the PCs that the real Tasali is probably dead or imprisoned, and prompt them to investigate the mansion. If they do not conclude this themselves, the Rel Astra official asks them to, as he cannot do so himself without risking conflict with Ountsy.

Round 2

In round two, the PCs enter the Estate. This is essentially a dungeon crawl, in that the PCs have to invade the mansion and seek out the hags. Once they enter the mansion they have one day or night to stop the hags. After that, the hags come looking for them.

Encounter 7—The Gate: A number of ogres guard the garden and mansion entrance, hidden in the cover provided by a *mirage*.

Encounter 8—The Hall: The entrance to the estate may be warded by a trap, which triggers an alarm (a piercing scream) when a non-evil creature of Small or larger size enters the hall.

During the day, this alerts the hags, who come to deal with the intruders. It also wakes Rocx from slumber.

During the night, the hags are too busy with the ritual. Rocx does not immediately react to the alarm, but seeks to confront the PCs later.

The hags' low-level grunts prepare to deal with the intruders both during the day and night. Obviously an attack at night is more beneficial in this regard.

Encounter 9—The Kitchen: The terrified tenant of the estate is in the kitchen, tied to the sink with a chain. If saved, the tenant can give information about what is really happening.

Encounter 10—The Servant's Quarters: Minions guard the real Tasali Bregohan, and the girl Nyn, who are held captive in the servant's quarters. These servants may be encountered earlier if the alarm goes off.

During the day, the annis may also be here (depending on APL).

Encounter 11—The Upper Floors: At night Rocx tries to approach the PCs with a truce. An offer that may be tempting if the PCs are not so eager to face combat with a vampire and his ghastly minions.

Encounter 12—The Library: During the night, undead search the remains of the Bregohan library (containing mostly religious and historic works) for useful lore. One of these works stands out: a tome containing the history of the Aerdian noble house Rax.

During the day, the greenhag may be found here (depending on APL).

Encounter 13—The Bath and Bedrooms: During the day, the hags may be found in these rooms, resting or relaxing.

Encounter 14—The Chapel: A trap is set near the top door leading to the chapel. The door is on the second floor (the main doors on the first floor are blocked by a force cage).

The trap is a trapdoor that deposits the PC(s) in the force cage.

During the day, the vampire and his minions linger here. The vampire is in his coffin unless the alarm went off, and may take some time to waken.

At night, the hags (or some of them) are found in the chapel, at the back of the mansion, which has been unhallowed and turned into an area in which they torture Certhaione's spirit. They are engrossed in this ritual when the PCs invade, so unless the PCs take considerable time, they will eventually meet them here. Depending on APL, the PCs will meet one, two, or all three hags.

The spirit of Certhaione is visible, but disappears into the blade that holds her when the hags notice the PCs.

Encounter 15—Certhaione: After fighting the hags, Certhaione appears as a ghost, and the PCs have to deal with her. If they are diplomatic, they can ask her questions and she will answer them, believing they came to rescue her. If they cannot calm her, she breaks down, losing her fight to her undead nature, and attacks, hoping the PCs will destroy her.

Conclusion: The PCs can return to the village. If they saved Tasali, she is indebted to them.

If the PCs found the tome, the Rel Astra official offers to buy it from Tasali. Tasali does not mind to sell it, but offers it to the PCs if they are interested. The PCs may gain access to either the book or a favor with Rel Astra, which opens up access to certain items available from that port.

PCs that saved Alamanha may gain her favor.

PCs may also decide to bring the blade containing Certhaione's soul to the Rieuwood, where they are rewarded by the Sehanine priesthood for helping set free the seer's soul.

INTRODUCTION

As this scenario starts, it's a spring morning, the first day of the full moon, and the sisters are preparing their ritual for that evening.

The PCs are on their way to Rel Astra, the main city of the Solnor Compact, at the east coast of the Flanaess. Their reasons to go there can be many-fold, as Rel Astra is the greatest metropolis this side of Oerth. While ruled by the evil Drax, it holds many challenges for anyone, be it not gold, than certainly the call for adventure.

If you prefer to give the PCs a common goal, you can select one of the following hooks:

- The PCs are to deliver a message from Eastfair to a merchant named Daelax. Daelax is a guild merchant that trades in exotic goods, procured from the Baklun traders that frequent the city. The message is a contract for the delivery of such goods to Eastfair, mediated by the temple of Zilchus, and while there is no rush at this moment, it should be delivered in person.
- Luardo, a squire in the service of count Armenis Bregohan of Sunndi, has hired the PCs. Luardo has asked them to travel to Rel Astra to find lady Tasali Bregohan, who traveled there a week ago on business matters, and to escort her home. They carry a sealed letter, in which Bregohan urges his wife to 'not close any deals regarding the property', but to return home at once.
- Word has spread that an auction will be held on the coming full moon by the mage Hala'an of Zeif to pay for some outstanding debts. Among the items to be auctions are some rare spells and a few obscure items. A number of people are traveling to the city specifically for this auction, and the PCs are one of those.

Start with the boxed text once the PCs have introduced themselves, and determined how they got there.

It has been said that all roads eventually lead to the City of the Heavens. The Free City of Rel Astra is a trading harbor whose market holds goods and valuables beyond even the stalls of the gem of the Flanaess. Yet, whoever thought up the proverb must never have traveled the road you are on now.

A few hours ago, it was still a navigable road, narrow but well traveled. Now, it has deteriorated in a pool of mud, almost impossible to make out among the trees that hug the trail and the weeds growing wild.

Of course, the mist that has been hanging over the path since morning isn't helping either. It blocks out whatever light the foliage lets through, and the clammy air is seeping through your armor and clothes, causing thin trails of water to run down your back. There is something... odd about it too. It is unnerving, disquieting, though it is hard to put a finger on the reason why. It is perhaps like being watched, but finding nobody there...

Ahead, another fork in the road, another choice.

It has been said that all roads eventually lead to the City of the Heavens. This one seems to take its route through Hell.

Traveling to Rel Astra is normally relatively easy, once the patrols along the north Kingdom borders have been

evaded. The road through Ountsy, which the PCs took to get here, is normally well maintained.

However, currently the PCs have been waylaid by the spirit of Certhaione. Seeking aid for her release, she has reached out beyond her prison. While she cannot physically affect the environment, she has limited powers over illusions and phantasms. Drawing on these powers, she has called forth a Mirage (the mist that surrounds the party) and led them off the path. The illusion is tiring her though, and by now, the PCs are likely getting suspicious.

Having drawn them so far, she realizes that she needs to make a more desperate plea for help, lest she lose them as they turn back. Let the PCs decide on what to do as they near the fork. By now, any druid or ranger should realize that they are off the road. It is not yet likely for them to suspect magic is at work, but if a PC specifically asks, a DC 21 Knowledge (arcana) or Knowledge (nature) check makes them realize that the mists are not natural and possibly summoned.

Once the PCs have made a decision on what to do, Certhaione plays her cards.

From the corner of your eyes, you notice movement in the fog. Shadowy figures move to the undergrowth, and a snarling sound echoes through the darkened woods.

If possible, try to select a PC that is isolated from the others, or at the back of the party as they either move to investigate the shadowy creatures - which are figments representing Certhaione's fears—or seek to retreat.

Describe the next to the selected PC only.

From behind you comes a whisper, and a sense of numbing cold.
"You have come."

Give the PC a moment to react. If the PC does not turn around, adapt the boxed set below (do not describe Certhaione). Certhaione only has little time before her mirage ends, and delivers her message regardless of what the PCs do, even if they attempt to attack her. As she is currently a figment, she cannot be affected in any way—attacks, turning, or magic cannot affect her.

It is a pale olven woman, with long dark hair. Her face is a horrible visage. Contorted with pain, where her eyes once were are now bleeding holes. She wears a torn dress. Blood smears her face and more is dripping along her arms from a wound that is drawn across her chest. Her voice is a whisper, and she talks quickly, as in haste.

"Help me. Quick... My time is short. They will return and when Selune is at her most brilliant, all my power will be spent.

I guard the words that power the Voice of Reason. In wrong hands, all is lost! I cannot resist their call anymore. Help me. Find me! Seek the paladin's abode and release me from my torment! All others called were taken..."

Her face looks up in panic.

"Oh no! They come! I cannot..."

A numbing cold grips you as a scream, inhuman, bestial, escapes from the woman's lips, her face contorting in a monstrous mask. With a final screech, she throws her arms out toward you, but they pass through you as if they were mere air.

And then she is gone, and with her, the mists also dissolve into nothingness, lifting the gloom of the forest.

Yet, it seems as if you can still hear her scream. Until you realize that this is a different voice, and coming from a different direction.

Other PCs may notice the exchange but since Certhaione is not focusing on them, they only see a vague, partly translucent, humanoid shape, and won't hear the whispered message.

All PCs though hear the sounds of screaming. They are in fact various voices, one female and several male, and they seem to come from the north.

Troubleshooting: at higher levels, PCs may elect to teleport to Rel Astra instead of walking. If they do, you can use the following hooks to get them back on their path, this time to Ountsy:

- The merchant Daelax is not in Rel Astra. He is in 'the north' on business. Easiest way to track him down is to follow the road north to Ountsy.
- Courtiers can relate that Tasali Bregohan left for Ountsy, where she has estates. Several guards and an official named Alamanha accompanied her
- The action of Hala'an proofs a bit of a disappointment. Most interesting items have already been sold to the city. Some mages are looking for the official responsible for the buy-out, hoping to arrange some means to buy the items from the city. The woman, Alamanha, recently left on a boat to Ountsy in the north. PCs may be hired to track her down by a wizard named Melanphopes (LN Wiz6) or may decide to track her down themselves.

The specific location of Moorwych is hard to come by—whether people travel or teleport, they eventually end up at the spot where Certhaione targets them.

ROUND ONE

Since Certhaione and her illusions are gone, the PCs may want to check out the noise. If they do, proceed to the next encounter. If they don't, they will likely move on, and, depending on whether they turn north or south, arrive at either the village or the Attloi encampment.

Note that in the latter case, the girl in the next encounter will be beaten to near death, which, once it gets out, rises the tension in the area dramatically and may make negotiations a lot harder for the PCs.

ENCOUNTER 1: UP A TREE

The screaming comes from the north, approximately 1000 feet. The forested area here quickly changes into a copse of apple trees. These trees are part of an orchard owned by Durn, a bad-tempered farmer.

The sound of shouting and the baying of hounds grow louder as you progress through a copse of trees laden thick with green, ripening apples. A tall hedge runs through the orchard, partly blocking your view, though a wedge in the vegetation grants a view of three men, accompanied by two vicious looking black dogs, gathered around a large apple tree. The dogs bay and jump at the tree's trunk, their teeth snapping at the shins of a young, dark skinned girl that is climbing even higher as you look on.

A balding fat man furiously pokes a pitchfork in the direction of the girl, but by this time she has climbed out of reach. He curses, tosses the pitchfork aside, and rolls up his sleeves.

"If I get my hands on you, I'll give you a beating you won't forget, you murderous little tramp!" he bellows, as he moves up to the tree.

The men are Durn and his hired help, Almor and Reaven. The person in the tree is Ley, an Attloi girl who was caught in the farmer's kitchen, with her hands in the drawers of silverware. Durn's wife grabbed the girl by her hair before she could flee. The girl panicked and used a kitchen knife she just pilfered to swipe at the woman. It was a nasty cut—the woman let her go, bawling for her husband. Durn, seeing the blood on his wife, fell into a rage and sent the dogs after her.

Creatures: The men are agitated and determined to set an 'example'. While Ley is a capable young rogue, she is no match for three strong men and two vicious dogs, and the PCs should realize that this will be nasty.

All APLs (EL 1)

➤ **Durn, Almor and Reaven, farmers (3):** male human Com1; hp 8 each; see Appendix 1-7.

➤ **Flash and Vicious, Dogs (2):** hp 5 each; see Appendix 1-7.

➤ **Ley:** female human (Attloi) Rog1; hp 6; see Appendix 1-7.

Development: If the PCs approach with care, using the cover of the hedge, the men do not notice them at first, but Ley—being higher up—does. She cries out for help—though the men won't react to this until the party is quite near.

If the PCs approach openly, one of the men, Almor, turns and shouts at them that it isn't their business. If the PCs still approach he takes a defensive stand, and points his finger, saying they better stay out of it and let 'the law' handle this. Almor is a volunteer for the town militia, and sees himself as the 'authority', but in reality he is a mere grunt and has no influence at all.

There are a few possibilities in which the PCs may handle this encounter.

Diplomacy: The best solution is to be diplomatic, but this may be difficult. Consider Durn and his men as unfriendly, as they are not well disposed to outsiders and the PCs are interfering in their application of 'justice'. Likewise, Ley is unfriendly as she has been treated like dirt for most of her life by people not of her clan.

Talking to Durn: If the PCs talk to Durn and his men in a manner that shows they are willing to hear their grievances, it is possible to better their attitude.

If they change to indifferent or better, they are willing to postpone the beating they had in mind until they have explained themselves. Durn accuses the girl of an attempt to 'murder' his wife. It's a gross exaggeration, but this is what Durn in his agitated state believes. His men can confirm that Durn's wife is wounded, though Reaven, the most clearheaded of the trio, admits that he didn't think it looked life threatening, which grants him an angry stare of Durn.

It is possible that the PC desire to see the 'evidence' themselves, but Durn wants to deal with the situation here and now. He is eager to give the girl a beating anyway. If the PCs allow this after they calmed him down, the beating is rather more subdued, and the girl is left to limp home—without the silverware, though her attitude to the PCs remains 'unfriendly' despite the fact that they helped her avoid a more severe punishment. Durn and his men then leave, pointing the PCs to the village. Go to Encounter 2.

If the PC's pressure him, or if Durn's attitude shifts to 'friendly' or 'helpful', Durn is eventually willing to lead them to his farm, provided they first catch the 'little murderess'. He leaves it to the PCs to catch the rogue, who defends herself unless she can be talked out of the tree (either by a successful Intimidate or an opposed Diplomacy check).

At the farm, the PCs find Durn's wife. Her arm is bandaged, but it doesn't look too bad, a shallow cut.

This may help the PCs to convince Durn to let the girl go without harm, though he takes her bag and shouts that he will surely beat her if she ever returns. This betters Ley's attitude to 'friendly'.

Once the girl is gone, Durn offers the PCs some lunch before directing them to the village. Go to Encounter 2.

Talking to Ley: To talk to Ley, the PCs need either get rid of Durn or better his attitude so they can approach without problems. Ley refuses to answer PC questions though until they can better her attitude to indifferent by convincing her they mean to get her out of trouble. Her attitude does not improve any better than that, due to the threatening circumstances. When willing to talk, Ley claims she is innocent and was nowhere near the farm.

If anyone investigates the bag at the bottom of the tree, it spills out a clatter of silverware, including a bloody knife.

Confronted with this, or if the PCs continue to press her, she admits that she stole the silverware 'for her poor sick mother', but that she didn't intend to harm anyone (true) and that the cut with the knife was an accident (partly true—she was defending herself).

Ley's attitude only improves to 'friendly' if the PCs can get her out of her trouble without a beating. The only way to improve her attitude to 'helpful' is if the PCs also let her take the silverware, or give her money equal to the silverware's value (50 gp).

A simple Diplomacy check does not help here—the Attloi judge outsiders on their deeds, not their smooth talk. They do not easily trust people, and a simple Diplomacy check cannot achieve friendship.

If the PCs manage to let her go, she does not want to PCs to follow her to her encampment (specifically since she knows she'll be in trouble for what she did), and tries to dissuade persisting PCs by telling them that non-Attloi are not wanted there (true). If the PCs follow she tries to get rid of them. Still, even if they loose her, it is only a matter of time to find the encampment. Go to Encounter 4 if PCs follow her.

Intimidating Durn: PCs may use Intimidate to get rid of Durn and his men. A successful check (DC 11) is enough to frighten the men away, though their attitude changes to hostile and their tales of the PCs aiding the 'gypsies' will make things harder for the PCs later on. A failed Intimidate imposes a -4 penalty on future interaction such as a Diplomacy attempt. Once gone, the PCs may talk to Ley.

Fighting Durn: PCs may choose to fight, especially if Intimidate didn't work. This proves to be short—at the first sign that any one of the men or dogs gets hurt, they all turn and flee. Unless the PCs kill all the farmers and hide their act, they will get a bad reputation in the village, and may be confronted by the acting constable once they get there. In the latter case, the PC responsible may be locked up in the guardhouse. Eventually, 'Tasali' interferes and allows the PCs to be released on probation, provided they agree to help her.

The PCs may still have to deal with Ley. If there were no casualties, she can be talked to as detailed above.

If the PCs killed a farmer, it turns Ley 'hostile' (evident by her sudden fear of the PCs)—as she figures the PCs are some sort of bandits. Diplomacy can better this at best to 'indifferent'. She refuses to come out of the tree, and though it may be possible to capture her, she seeks to escape as soon as possible.

Do nothing: Finally, if the PCs do not intervene, Ley is pulled out of the tree and Durn starts beating her until she is unconscious. Almor and Reaven, fearful that he may kill the girl, finally pull him off. They then leave, letting the girl, half dead, behind under the tree. Not interfering (even if the PCs heal the girl later) will leave a definite negative mark on the party, and the girl's attitude shifts to 'hostile' (though she hides this from the party until she can get away). Diplomacy does not work to improve this attitude.

Bring in the authorities: If the PCs at any point defer to the authorities of Moorwych (sheriff Sparcus), Ley is captured and locked up in the village guardhouse until a village trial (which takes a few days to arrange). This leaves her initially unfriendly to the PCs. However, if PCs talk to 'Tasali', she arranges for Ley to be freed, in order to please the Attloi. This shifts Ley's attitude to indifferent.

If Ley is not freed from the guardhouse, and the PCs fail talks with the Attloi or keep out of the whole affair, Ley is be the first to be lynched by the village crowd.

ENCOUNTER 2: MOORWYCH

The road here bends down to a small village that is cradled between the chalky cliffs rising up from the sea. Sheltered on all sides, it is the only place low enough to allow the boarding of ships, and in fact from higher up it is possible

to spot several small vessels moored at a long wooden pier that runs out into the sea.

There are only a few houses—not more than thirty, and it is therefore surprising to notice a large, stone structure, set at the northern side of the village harbor, close against the white cliff. It is impressive, especially when contrasted with the small one-story houses built around it. Though old, it seems well maintained. The symbol of Heironeous, a hand clasping a lighting bolt, adorns the top story of the building, easily noticed as it shines as if recently polished.

One other building, most definitely an inn, towers over the village, but even though it is quite big for such a hamlet, it can't compete with the stone temple.

Moorwych is a small village, which survives mainly on fishing, some cattle, and sheep herding. Despite the small community, it has an impressively large inn and chapel devoted to Heironeous, built in the times when the Bregohans still wielded influence, and the family's status in the church drew priests, students, and holy warriors seeking a chance to study the holy and heraldic works in the family's library. Part of that influence can be read in the title of the hamlet's inn, The Holy Word, though in the last decades, all that remains of that proud history is the name itself.

As Moorwych is a small community, everybody knows each other, and outsiders are generally viewed with some suspicion. This has not always been the case. In the days of the Great Kingdom, before the ascension of the house of Naelax and the reign of Ivid, this village was a pilgrim's haven. The Rynasters of Ruian were devout worshippers of Heironeous, who wielded their power with responsibility. They put a lot of effort in glorifying Heironeous, having a large temple built, and collecting literature from over the world—religious texts, but also works on heraldry, history, and the noble lineages in the kingdom. In those times, the village populace was very outgoing and pleased with every visitor that came to study the works of the noble family.

After the fall of the Kingdom to the fiend-seeking throne of Ivid, and the dwindling of power of the Rynaster family, this changed. Now, with their noble family dead and their religious interest under scrutiny by the evil powers that rule their lands, they are suspicious of every visitor. Recent events have not improved this. Cattle have gone missing, houses have been broken into, and everyone is on edge. Most misfortunes are blamed on the Attloi tribe that has been in the area for a few months. The tribe is shunned, and occasionally a conflict has arisen and fights have broken out. Truly bloody conflict has yet to erupt, but that will not last long.

🏰Moorwych (hamlet): Conventional; AL LN; 100 gp limit; Assets 575 gp; Population 230; Mixed (human 215, halfling 8, dwarves 4, gnomes 2, half orcs 1).

Authority Figures: Darven, male human (Oeridian) Exp2 (mayor), Sparcus, male human (Oeridian) War3 (sheriff).

Important Characters: Medaly, female human (Mixed) Exp1 (innkeeper), Robhurst, male human (Oeridian) Clr2

of Heironeous, Xander, male human (Oeridian) Com1 (merchant).

A few days ago, a young girl named Nyn went missing. Nyn was a decent girl, but an Attloi boy named Janno has captivated her heart. The two made secret arrangements, meeting at night for a tryst, sometimes slipping away from their parents to meet and take walks in the forest. Unfortunately, Nyn's parents noticed her attention for the Attloi boy, and after a stern beating forbade her to see him ever again. Obviously Nyn did not listen and continued to secretly see her lover.

A few days ago, the two ran afoul of Casphyr and his undead minions, who are in the service of the vampire Rocx. The boy was instantly slain and eaten, and the girl paralyzed and brought to the mansion, where Rocx could feed on her. (Janno's remains were taken to the mansion and hidden there).

When the villagers noticed Nyn missing, they quickly made the connection with the Attloi, and for the past few days, their anger has been rising. The new Baroness, who recently arrived to take a look at her estate, has done little yet to quell the unrest, and by the time the party has arrived, Sparcus, the sheriff, is looking to set up a volunteer militia to deal with the Attloi and claim back the girl—if, of course, she is still alive after whatever those gypsies did to her.

As PCs go to explore the village, they are looked at with suspicion, and many people initially shun them unless they can somehow convince them of their good intentions. Followers of Heironeous or Pelor will have an easier time, but even then the populace is reserved.

Everyone who the PCs talk to (after they can get through the outer layer if mistrust) can relate the story listed above. All except Robhurst and Melany are convinced that the Attloi are the cause.

The following may be questions the PCs can ask the various inhabitants:

About Nyn, the Attloi, or the problems: Depending on what the PCs ask, various problems may surface. The following are issues the villagers accuse the Attloi of doing (pick one at a time, depending on PC questions, or award one for each successful Gather Information attempt):

- *"They stole my cow! A week ago all I found in the morning was a pool of blood. No doubt them gypsies slaughtered her on the spot! If I get my hands on them... I'll let them feel the cut of my knife!"*

Note: The cows were stolen and eaten by the ogres the hags employ. Their carcasses are in the ogre's lair in the mansion. Three cows disappeared in the last weeks, no tracks were found as the hags use *pass without trace* on any ogres that go out at night. All that can be found is some blood (of the cows).

- *"Things have gone missing. My broach was stolen just a few days ago, and I know of many a trinket that has gone. Basyl Murdoc even lost his wedding ring, now, I tell ya! You aren't safe even in your own house!"*

Note: While a few inexpensive items missing are

indeed the cause of Ley's prying in households, some of the items that have gone missing were really stolen by Mr. Squint, the familiar of Alamanha. Mr. Squint is a bit of a kleptomaniac, and with Alamanha dominated she has not been able to rein him in. Basyl's ring actually isn't stolen—he sold it to a peddler to pay off a debt. The broach of the woman talked to (who is named Ursula) is a silver broach with simple designs of flowers and leaves. If the PCs search the mayor's house it is eventually found under the bed in Alamanha's room, along with some other jewelry.

- *"Some people have been sickly the last few weeks. No doubt that gypsy witch cursed them—they employ dark magics, you know..."*

Note: The vampire Rocx is actually preying upon the sick people. Rocx takes a different victim each night, ensuring people merely sicken, and he is good at covering his tracks. It is very unlikely the PCs will find any telltale bite marks on victims. With a DC 15 Heal check a PC learns that the victims suffer from some type of blood dillution. Finding marks that point out it was a vampire requires a Knowledge (religion) check opposed by Rocx' Hide check.

- *"I don't sleep well. I have terrible nightmares, though for the love of Pelor I can't say what they are about. Do you think I am targeted by a gypsy curse?"*

Note: Most nightmares are the result of Certhaione's attempts to reach out at people and warn them, so far unsuccessfully.

- *"I was walking at the crossroads after dark, a few days ago, and suddenly this odd mist springs up. There were these shadows moving at the edge of the path, and a low moaning. And then I heard something behind me... well, I naturally ran for my life. I tell you, I wouldn't be standing here otherwise!"*

Note: This was another attempt of Certhaione to ask for help, but her target ran off before she could say something useful.

- *"Everybody knows the Attloi steal children. They stole Nyn, too. The poor girl. Enchanted by one of those gypsy boys, and lured away... I shudder to think what they did to her! But we'll get them for it, I tell you that!"*

Note: As explained earlier, Nyn and her lover were abducted by Casphyr. The two had a tryst at a secret place, a remote open spot in the woods, near the coast. Nyn's parents, Heffer and Mariam, are worried sick but don't know much that will aid the PCs. They fear their daughter ran off, and blame themselves for it, though Heffer tries not to show this. The only person who knows of the secret spot is Duwen, Nyn's younger sister, and she doesn't tell unless the PCs question her thoroughly. Should PCs find the location and look for tracks, a DC 20 Search or Survival check reveals that a fight, involving at least six creatures,

took place. A DC 26 Survival check lets PCs track the trail north. It takes ten successful checks (and ten hours) to track the trail to the mansion, assuming the PCs move at half speed. The PCs should, at some point, be tracked down by a messenger boy who urges them, with great haste, to a meeting with Tasali Bregohan.

About the Baroness/Countess: few people really know much about Tasali Bregohan, except that she is a noble from the south. Most refer to her as “the Baroness”. Only a scant few know that she is also Countess of Pawluck Valley in the Kingdom of Sunndi.

Tasali has not been involved much with the populace. Rumor has it she is here to sell off the land, and few people like that prospect. On the other hand, those few who dealt with her say she is quite nice and not haughty at all.

Tasali moved into the Mayor’s house, and everyone can point that out. Mayor Darven moving out and into the Holy Word Inn has been the talk of the village.

About Certhaione or the Voice of Reason: Nobody knows of Certhaione, nor has anyone seen an elf in the last weeks.

About the mansion (or the ‘paladin’s abode’): The villagers hardly ever visit the mansion, so they have not much accurate information about it. Information the PCs may gather from various sources:

- The mansion is the home of the Rynasters. Many Rynasters were paladins, priests, and devote worshippers of Heironeous.
- The estate once held a library of some renown. Religious texts and such. As far as anyone knows that library must still be intact
- The new Baroness arrived a few days ago. She is the owner. She didn’t move in though—she took residence in the Major’s house instead. It must be because the house is in shambles.
- Most of the mansion is in ill repair. It didn’t look very hospitable last time anyone checked. Only the servant quarters seem to be habitable at the moment.
- A fire broke out about ten years ago. It caused quite a bit of damage, but there is no money to spend on repairs.
- Only the Lodwags live on the estate. The family served the Rynasters for years.
- Recently, a number of Ountsy officials appeared and they moved into the mansion. People think they are searching the house for tax records or something.

About the Ountsy officials: Nobody really likes to talk about the officials—you never know what they’ll confiscate next. If the PCs somehow manage to get people to become helpful, they may hear the rumor that the officials are here to gather info on the estate. Apparently, Her Noble Ladyship, Princess Emarra of Garasteth, is planning to install another Baron and likely they are now seizing up the estate.

Everybody expects the taxes to be on the rise next harvest. Luckily, they haven’t been in the village yet; apparently they are staying at the mansion. Nobody is sure why the Baroness lets them.

Since the problems started weeks before the officials arrived, nobody believes they are involved. They are rather annoyed that the officials are apparently not interested in their problems, just in their money.

More information can be found at several key locations in the village.

The Village Square: If the PCs arrive during the day, they witness the following.

Gathered at the village square is a small mob of people, listening to a man standing on a crate, shouting out over the murmur of the crowd.

“They are stealing out cattle!” he shouts, to the murmuring of the folk, “stealing our valuables, yea, the money from under our noses, and now, they are stealing our children!”

Many in the crowd nod and shout in agreement.

“We have to stop these witches and brigands! It is time to deal with them before they steal our souls! Well, tonight, I tell you, we will! Gather your tools, gather your arms, and light the fire. Tonight we are going to show them hell!”

The crows erupt in shouting, and several men raise their pitchforks and cudgels.

“No more!” someone shouts, and it is picked up, as if in a mantra, by the rest of the people.

The man on the crate is Beofur, a rough fisherman and member of the town militia. He is a close friend of Heffer, the father of the missing girl.

Sparcus, a farmer and the village sheriff, is watching on from the side. Sparcus is a lot calmer than the others, not very smart but very methodical. He has a little ‘almanac’, which he refers to often when faced with things he doesn’t understand (which includes dwarves, and gnomes which he often confuses).

Sparcus desires to take measures against the Attloi, and thus allows Beofur to rally a force together. For now, that mob won’t act, but come the evening, they are likely to march on the Attloi.

The PCs may attempt to dissuade the people, but nothing short of a mass dominate is going to stop the people from rallying—even if key figures such as Sparcus or Beofur can be convinced, the people will likely form another mob at another time, and otherwise ‘Tasali’ will set up the people once the PCs are gone.

The Rynaster Town House: This house, located in town, is the bigger than most around it, though it is still only a one-floor building. The Rynasters occasionally stayed here when there were festivals or other events in the village. It was also used to host personal friends and important officials.

Nowadays, the house is in use as the mayor’s house. Darven normally resides here, but with the arrival of Tasali, he had to yield, and Tasali took up residence, assuring much more privacy than had she stayed in the inn.

The PCs are directed to this house if they seek Tasali. Move to encounter 3 if the PCs visit here.

The Docks: Moorwych's docks are just a simple collection of wooden piers running out into a shallow bay. Only light ships can moor here. Most are fishing boats, but one is a small but speedy vessel, used by Tasali to reach Moorwych from Rel Astra. The crew of this ship—consisting of only four men—stays near the harbor, where they have lodgings at the Boat House, a small but rowdy tavern. Captain Daloq from the Sea Barons is the owner of the ship. He knows little of Tasali, but he can confirm the Rel Astran government hired him to bring her here, accompanied by a bunch of guards and a Rel Astra official. He knows the latter is a Baklunish sorceress and fanatically loyal to Drax. She and her monkey familiar are well known in Rel Astra.

None of the sailors know much of why the Baroness is here, or of the village problems.

The Halls of the Valorous Knight: This massive two-story building is a temple dedicated to Heironeous. His symbol—a hand clutching a lightning bolt—is prominently engraved on the facade above the temple doors.

The temple is well maintained, though the building shows its age. Some of the statues that adorn the place are chipped, the wooden aisles are polished but scratched, the curtains are faded, and some of the mosaic floor tiles are cracked.

Still, this is a sacred place of worship, a safe haven from Evil. The temple is consecrated ground.

The leader of the church is Robhurst, valiant protector of the Arch-Paladin. A military man now in his twilight years, he was assigned the duty of watching over the community. Priestly duties are new to Robhurst. He is rather blunt and direct, and has little idea how to advise or steer his flock. He does not know how to deal with the situation. On the one hand, he favors action, and leading the people to confront the Attloi sounds appealing, but on the other hand he has serious doubts that the gypsies are the cause of the troubles. He has had restless sleep, and praying to his patron has not given him better insight.

If talked to, Robhurst expresses his concerns. He does not believe facing the Attloi is Heironeous' will, but as a lowly cleric he does not wield the influence to stop the people.

The Holy Word Inn: The Holy Word is a rather large inn for such a small village. It is run by Medaly, a tall Oeridian woman with long black hair.

Medaly, unlike most other villagers, doesn't think the Attloi are the cause of the missing girl, at least not in a criminal sense. She believes Nyn ran off with her gypsy lover. No doubt the girl will be back when the romance ends. Medaly knows everything that goes on, and any question the PCs may get answered in the village can also be answered by her, though she requires PCs to order before she talks.

Already renting rooms in the inn are Darven, the Mayor, and most of Tasali's guards. Darven is not someone who likes to talk about the Baroness. He is rather annoyed that he had to leave his house. Any questions about the

village problems are deferred to her. After all, she is 'in charge' now.

Tasali's guards, led by a charismatic man named Hulan, also stay at the inn. There is little room in the major's house, and only one of Hulan's men is currently guarding her.

Hulan is quite open about Tasali. He refers to her as "the Countess", while his men simply call her 'her Ladyship'. Hulan knows about Tasali's mission here, but, as a professional, doesn't speak about it. He is willing to accompany the PCs to her, if they seek to meet her.

Questioning the men on the events in town is futile, as they know little more than the PCs. They arrived only four days ago. Tasali made a brief visit to the mansion, but it is apparently not in very good shape, as she decided to reside in the village instead. The men know there are Ountsy tax officers roaming the estate, but they have only seen one of them, and didn't have a chance to talk. Tasali did though, so the PCs might want to talk to them.

Xander's Wares: Xander's store sells practically anything. He is a man who likes to display all kinds of odd bits and ends in his store, even though he knows that the chance of ever selling any of it is remote. His true trade is the simple fare of an average village store, but almost any item from table 7-8 in the PHB worth 55 gp or less can be found here (although for item's worth more than 30 gp he has only one in stock).

In addition, Xander has three *cure light wounds* potions for sale. They are on display in a locked cabinet, and hail from the time Heironeous was still influential and the Rynasters drew many devotees to the village.

Xander is appalled by the Attloi's behavior. He is sure they are after all the cause of the troubles, partly due to misconceptions, but also because he feels double-crossed by the Attloi when one of them sold him a pricey 'luck charm' which turned out to be worthless. The item is a wooden amulet showing a carving of a bundle of grain embossed on the background of a rolled out scroll. The amulet is really a holy symbol of Merikka, demigoddess of farming. Xander is willing to sell it for 5 gp.

If you used the merchant Daelax as an adventure hook, Xander knows him. He advises the PCs to simply wait for a few days at the inn. Daelax is quite likely to return the way he came, and always stays at the Holy Word Inn.

To the Mansion: PCs may want to visit the mansion, perhaps to talk to the tax officers. If they do, try to distract them by having Tasali invite them over (see 'troubleshooting' below). Otherwise, it is likely they will have to face the monsters that are lurking inside, as the 'tax officer' ruse may not stand up to the party's enquiries.

As the party learns more of the village, they should pick up signals of the upcoming raid of the Attloi encampment. This should give the PCs incentive to investigate. It is around this time that Tasali will send for the PCs (if they haven't already found her).

Troubleshooting: Some parties may head straight for the mansion as soon as they hear of it. Use the encounter with Tasali to break that impulse and try to interest the party in the conflict. This gives some roleplaying

opportunities, and provides them with more information, which may make taking the mansion easier.

If PCs do not take this lead, you can run the mansion part first. However, this means they miss the opportunity to stop a riot against the Attloi, and when they return to the village they find most of the men have gone to the Attloi encampment, where a bloody battle occurred, with most Attloi killed and their vardos torched.

The false Tasali still needs to be dealt with. She confronts them, first sending her guards to deal with them, and finally confronting them in the village. In this case, encounters 5 and 6 happen after the dungeon crawl, and encounter 3 (and 4, possibly) do not happen at all. Note that while the party will have little opportunity to rest in this case, saving the real Tasali may make diplomacy with the manipulated guards in Encounter 7 a lot easier.

ENCOUNTER 3: THE NEW BARONESS

Run this encounter whenever the PCs manage to locate Tasali Bregohan. They can find her in the Rynaster town house.

If PCs are too quick to make their way to either the Attloi encampment or the mansion, Tasali decides to invite them herself, and she sends a messenger, accompanied by a guard, asking the party if they will join the Baroness Bregohan for lunch or dinner (whatever is appropriate).

If PCs for some reason don't arrive in the village at all, Tasali likely learns of their presence (through the farmers), and sends her guards to search for them and request their aid. This encounter may be run after the PCs visit the Attloi, for instance. Note that this takes some time (a few hours). If the party for some reason avoids all encounters and finds some way to head straight to the mansion, this encounter never takes place.

When the characters call at the house, a friendly servant girl named Nandy answers the door. Having been informed of the PCs arrival, she invites them over into the living room, after which she goes to fetch the Baroness.

The young servant girl leads you into a large living room. It is a luxury room, with large windows draped with heavy curtains, a sofa and several comfortable looking chairs. A small wooden table stands about three feet away from a stone fireplace, above which hangs the picture of a bald man with bushy eyebrows. A faded area behind the frame reveals that originally a larger picture hung there.

Two women are seated on the sofa. A man in arms stands near the fireplace, watching you with suspicion. As you enter, the two women rise. One of them—a tall dark skinned woman in green robes—bows. She has a tiny monkey on her shoulder. It is agitated and squeals at you, but the woman does not take notice.

The other woman is dressed in an expensive looking dark leather armor, adorned in the front with a shield, divided in four green and blue squares. The left upper blue square holds a white fist holding a lightning bolt, while the right lower blue square holds three acorns in a triangle. The two green squares each hold a crown.

This is the weapon of the Bregohans. The white glove with the lightning bolt is part of the old Rynaster weapon, and indicates the connection to Heironeous. The acorns refer to the Pawluck Valley, and the crowns to the family's ties to the former great kingdom. The latter makes it a bit of a controversial arms in the kingdom of Sunndi, which has long been suppressed under the reign on the Ivids.

The woman smiles at you and gestures to the seats, as she takes a sip of wine.

"Welcome. I have been expecting you. My name is Tasali Bregohan, Baroness of these lands, Countess of Pawluck Valley in the kingdom of Sunndi. This lady is Alamanha, an aide assigned to me by Lord Drax of Rel Astra.

I am glad you have come. In these times we have need of heroes, and I have a sensitive task to present to you. Alamanha? You have something to do?"

The woman next to her startles, then nods and moves out of the door, trailing her monkey with her.

"Good, let us talk. Would you like anything to drink? The local wines are quite interesting, though a bit salty. Nandy, take care of the heroes' needs."

Creatures: This is not the real Baroness, but an imposter, a bard known as Nycintu. A very talented one, too, and a master in disguises and charms—even without her magic she can make herself look almost a spitting image of the real Tasali. The fact that they are of similar race and build helps her enormously.

Nycintu has a glib tongue and no morals. As one of the leading figures in a smugglers group that operates from Rel Astra and environs, she has her fingers in many 'business' deals in the region.

One of the latest deals of Nycintu involves the hastily overnight transportation of a mysterious merchant named R'lehandor Rocx, and his shady, cloaked servants, who were delivering a strange weapon, a silvery rapier-like blade, to the hands of a powerful sorceress who would hide out at the former Rynaster estate.

Upon arrival, Nycintu discovered that the 'sorceress' was actually a greenhag named Londa, and the 'mysterious merchant' proved a powerful necromancer. While this put her on guard, Nycintu was not someone to back out of a deal, especially not one that proved to be so profitable. After some contemplation, she agreed to stay on as an additional guard against possible intruders on the estate. To the populace, using her skills in disguise and subterfuge, she posed as an official of Ountsy, here to evaluate the local situation for future taxing. The threat of increased taxes has kept most locals away from the mansion.

The subterfuge became problematic when Tasali Bregohan arrived, with her own guards and a real official—this one from Rel Astra—in tow.

The ruse would probably not hold up long if Tasali were to come inspect her property. With only a few days left for the sisters' rite to be performed, an emergency plan was formed to dispose of the real Countess. Tasali and the Rel Astra official were invited to talk with the 'Ountsy tax

officers', while their guards were kept at bay. It was not too hard to overbear Tasali, and for Nycintu, using her unsurpassed skills at disguise, to take her place. The guards did not know Tasali very well, and Nycintu would only need to keep up the ruse for a few days. Once the ritual had taken place, Nycintu would be paid and the two women would be disposed of.

This happened just yesterday, and in that short time, Nycintu has been fed with a lot of information that was tortured out of the real Tasali. She has, thus far, mostly kept to herself, staying in the village inn, occasionally visiting the mansion, but not having much contact with anyone else, including Alamanha. As long as everyone can be kept away from the mansion, she can sit this out.

Nycintu's disguise is enhanced by magic, a *veil* spell cast by the sisters each morning. Even without the magic, the disguise should hold up to basic scrutiny. See at 'troubleshooting' what to do if PCs prematurely look through the disguise.

Note: To aid you in maintaining the ruse, the coming text will refer to Nycintu as 'Tasali'.

Aside from her normal magic, Tasali also received an extra item from Rocx to aid her should she get into trouble. This 'Thrall medallion' is described in encounter 6.

The woman sitting next to 'Tasali' is Alamanha, who, when asked, introduces herself as a representative of Rel Astra, serving as a guide to Tasali. She otherwise does not talk much and leaves the room as soon as possible. Alamanha was *dominated* by Rocx after being captured, and has strict instructions to keep a low profile. She has been trying to fight her domination but has been unsuccessful, and for the moment there should be little indication of her condition (the PCs don't get to interact with her long enough to use Sense Motive—Rocx instructions have been very specific on this). Mr. Squint, her monkey familiar acts a bit agitated. He is aware that something is up with his mistress, but unsure on what exactly is wrong.

The man's name is Hueg. He belongs to six men and women who function as Tasali's guards. They are from Ahlissa and have accompanied Tasali for the last weeks. Hueg is rather dimwitted and the only guard who stays at the house—the rest of Tasali's guards stay at the inn. This is both because of the limited space and because 'Tasali' doesn't really want the men around in case they get too curious.

See Encounter 5 and 6 for stats on 'Tasali', Alamanha, and the guards.

Development: While the PCs order refreshments and introduce themselves, Alamanha retreats to her room upstairs.

Once drinks have been brought, and Nandy has left, 'Tasali' turns to the PCs and questions them on what they are doing here, and if they have looked into the problems with the Attloi. She patiently answers any question the PCs ask. She listens and tries to provide them with as much information as possible without giving away any clues, blatantly lying about stuff if it will help steer the PCs in the direction she wants.

The following are questions PCs may want to ask:

About what she wants:

"I need your help. There are many troubles that plague this village, problems the people believe are caused by the Attloi, gypsies that camp a few miles south of here. Tempers rise. A lynching is not far off. If this is to be prevented, talks need to be made with the gypsies. I need you to deliver a message and arrange a meeting."

About herself:

"I am Tasali Bregohan, by marriage Countess of Pawluck Valley and Ruian, and Baroness of Runstone. I am here to judge my estate. It is not in the best conditions, but I think it can be worthy of my family's attention. If, of course, these local problems are solved."

About the estate:

"It's a dump, really. Good structure but very neglected. Most of the windows are smashed; the garden is a forest. The housekeeper is a senile old man. Not very capable, if you ask me. Anyway, I rather stay in the inn. It's being overseen though, there are a number of Ountsy officials camping there."

About the Ountsy officials:

"They told me they are here to determine next year's taxes. Quite the nerve to use my mansion for their troops - as if it was a hostel! But I guess it can't hurt to be hospitable. If I let them stay there, it may make negotiations smoother."

About her reasons here:

"A bit forward, aren't you? But if you want to know, there has been made a generous offer for my estate. People have interest in these lands. Don't ask me why, I think it's dreadful, but a generous offer like that makes you curious."

About the problems:

"There are lots of things that happened in the last weeks. Cattle and sheep went missing. A fence was broken and some houses were broken into. The worst thing happened a few days ago—a girl went missing. People are certain she was 'involved' with an Attloi boy. They fear the worst... that she was... well, we don't really know. She is gone, and now the entire village has gone crazy."

About the Ountsy official's involvement:

"They only arrived a week ago, so I don't think they have anything to do with what is going on. They seem reluctant to do something about it, though. They think the people should handle their problems themselves."

About the villagers:

"They are very upset. The girl was very much loved and her... loss... is a catalyst. I don't think I can control them much longer—I do not wield that much influence. If nothing happens, I fear something will happen pretty soon. Something bad."

About the Attloi:

"I don't know—I don't trust them much. They are unfriendly, almost hostile to anyone not of their clan. But to resolve this, we need to talk. That is why I ask you to bring their leader, an elder woman named Enda, a message of peace, and to let us meet."

About where to meet:

"Not here. The people are too agitated. I suggest the orchard of the Brensen family; it's halfway between the village and the encampment. Neutral territory."

About a reward:

"Ah, yes. A merchant's heart, I like that. I can offer you 50 gp for your trouble. Hardly an adventurer's fare, I know, but more than most people here make in a year."

About Alamanha:

"She is from Rel Astra. An official that works for Lord Protector Drax. She has interest in these parts. But that is politics. Power balances and so on. Very boring stuff."

About Alamanha being evil:

"Considering how Drax runs his city, I am not surprised. Or worried. Alamanha was with me the last week. She has nothing to do with this."

In the end, even if the PCs don't ask questions, Tasali offers the PCs a small amount of money (50 gp) if they go out and arrange a meeting with the Attloi leader at a neutral meeting place. Make sure the PCs get at least the information on whom to meet and where the meeting place is.

Tasali has no real intentions to pay—she instead plans to lure the PCs into a trap. However she is a very convincing liar. She calmly answers any questions the PCs ask.

A successful Sense Motive (opposed by Nycintu's Bluff check) should not reveal too much. In general, 'Tasali' is telling the truth. A simple success only reveals that the woman is nervous (not so strange in this situation). A good success (+5 or more) makes a PC aware that she is not really concerned over 'the people', but even that is not strange behavior for a noble.

She does not offer them a higher reward than mentioned above—if they demand one she tries to work on their sentiment. Her main concern is to get them out of the village and to the Attloi, so she can continue her plans to get rid of both groups.

'Tasali' urges the PCs to make haste. She expects trouble is brewing. She does not let them question Hueg, who has little to add anyway, or Alamanha, who does not leave her room until the PCs are gone.

Troubleshooting: Despite the fact that Nycintu is a master of disguises, it is always possible that PCs somehow look through the ruse. *True seeing* will look through the *veil* spell, granting the PC using this spell a Spot check opposed by Nycintu's Disguise check (though even then, discovery is unlikely).

People who played the scenario *SND4-01 Arrows from the Sun* may have met Tasali before. This contact was only casual, but these PCs do get an automatic Spot check to penetrate the disguise.

If any PC shows signals that they 'know' her, she silently affirms this, as if she recognizes them too, but avoids talk that would show that she doesn't actually know the PC—instead she urges them on to run their investigation.

If confronted with the suggestion that she is not Tasali, she denies the accusations. She tries to explain their suspicions by 'admitting' that she is very stressed as her marriage is troublesome and the journey was vexing.

If PCs persist, she becomes upset and orders her guard to throw the PCs out.

At this point, the PCs can either try to push the confrontation, which results in battle, or to leave and try to investigate by themselves.

In the first case, move to Encounter 6, but take into account that there is only one guard present, as well as Alamanha, and Tasali will not yet have set up the villagers against them.

In the second case, Tasali sends her guards after the PCs once they leave the village. When and where the guards confront the party is up to what the PCs do. It is unlikely PCs can manage to convince the people that Tasali is not who she claims to be. Even if given proof, the villagers won't interfere—after all, it is a noble, and those are best left untroubled.

ENCOUNTER 4: THE CARAVAN

How the PCs are treated at the Attloi encampment is dependent on how they treated Ley. The general attitude of the tribe is the same as Ley's (but never better than friendly - again, this is an attitude that has to be earned).

The PCs are stopped at the edge of the encampment by a number of Attloi guards. If the tribe's attitude is 'unfriendly' or 'hostile', the PCs are not welcome. See troubleshooting below what to do next.

Otherwise, after the PCs explain why they are there, one of the guards walks into the camp to consult Robalaan. He returns several minutes later to announce that the PCs may enter—provided they leave any two-handed weapons with the guards, and safe-knot their other weapons so they cannot be easily drawn. Once this is done, they are let into the camp.

The encampment of the Attloi exists out of at nine wagons and numerous tents. Six of these stand in a semi circle around three others that make out the center of the encampment.

Each wagon is actually a small wooden cottage on wheels, many painted brightly with flower patterns and dark green roofs. A door in the back of each wagon, accessible by wooden steps, gives entry inside. Most wagons have windows at the sides, the wooden shutters carved with images of plants and symbols of summer and spring. The windows are open and most of the women are

out on the field, some sitting on the front of their wagon sewing or cooking. Men are jointly working on the repair of a wagon wheel, while children play. An older Attloi teaches how to play the violin to a younger man.

Everyone momentarily stops as you pass, looking at you with suspicion. A portly man with a beard sits on a wagon wheel, petting a large brown bear at his feet. He stares at the group with obvious chagrin.

A small boy with a runny nose runs up at you and stops short six feet away, as if he isn't entirely sure if the group is safe to approach.

"Oma say..." he starts in a thick accent, then wipes his nose with his arm. "She say. You come to her, she talk to you. Snf. You follow?"

He beckons to one of the wagons in the center of the camp.

The boy is Yauri, Enda's great grandson. He leads the PCs up to a vardo (the wagons the Attloi live and travel in) in the center of the encampment.

The large bearded man staring at them is Robalaan, the tribe's leader. He doesn't like the presence of the heroes one bit, and refuses to talk to them, but he follows the advice of Enda to let them in the encampment, as the wise woman's word is as good as law.

The boy climbs the stairs to the wagon door and knocks on it. It takes a few minutes, but then the door slowly swivels open. An old woman, bent of age and with a wrinkled face like a walnut, but with bright blue eyes that shine with the wisdom of years, stands in the doorway. She smiles at the boy and pats him on the back.

"Good work, my Yauri. You can go see your mother. She'll need you for the cleaning. Now then, come."

The latter word must have been directed to you, as the woman turns and shuffles back into her home.

If the PCs enter:

The inside of the wagon is filled to the brim with all manner of small items and tools. Most of it does not seem to fit a purpose, like the woman has gathered the objects at random. In the back of the wagon is a bed, veiled with curtains. A fat, black cat with eyes that burn like coals lies on the bed's end, regarding you with the malice only a cat can give. In the top of the wagon, a small wooden cage contains a small bird. The cage is open, yet the bird is content on its stick and twitters joyfully.

The woman seats herself on a pile of cushions, and beckons to other cushions for you to sit.

"From so far you came to me, Enda, raunie of this tribe. We are the Attloi, doomed to wander these lands until salvation comes to us. We survive, though one makes us suffer. I guess you came with questions?"

Enda awaits the PCs answer, and then stares intently at each one of them.

"Our troubles are great. And the cause is obscured in the veils of the future. I have read the signs, and in them, I saw

your path cross mine. You have been sent to me, and thus it is in you I have to trust. Little else do I know, though if you lend me your hand, I might see more."

She reaches out a wrinkled hand, palm up.

If a PC offers his hand to Enda, she takes it. She doesn't look at it; she just takes the hand and stares him or her straight in the eyes. Then she speaks as if in a trance. Pick any one of the following texts per PC, depending on the attributes:

Gnome, Half-elf, Charisma, Bard, Sorcerer, Paladin: *Ah. The voice of reason. Sometimes a weapon far more powerful than any blade. Never underestimate its thrust, and know when to employ it.*

Half-orc: *A dark heritage. You will be made an offer by some who thinks blood is binding. But brothers need not always be friends.*

Half-orc, Strength, Fighter, Monk, Barbarian, Paladin: *A weapon that struck once true, may strike that same foe once again.*

Dwarf, Constitution, Fighter, Barbarian: *You are of good health, yet, like the health of this land, it is challenged. Dark forces may wither your fiber and weaken your frame.*

Elf, Barbarian, Druid, Ranger: *A heart of nature. You may meet your equal, but her love is not in nature's preservation, but in the chaos and destruction of the inner beast.*

Wisdom, Cleric, Druid, Monk, Paladin: *Judge your friends and foes. Enemies are many, but their motives are in doubt.*

Halfling, Dexterity, Rogue: *The night is your time. The day's rewards are harder earned. Stealth and darkness are your friends.*

Intelligence, Bard, Gnome, Gray Elf, Wizard, Sorcerer: *Lore seeker, you may stumble on hidden secrets, though you may not recognize it. Knowledge is power, yet not all power is arcane.*

If other PCs follow suit, she goes through the same ritual. Make sure that at least one PC gets the 'voice of reason' reading. If there is nobody willing to, she says it in general, to the party.

Once the readings are done, Enda sighs, a bit tired. PCs may attempt to ask questions now, but she doesn't have many answers for them.

About the missing girl, Nyn: "Ah, another one missing. I feared as much. A young one of our own has gone, too. Janno, one of my grandsons. I fear his tryst may have brought doom upon us."

About theft, abduction, or other crimes: Accusations of the PCs on the Attloi's behavior, especially of theft or abduction, are met with a frown, but Enda doesn't comment. She merely shakes her head.

About the elf in the woods:

"She has come to me. Certhaione. She is in pain, fighting against forces that are so much stronger than her. I do not know more. I can't aid, but you may, once you find her. Remind her, when things seem dire, of the Voice of Reason."

About the Voice of Reason:

Enda cannot explain what this means, as she doesn't know.

With a DC 20 knowledge (religion) check or DC 25 bardic lore check a PC recognizes the name Certhaione as that of a priestess of Sehanine Moonbow from the Rieuwood, famous for her abilities as an oracle. Only if this check is made can the PC learn, with a DC 25 knowledge (nobility & royalty) check or a DC 30 bardic lore check that the 'Voice of Reason' was a name given to Saiuhanna, a gray elf noble from the same area, who was an accomplished diplomat.

Followers of Sehanine Moonbow have a +5 bonus to these checks.

About anything else:

"I accept what fate brings me, and fate brought me you."

If PCs came with a message of 'Tasali', she announces herself ready to go.

As she leaves the vardo, Ley and one other Attloi named Gadhein are waiting. The caravan leader, Robalaan, has appointed them to accompany Enda. While Robalaan is wiser than to argue Enda's decision to go, he does have a responsibility for her, and insists to send two of the Attloi to ensure her safety.

If the PCs arrived without a message, Enda let's the PCs out, advising them to visit the village, where she believes the trouble originates.

Troubleshooting: If Ley's attitude was hostile, there is nothing the PCs can say that will sway the Attloi to let them speak. Diplomacy simply doesn't work—Enda has already determined a course and the PCs are now enemies. In fact, if they persist and do not leave immediately, they call forth Enda's wrath.

An old woman moves toward you. She is wrinkled and bent, but she moves purposefully, her blue eyes blazing in anger.

"You raise your arms to our kin!" she sputters, "The wrath of Enda be on you! For until our kin's wounds are fully healed, may doom fall over you if ever you raise your arms against us again! So speaks Enda!"

As she spits out the final word, a wave of dread washes over you, as if the gods themselves are angered.

Each one of the PCs present is affected as if a *bestow curse* was cast on them. PCs that actually allowed Ley to be harmed—and thus are guilty to the crime Enda accuses them of - do not get a save vs. this curse. Those that are targeted wrongfully can avert Enda's wrath with a DC 15 Will save.

Henceforth, whenever the PC enters a conflict with a pure Rhenee (including Attloi), an irrational fear comes over the PC, leaving the PC *shaken* as long as the encounter lasts and the PC stays within 30 feet of a Rhenee. This supernatural effect allows no save and even affects those normally immune to fear.

In addition, all Rhenee (PCs excluded) met know of this curse, and will be at best unfriendly toward the PC.

This curse can be countered like a normal curse, but only if the caster is a Rhenee NPC—and many will not aid the PC. Enda can also end the curse at will.

Once the curse has been spoken (whether effective or not), Enda turns back to her vardo. The PCs have little choice to leave, unless they want to fight the Attloi guards. If a fight breaks out, the women and children flee, while the guards, Roan, and Ley attack.

All APLs (EL 7)

♣ **Attloi guards (8):** male human (Attloi) Ftr2; hp 23 each; see Appendix 1-7.

♣ **Robalaan, Attloi captain:** male human (Attloi) Ftr5; hp 47 each; see Appendix 1-7.

♣ **Gadhein:** male human (Attloi) Rog1; hp 8; see Appendix 1-7 (encounter 5).

♣ **Ley:** female human (Attloi) Rog1; hp 6; see Appendix 1-7 (encounter 1).

♣ **Enda:** female human (Attloi) Sor7; hp 12; see Appendix 1-7

♣ **Attloi woman and children (13):** male/female human (Attloi) Com1; hp 4 each;

If the tribe's attitude is unfriendly, a successful Diplomacy check can shift the attitude of the guards to indifferent. They send a boy to fetch Enda, who arrives and let the PCs state their case.

Enda is pragmatic enough to realize that Ley was overstepping bounds, and if the PCs can explain their actions at the grove, she thinks long and hard, before she finally lets them inside the camp.

If the PCs cannot offer a good explanation (i.e. why they ignored Ley yelling), she refuses them entry in the camp, nor does she read their fortunes. She does not desire to follow the PCs to meet with Tasali. Once the PCs have made their case, she sends them off, with a warning.

"Recall how you fail. Recall how you let yourself be ruled by anger and prejudice. That is not the way. If you fail to listen to the voice of reason, your quest will end in failure."

If the PCs cannot change the guards' demeanor, they are requested to leave. Not complying turns the guards hostile, and has the same result as above.

Treasure: There is no treasure to be gained, even when fighting the Attloi and raiding their camp. The Attloi are poor, and none will touch or buy Attloi goods (such as the cardos, tools, or musical instruments) when these were obtained by force.

ENCOUNTER 5: AMBUSH

This encounter runs whenever the PCs return from the gypsy encampment, with or without Enda.

It is important to note that this encounter can be solved - at least partly - through diplomacy. Despite the threatening situation, the PCs have a good opportunity to stop the fight—at least as far as Hulan and his men are concerned. Read the tactics section below before you continue.

After half an hour of travel, the Brensen orchard comes in view. A hedge, with a wooden gate, separates the orchard from the road. In front of the gate are the men you recognize as the Baroness' guards. Once you get closer, the group walks away from the fence toward you, and you notice that the Baroness is not with them. Moreover, the face of the front guard is filled with rage.

"You foul demons!" he spits "Your game is over. We know you seek the death of our Ladyship! Let us show you how we deal with assassins!"

He draws a greatsword as he steps forward, and his men follow by drawing their weapons too.

Creatures: Nycintu has charmed Hulan, the leader of Tasali's guards. Trusting her as a dear friend, she has manipulated him in thinking the PCs a significant threat—that they work with the Attloi and are really out to kill her. The lie would probably have not worked without magic, but now Hulan is convinced the PCs mean harm. His men follow his command and trust his judgment.

Aside from the warriors, Alamanha is also present. She has retreated in the orchard, behind a hedge, where she has cover. She has received the order to kill the PCs as soon as they arrive. At APL 10 and up, she has cast *greater invisibility* on herself.

If the PCs brought Enda (see encounter 4 for stats), she is accompanied by two other Attloi: Ley (see encounter 1) and Gadhein. Ley is a faithful protector, but Gadhein is a corrupt thief, an Attloi from another tribe, who never had much love for Enda and her tribe. He has earned quite a bit of money of the past few days providing Nycintu with information on the Attloi and Enda. It is his information that ensured Nycintu that Enda was dangerous and should be eliminated. Gadhein fears that this will come out now, and he turns on his own people and the PCs.

Gadhein is not factored in the EL as he is opposed by Ley. The EL is slightly lower as Alamanha does not fight most effectively, and Diplomacy can be used to end this encounter.

Note: when determining initiative, place Ley directly after Gadhein. This allows her to show that she is on the PCs side when Gadhein betrays them.

APL 2 (EL 3)

- **Gadhein:** male human Rog1; hp 8; see Appendix 1.
- **Hulan:** male human Ftr1; hp 12; see Appendix 1.
- **Jalissa, Verek, and Zorn, mercenaries (3):** male / female human War1; hp 13 each; see Appendix 1.
- **Alamanha:** female human Sor1; hp 6; see Appendix 1.
- 1. ➤ **Mr. Squint, (Monkey, Familiar):** tiny animal; hp 3; see Appendix 1.

APL 4 (EL 5)

- **Gadhein:** male human Rog1; hp 8; see Appendix 2.
- **Hulan:** male human Ftr3; hp 27; see Appendix 1.
- **Jalissa, Verek, and Zorn, mercenaries (3):** male / female human Ftr1; hp 15 each; see Appendix 2.
- **Alamanha:** female human Sor3; hp 16; see Appendix 2.
- 2. ➤ **Mr. Squint, (Monkey, Familiar):** tiny animal; hp 8; see Appendix 2.

APL 6 (EL 7)

- **Gadhein:** male human Rog1; hp 8; see Appendix 3.
- **Hulan:** male human Ftr5; hp 43; see Appendix 3.
- **Jalissa, Verek, and Zorn, mercenaries (3):** male / female human Ftr3; hp 31 each; see Appendix 3.
- **Alamanha:** female human Sor5; hp 26; see Appendix 3.
- 3. ➤ **Mr. Squint, (Monkey, Familiar):** tiny animal; hp 13; see Appendix 3.

APL 8 (EL 9)

- **Gadhein:** male human Rog1; hp 8; see Appendix 4.
- **Hulan:** male human Ftr7; hp 66; see Appendix 4.
- **Jalissa, Verek, and Zorn, mercenaries (3):** male / female human Ftr5; hp 47 each; see Appendix 4.
- **Alamanha:** female human Sor7; hp 36; see Appendix 4.
- 4. ➤ **Mr. Squint, (Monkey, Familiar):** tiny animal; hp 18; see Appendix 4.

APL 10 (EL 11)

- **Gadhein:** male human Rog1; hp 8; see Appendix 5.
- **Hulan:** male human Ftr9; hp 84; see Appendix 5.
- **Jalissa, Verek, and Zorn, mercenaries (3):** male / female human Ftr7; hp 63 each; see Appendix 5.
- **Alamanha:** female human Sor9; hp 46; see Appendix 5.
- 5. ➤ **Mr. Squint, (Monkey, Familiar):** tiny animal; hp 23; see Appendix 5.

APL 12 (EL 13)

- **Gadhein:** male human Rog1; hp 8; see Appendix 6.
- **Hulan:** male human Ftr11; hp 102; see Appendix 6.
- **Jalissa, Verek, and Zorn, mercenaries (3):** male / female human Ftr9; hp 79 each; see Appendix 6.

➤ **Alamanha**: female human Sor11; hp 56; see Appendix 6.

➤ **Mr. Squint, (Monkey, Familiar)**: tiny animal; hp 28; see Appendix 6.

APL 12 (EL 13)

➤ **Gadhein**: male human Rog1; hp 8; see Appendix 7.

➤ **Hulan**: male human Ftr13; hp 120; see Appendix 7.

➤ **Jalissa, Verek, and Zorn, mercenaries (3)**: male / female human Ftr11; hp 95 each; see Appendix 7.

➤ **Alamanha**: female human Sor13; hp 66; see Appendix 7.

➤ **Mr. Squint, (Monkey, Familiar)**: tiny animal; hp 33; see Appendix 7.

Tactics: Hulan and his men are wary and initially take a defensive stand, letting the PCs take the initiative. This might give the PCs a chance to react on the accusation, and use diplomacy to better the attitude of the hostile mercenaries. A DC 25 Diplomacy check is needed to fully convince Hulan that he is wrong. A DC 10 keeps him wary but willing to listen to the PCs.

However, if no fight breaks out within two rounds, Alamanha and Gadhein attack. If the PCs made a DC 20 Diplomacy check, Hulan and his men, confused by the sorceress' hostility, do not fight unless they themselves are attacked.

As Alamanha is dominated, reason or diplomacy does not affect her. She is, however, fighting her own domination, and as a result she does not always employ the best tactics. She focuses her attacks on individuals, sticking with one individual as she cast her spells until that person is down, then moving to another. Only if she is herself seriously threatened does she change her tactics to protect herself. Her monkey, in the meanwhile, refuses to aid her. Alamanha is compelled to fight until she is defeated.

Any PCs that notice this behavior—or anyone who gets within 10 feet of her—can make a DC 15 Sense Motive check to notice that the woman is under magical compulsion.

A similar check, at DC 25, can be made to notice the charm effect in place on Hulan. Note that while dispelling the *domination* will immediately stop Alamanha from attacking, removing the *charm person* does not initially change the fact that Hulan and his men think that the PCs are threats to the Countess. It does provide a +4 bonus on the next Diplomacy roll to end the fight.

If the Attloi are present, Gadhein uses his first action to sneak attack Enda, hoping to strike her down. Whether this succeeds or not, he then attempts to flee into the forest. Ley immediately pursues him. Enda does nothing during this combat—she leaves any fighting or spell casting to the PCs, and doesn't even defend herself.

Development: Once the fight ends, the PCs may want to find out what was going on. Alamanha, if captured alive, refuses to speak unless the *domination* effect is dispelled or suppressed (i.e. with a *protection from evil* spell). Even then she does not recall much of what happened—the last days are a blur to her. She recalls that they (she and Tasali) were attacked in the mansion when they went inside to talk

to the Ountsy officers that were holding up there. They were attacked by surprise and had little opportunity to resist or even make a noise. Some wizard looked into her eyes and took away her own will. After that, she can't remember what happened. She does recall that Tasali was replaced by another woman—a roguish woman of the same build.

Hulan, if questioned, explains how 'Tasali' convinced him that the PCs were out to kill her. As long as the *charm* is in effect he can't truly believe Tasali is an imposter—and he heavily distrusts the PCs judgment regarding her. His men can be convinced though, and if questioned they can confirm that at the mansion, Tasali and Alamanha went inside without guards to talk to the 'tax officers' that had laid claim to the mansion. They were inside for some time, but when they came out everything seemed in order.

If the PCs question Gadhein, he fearfully breaks down. He does not have much to tell though—all he knows is that the woman in the village (Tasali) paid him quite well (50 gp in total) to reveal everything he knew about his tribe, specifically Enda. She seemed very interested in what Enda knew about the current troubles and herself, and there were definite hints that should Enda befall an 'accident', that he might be handsomely rewarded.

Treasure: While the PCs may have to fight the guards and Alamanha, taking their equipment or items is theft, as both guards and Alamanha are innocent of any crimes (especially considering Alamanha is a government official). PCs that take this equipment anyway will find it impossible to sell it—an attempt to do so quickly makes this clear.

Still, PCs may 'borrow' the defeated's equipment (including potions or scrolls, which need not be replaced if used) during the course of this scenario to better the odds. This equipment is listed below.

In addition, they gain access to these items—Alamanha, Hulan and his men, or their heirs should they happen to die, are willing to sell the equipment to the PCs (provided, of course, it isn't broken or used), or provide another means to obtain it.

The equipment of Gadhein, and the gold he carries, is normal loot.

Finally, Alamanha, if still alive, is willing to teach wizards one or more spells she knows (to the limit of the number of spell levels a wizard may learn after a scenario). Treat this as if the wizard is copying from another wizard's spellbook.

APL 2: Loot (12 gp); Coin: (10 gp); Magic: *potion of cure light wounds* (0 gp), *scroll of expeditious retreat* (0 gp).

APL 4: Loot (12 gp); Coin: (10 gp); Magic: *potion of cure light wounds x3* (0 gp), *potion of cure moderate wounds* (0 gp), *scroll of expeditious retreat* (0 gp), *scroll of mage armor* (0 gp).

APL 6: Loot (12 gp); Coin: (10 gp); Magic: *cloak of resistance +1* (0 gp), *+1 greatsword* (0 gp), *potion of cure light wounds x3* (0 gp), *potion of cure moderate wounds x2* (0 gp), *scroll of expeditious retreat* (0 gp), *scroll of mage armor* (0 gp).

APL 8: Loot (12 gp); Coin: (10 gp); Magic: *amulet of natural armor +1* (0 gp), *cloak of resistance +2* (0 gp), *full plate +1* (0 gp), *+1 greatsword* (0 gp), *potion of cure light*

wounds x6 (0 gp), *potion of cure moderate wounds* x3 (0 gp), *scroll of expeditious retreat* (0 gp), *scroll of mage armor* (0 gp).

APL 10: Loot (12 gp); Coin: (10 gp); Magic: *amulet of natural armor* +1 (0 gp), *cloak of resistance* +2 (0 gp), *full plate* +1 x4 (0 gp), *heavy steel shield* +1 x3 (0 gp), +1 *flaming greatsword* (0 gp), +1 *longsword* x3 (0 gp), *potion of cure light wounds* x6 (0 gp), *potion of cure moderate wounds* x2 (0 gp), *potion of cure serious wounds* (0 gp), *scroll of expeditious retreat* (0 gp), *scroll of mage armor* (0 gp).

APL 12: Loot (12 gp); Coin: (10 gp); Magic: *amulet of natural armor* +1 (0 gp), *cloak of resistance* +1 (0 gp), *cloak of resistance* +2 (0 gp), *full plate* +1 x3 (0 gp), *full plate* +2 (0 gp), *heavy steel shield* +2 x3 (0 gp), +1 *flaming greatsword* (0 gp), +1 *longsword* x3 (0 gp), *potion of cure moderate wounds* x5 (0 gp), *potion of cure serious wounds* (0 gp), *scroll of expeditious retreat* (0 gp), *scroll of mage armor* (0 gp).

APL 14: Loot (12 gp); Coin: (10 gp); Magic: *amulet of natural armor* +2 (0 gp), *cloak of resistance* +2 x2 (0 gp), *full plate* +1 x3 (0 gp), *full plate* +2 (0 gp), *heavy steel shield* +2 (0 gp), +1 *flaming greatsword* (0 gp), +2 *longsword* x3 (0 gp), *potion of cure moderate wounds* x5 (0 gp), *potion of cure serious wounds* (0 gp), *ring of protection* +1 (0 gp), *scroll of expeditious retreat* (0 gp), *scroll of mage armor* (0 gp).

Detect Magic Results: *amulet of natural armor* +1 (Faint Transmutation), *amulet of natural armor* +2 (Faint Transmutation), *cloak of resistance* +1 (Faint Abjuration), *cloak of resistance* +2 (Faint Abjuration), *full plate* +1 (Faint Transmutation), *full plate* +2 (Moderate Transmutation), +1 *greatsword* (Faint Transmutation), +1 *flaming greatsword* (Moderate Evocation), *heavy steel shield* +1 (Faint Transmutation), *heavy steel shield* +2 (Moderate Transmutation), +1 *longsword* (Faint Transmutation), +2 *longsword* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of cure serious wounds* (Faint Conjunction), *ring of protection* +1 (Faint Abjuration), *scroll of expeditious retreat* (Faint Transmutation), *scroll of mage armor* (Faint Conjunction).

Troubleshooting: This encounter would normally be run if the PCs take Enda to the agreed upon meeting site. However, PCs can be crafty and stubborn, and it is quite possible that they never get here, but take their own way, perhaps leading Enda to the village (using teleport spells), or perhaps they never got Tasali's assignment.

In that case, skip this encounter for this moment. Note though, that with Alamanha still *dominated*, she will continue to look for the PCs, so they will, eventually, have to face up to her and the guards. It is quite possible though that by that time the PCs may have deduced a lot more of what is going on, which may add in prematurely ending the fight.

Finally, if the PCs miss this encounter but manage to kill Rocx, his *domination* of Alamanha is broken, and unless the PCs misbehaved themselves, she will not look for them further. In that case, the PCs do not get the xp for this encounter, although they do gain Alamanha's favor, and still gain access to items as a reward for their aid.

ENCOUNTER 6: CONFRONTING THE COUNTESS

While The PCs are fighting her guards, Nycintu has decided to set up the village against the Attloi. The mayhem she incites will result in slaughter, but she hopes that once the people are gone, it allows her to raid the major's coffers and make off with it. The people will likely not notice that she is gone until the next day, probably even later.

While she knows the greenhag needs more time for whatever foul plot she is cooking up, she has seen enough to know that staying around longer is simply too risky. She intends to leave them—and her men—to their own and run for it.

Part of this is also caused by the Thrall medallion, a magic item she received from Rocx for her services. Nycintu bound herself to the medallion by spilling a drop of blood in the mouth of the demon adornment. This allows her to both summon and control the creature trapped within the medallion. The medallion has a nasty influence, and her blood binding to it has caused her to slowly be filled with thoughts of evil and betrayal.

The following encounter happens when the party returns to the village.

Dusk is falling as the village of Moorwyth yet again comes into view. The streets of the small hamlet are filled with small lights, rushing together to a central point—the town square, where many people are gathered.

Continue if the PCs get closer and enter the village:

"There they are!" the cry of the Baroness can be heard over the roar of the crowd. As one, the people turn to face you.

"Get them!" the woman yells, almost hysterically, "they are in league with the gypsies! Avenge your daughters!"

Most of the crowd seem worried about this sudden turn of events, but a number of men, armed with pitchforks and cudgels, break away and move closer. As Tasali's guards move forward, drawing their weapons, more men follow suit.

The light of the torches cast an eerie light, and as it lights up the Baroness face, she smiles evilly as she pulls out a silver medallion.

If the PCs wait outside the village border, the people are eventually swept into a frenzy, and they move out of the village, Nycintu and Tasali's guards following behind (Nycintu intends to turn back once she is certain the people are moving up to the Attloi). In this case, the PCs likely confront her outside the village.

If the PCs send in a scout, invisible or otherwise hidden, that PC can hear 'Tasali' urge the crowd to confront the Attloi head on. There is little doubt that she is pushing for a massacre, but the villagers are too angry to realize this. Shortly thereafter, the crowd starts to move, and the PCs

have little choice to face them if they want to prevent a bloodbath.

Creatures: There are approximately thirty townsfolk, but only eight are bold enough to move toward the PCs. Tasali's guards also move forward, convinced of the PCs being a threat.

Nycintu stays back. Her first action is to activate her medallion on her turn. Paraphrase the following when this happens:

A billowing cloud of nauseating smog suddenly erupts from the crowd. Above the screams of the crowd is a terrible roar, and a shadow figure emerges from the fog.

The people and guards about to strike at you turn in amazement, terror on their faces as they witness the fiend stepping forth.

The demon summoned differs for each APL. It is, for the next 11 rounds, under control of Nycintu, and thus focuses its rage on the PCs.

The EL of this encounter only counts Nycintu and the demon, as when the demon appears, the villagers and guards reaction is to stop fighting and flee.

Note that the demons are called through a *planar binding* spell, and thus can use the *summon demon* ability if they have it. Be careful in using this ability, and only use it if you the judge the party of sufficient power to handle two demons.

APL 2 (EL 4)

✦ **Nycintu, 'Tasali':** female human Brd2; hp 12; see Appendix 1.

✦ **Dretch:** Small outsider [chaotic, extraplanar, evil]; hp 13; see Appendix 1.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (6):** male and female human War1; hp 13 each; see Appendix 1.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 1.

APL 4 (EL 6)

✦ **Nycintu, 'Tasali':** female human Brd4; hp 22; see Appendix 2.

✦ **Dretch (2):** Small outsider [chaotic, extraplanar, evil]; hp 13; see Appendix 2.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (3):** male / female human Ftr1; hp 15 each; see Appendix 2.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 2.

APL 6 (EL 8)

✦ **Nycintu, 'Tasali':** female human Brd4/Rog2; hp 32; see Appendix 3.

✦ **Babau:** Medium outsider [chaotic, extraplanar, evil]; hp 66; see Appendix 3.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (3):** male / female human Ftr3; hp 31 each; see Appendix 3.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 3.

APL 8 (EL 10)

✦ **Nycintu, 'Tasali':** female human Brd4/Rog4; hp 42; see Appendix 4.

✦ **Vrock:** Large outsider [chaotic, extraplanar, evil]; hp 115; see Appendix 4.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (3):** male / female human Ftr5; hp 47 each; see Appendix 4.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 4.

APL 10 (EL 12)

✦ **Nycintu, 'Tasali':** female human Brd6/Rog5; hp 57; see Appendix 5.

✦ **Bebilith:** Huge outsider [chaotic, extraplanar, evil]; hp 150; see Appendix 5.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (3):** male / female human Ftr7; hp 63 each; see Appendix 5.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 5.

APL 12 (EL 14)

✦ **Nycintu, 'Tasali':** female human Brd7/Rog5/Arcane Trickster 1; hp 66; see Appendix 6.

✦ **Hezrou:** Large outsider [chaotic, extraplanar, evil]; hp 138; see Appendix 6.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (3):** male / female human Ftr9; hp 79 each; see Appendix 6.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 6.

APL 14 (EL 16)

✦ **Nycintu, 'Tasali':** female human Brd7/Rog5/Arcane Trickster 3; hp 74; see Appendix 7.

✦ **Glabrezu:** Huge outsider [chaotic, extraplanar, evil]; hp 174; see Appendix 7.

✦ **Hueg, 'Frosty', and Bereedi, mercenaries (3):** male / female human Ftr11; hp 95 each; see Appendix 7.

✦ **Villagers (8):** male human Com1; hp 4 each; see Appendix 7.

Tactics: PCs should by now realize that both villagers and guards are duped and not their real enemy. With this knowledge, they may attempt to hold them off and use Diplomacy to stop the fight. The DC for such a rushed Diplomacy check is normally 35, but if the PCs have the other guards to back them up, the DC drops to 10.

Diplomacy is only really needed if the PCs fail to stop Tasali using her amulet. The guards and villagers are no threat to the PCs once the demon is summoned. While they initially move to attack, with the arrival of the creature this turns into panic, and they all attempt to flee. Any guards accompanying the PCs likewise turn to run.

The demon fights the PCs with the best of his abilities. Nycintu initially backs him up with song and supporting spells, but if she feels threatened herself, all her action is aimed at fleeing. If she gets away, she runs to the mansion.

Development: If the PCs capture Nycintu alive, she initially refuses to talk. She knows that any officials will put her to death, and so she seeks for a deal out of her predicament. There is little incentive for her to talk otherwise unless the PCs resort to actual torture (an evil act), or use magic compulsion such as *dominate* or divination. A *detect thoughts* is not enough on its own—a successful Bluff check opposed by Nycintu's Sense Motive is needed to trick her into revealing information this way.

A person who successfully employs *charm person* may try to appeal to her conscience, which requires an opposed Charisma check.

Without a way to force her, Nycintu offers to tell what she knows if the PCs let her go. The people of the village are not keen on this, but follow the PCs if they agree.

If convinced, Nycintu can tell the following:

- Tasali Bregohan is still alive. She is held on the Rynaster estate.
- The tax officers are a ruse. They are really her own men, thugs and smugglers.
- She was hired to escort a merchant, who was to deliver a strange elven sword at the Rynaster estate.
- When she arrived, the mansion was inhabited by a bunch of spellcasters. They are there to perform some ritual, for which they needed the sword.
- The leader of the group is a woman named Londa. She is some kind of spellcaster, but Nycintu doesn't know what kind. The others are named Truu and Amore, but Nycintu hasn't seen them much. (**Note:** while Nycintu has some suspicions, she does not reveal that Londa is a hag unless the PCs discover the hag eye or force her by asking specific questions)
- They have several minions. They haven't been seen, which is odd as the creatures must be pretty large—that is at least what she deduced from the tracks they leave. (**Note:** this is because the hags use *mirage* to conceal the ogres)
- There are others in the mansion. A wizard, most certainly a necromancer, as he has creatures in his employ that are obviously of an undead nature. The wizard is looking for something but she doesn't know what.
- The wizard dominated Alamanha on Londa's command. He didn't seem very eager—those two don't get along well.
- Nycintu does not know anything about an elven woman. If the name 'Certhaione' is mentioned, she recalls that Londa used the name once.

If the PCs killed Nycintu, or if she got away, they may not get a link to the mansion. In this case, the mayor asks the PCs to investigate. He lets them search his house, where 'Tasali' stayed (see treasure below), and mentions the mansion as another place to look.

Treasure: While the PCs may have to fight the guards and villagers, taking their equipment or items is theft. PCs that take this equipment anyway will find it impossible to sell it—an attempt to do so quickly makes this clear.

PCs may 'borrow' the defeated's equipment (including potions or scrolls, which need not be replaced if used) during the course of this scenario to better the odds. The items are listed below.

In addition, they gain access to these items—the guards, or their heirs should they happen to die, are willing to sell the equipment to the PCs (provided, of course, it isn't used).

Most equipment found on Nycintu can be kept, with the exception of her noble's outfit, jewelry, and signet ring, which belong to Tasali.

Among Nycintu's equipment is the Thrall amulet. Nycintu believes that it will protect her. Take note of anyone donning the amulet, as it may matter in encounter 14. Note that anyone holding the amulet will sense it's evil sentence.

If the PCs search the mansion (whether Tasali escaped or not), they find a disguise set and a box with jewelry. Most of the jewels really belong to Tasali Bregohan (so they can't be sold), but one ring, studded with a big gem worth 20 gp, is actually a *hag eye*. Nycintu never wore it while in the village, as she hates the idea that Londa can see what she does. Only a *true seeing* reveals the *hag eye*. Destroying the *hag eye* deals 1d10 damage to each hag, and blinds the one that gets the most damage for 24 hours. At APL 10 and up, the hags force Casphyr to remove the blindness. Note that destroying the *hag eye* immediately alerts the hags and they will therefore be prepared for the PCs when they arrive.

APL 2: Loot (22 gp); Coin: (3 gp); Magic: *ring of protection* +1 (167 gp), *potion of cure light wounds* x3 (0 gp), *Thrall Medallion* (125gp).

APL 4: Loot (18 gp); Coin: (3 gp); Magic: *potion of cure light wounds* x3 (0 gp), +1 *rapier* (194 gp), *ring of protection* +1 (167 gp), *Thrall Medallion* (125 gp).

APL 6: Loot (5 gp); Coin: (3 gp); Magic: *leather armor* +1 (97 gp), *potion of cure light wounds* x3 (0 gp), +1 *rapier* (194 gp), *ring of protection* +1 (167 gp), *Thrall Medallion* (125gp).

APL 8: Loot (5 gp); Coin: (3 gp); Magic: *leather armor* +1 (97 gp), *potion of cure light wounds* x6 (0 gp), +1 *rapier* (194 gp), *ring of protection* +2 (667 gp), *Thrall Medallion* (125gp).

APL 10: Loot (5 gp); Coin: (3 gp); Magic: *full plate* +1 x3 (0 gp), *gloves of dexterity* +2 (333 gp), *heavy steel shield* +1 x3 (0 gp), *leather armor* +1 (97 gp), +1 *longsword* x3 (0 gp), *potion of cure moderate wounds* x3 (0 gp), +1 *keen rapier* (861 gp), *ring of protection* +2 (667 gp), *Thrall Medallion* (125gp).

APL 12: Loot (5 gp); Coin: (3 gp); Magic: *full plate* +1 x3 (0 gp), *gloves of dexterity* +2 (333 gp), *heavy steel shield* +2 x3 (0 gp), *slick leather armor* +1 (347 gp), +1 *longsword* x3 (0 gp), *potion of cure moderate wounds* x3 (0 gp), +1 *keen rapier* (861 gp), *ring of protection* +2 (667 gp), *Thrall Medallion* (125gp).

APL 14: Loot (5 gp); Coin: (3 gp); Magic: *full plate* +1 x3 (0 gp), *gloves of dexterity* +4 (1333 gp), *heavy steel shield* +2 x3 (0 gp), *slick leather armor* +1 (347 gp), +2 *longsword* x3 (0 gp), *potion of cure moderate wounds* x3 (0 gp), +1

keen rapier (861 gp), *ring of protection +2* (667 gp), *Thrall Medallion* (125gp).

Detect Magic Results: *full plate +1* (Faint Transmutation), *gloves of dexterity +2* (Moderate Transmutation), *gloves of dexterity +4* (Moderate Transmutation), *heavy steel shield +1* (Faint Transmutation), *heavy steel shield +1* (Moderate Transmutation), *leather armor +1* (Faint Transmutation), *slick leather armor +1* (Faint Conjuration), *+1 longsword* (Faint Transmutation), *+2 longsword* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjuration), *potion of cure moderate wounds* (Faint Conjuration), *+1 keen rapier* (Moderate Transmutation), *+1 rapier* (Faint Transmutation), *ring of protection +2* (Faint Abjuration), *ring of protection +2* (Faint Abjuration), *Thrall Medallion* (Moderate Conjuration),

ROUND 2

This chapter describes what happens if the PCs enter the Rynaster estate. How this runs out is dependent on how well the PCs fared in the first part, and on how they approach the mansion.

In addition, the encounters may differ depending on whether they occur during the day or the night. During the day, the vampire Rocx and his minions guard the defiled chapel. The hags are divided through the mansion. The annis amuses herself with interrogating Tasali, the greenhag browses the library, and the sea hag has retreated to one of the bathrooms.

During the night, the vampire is in the library, searching for more information for his mistress, and the hags are in the chapel, conducting their ritual.

It is quite possible that any or all occupants of the mansion know that the PCs are coming. Rocx will know if the PCs defeat Alamanha, and anticipates their arrival. He is not keen on the hags though, so he does not share much of the information he has. This means that there may still be a chance that the PCs can surprise the hags.

This chance drops drastically if the PCs let Nycintu escape, or if they destroyed the hag eye. In these instances, the hags are warned, and with them the entire mansion is expecting the PCs. If Nycintu was captured, and the hag eye covered, it is much less likely that the mansion be at full alert—the hags are simply too busy with preparing their rites to closely watch the events in the village. That is, after all, Nycintu's task.

Should the mansion be warned of the PCs imminent arrival, an *alarm* spell has been set in place at the mansion's entrances. All NPCs are fully armed and armored, and react immediately at any suspicious sounds. Unless the PCs employ devious stealth tactics, none are surprised.

In addition, if the PCs choose to rest during the night, the hags send out Rocx to deal with them. Rocx is not a brave heart though, and unwilling to face the PCs alone if there is any threat to his person. He actually has little motivation to stop the PCs—they are an excellent chance for him to get rid of the hateful hags, who have not been very successful on their task. If the PCs get rid of them, he can return to his mistress with the lore he has gathered.

He seeks out PCs that are unwatched, and, during their sleep, uses his Blood Drain to drain them for 1d4 Con. He does not drain enough to kill them, but anyone drained has a -2 penalty on Will saves vs. his dominating gaze.

If all PCs are watched, he does nothing but observe from a distance, and then retreat.

The Estate: The Rynaster Estate is located at a few hours walk from the village. It is build at the edge of a cliff and looks out over the sea. It used to be a great and luxury mansion house, but when the last Rynaster died and money dwindled, it quickly fell to ruin. The Lodwag family, who live on site, had far too few resources to properly maintain it, and when a fire broke out on the ground floor there were no resources to rebuild or make proper repairs.

On the lower floor, the dining room has been in shambles and is heavily smoke damaged, for years, and most of the windows in the upper floor are boarded up as the heat of the fire caused many to shatter. The chapel and library were, for a long time, in good state, but with the invasion of the hags the chapel has been defiled, and the library taken over by the vampire Rocx.

The mansion exists of two buildings, connected by a long corridor, which together with a wall and gate hems in a small garden with a well. One building is the kitchen and servant's quarters. The other is the main mansion, holding the library, chapel, and family living quarters. The last part of the mansion is build close to the chalky cliffs, and a stone balcony that ruins behind the house looks out over the sea. From the balcony is an excellent view on the multicolored glass-in-lead windows of the chapel, though it is almost impossible to look through them.

The mansion is topped by a dome, half of which is gray marble and caps the chapel, the other half is of magically reinforced glass and caps the library. Anyone on the roof could get a good view of the library and who is in it.

Troubleshooting: PCs may take rest before they enter the mansion, but once they are inside the clock starts ticking, and they have one day to free Certhaione before the hags finally complete the ritual (beating Rocx's criticism that they'll never succeed), and come looking for them.

Should this happen, Rocx leaves for his mistress with the information gathered, and the hags (number depends on the APL) and their minions, including Casphyr and his undead, descend on the village for a final massacre after they kill Tasali and Nyn.

Note that this part of the scenario gives very little possibilities for rest, and contains up to five possible encounters. The difficulty of these encounters vary depending on how well prepared the party is. Low-level parties though may have severe difficulty with the pace.

Keep the following in mind:

- At least two encounters can be solved through diplomacy, though this may not always be satisfactory.
- Rocx and the hags don't like each other and so will not help each other out.
- If the party kills Rutthead(see encounter 10) and any hags present, the rest of the thugs will likely give themselves up.

- The PCs may hire help. This introduces problems of its own (see below)
- Retreat is still an option. Unfortunately this will place the next initiative with the hags, who will move toward the village. It may also mean that Tasali does not survive.

Nycintu escapes: If Nycintu got away, the creatures in the mansions are warned and prepared for the PCs. The guard at the gate is withdrawn, and an *alarm* spell is placed on the mansion's main entrance. While everyone is on their guard, there is not much more that the hags prepare—their mutual bickering prevents effective cooperation, and their arrogance means they underestimate the PCs. While the PCs will not have the element of surprise, most encounters will not run differently than described here, nor will spellcasters prepare other spells or buff in advance.

Hiring help: An option the PCs may want to contemplate is to ask Hulan and his men to aid them in attacking the mansion. Since Tasali is their charge, it is not too hard to convince Hulan to aid unless the PCs killed one or more of his men—in that case, he is not so eager to associate with the PCs and requires a DC 25 Diplomacy roll to give his aid. If that fails, he instead decides to stay behind and guard the village. If Hulan was killed, the other guards won't help at all.

Taking Hulan and his men may make some combats easier, but Hulan will enter the mansion only by daylight, which may result in a tougher fight with the hags and Rutthead teaming up. Hulan lets the PCs take the lead. Once Tasali is found, he and his men immediately retreat to take her into safety.

Mobilizing the people: Some PCs may also try to get help from the villagers. If they learn that the true cause of their problem is possibly on the Rynaster estate, the folk are eager to set up a mob and attack the mansion (at whatever time the party thinks it works best). Of course they are no real match for the monsters. They may be able, in their anger, to stand up against Nycintu's men and even the ogres. But when they are under attack of the hags or the undead, the crowd panics and disperses, creating chaos and probably having numerous dead and wounded. In addition, with a crowd wielding torches and pitchforks, it will be near impossible to approach undetected. Using the crowd as a distraction may work, but it is almost certain to cause much grief when the monsters focus their wrath on the crowd and innocents die at their hands, and good PCs may get into alignment conflicts if they knowingly pursue this course.

Divination and scrying: The PCs can use divination magic to scry the area and locate people. This may give them a significant advantage. The library is warded against divination magic. No spell reveals anything in that room, and a spell specifically targeted at that area fails. A roaming spell (i.e. *detect magic* or *prying eyes*) reveals nothing while it scries the library. In addition, all three hags benefit from a *mind blank* spell and cannot be detected at all.

Proper magic can reveal the location of Tasali, Nyn, or Nycintu's men. It also allows the layout of the building to be scried. The ogres can only be detected if the caster of the

divination spell also has means to look through the *mirage arcana* spell that the hags employ to shield them from view.

A *detect magic* spell picks up the remains of the *hallow* spell (dim aura of Evocation) that was once in place on the building. The hags destroyed the enchantment by defiling the chapel, though part of it still lingers.

Detect scrying: Note if anyone has *detect scrying* up. Shortly after this PC actually enters the house, he becomes aware that the area is being scried. If the person protected succeeds at an opposed caster level (18) check, he gets a flash of a young elven woman's face. The distance or location of the scrier is hundreds of miles to the south. While this information is accurate enough at this moment to use as a focus for a *teleport* spell, anyone foolish enough to try this is lost and does not return.

What happens to those PCs is unknown. No amount of scrying can further discern their locations, and they are effectively out of the scenario. It takes several weeks before they surface again, at the edge of the Vast Swamp, dazed and unable to recall what happened. Their backs are covered in scars, and the two previous weeks are only a blur of darkness, pain, and fear.

PCs who have gone through this pay 2 more TUs for spending their days in the swamp (but they need not pay upkeep over those TU). Note on the PC's AR that the character has been 'Marked'.

A PC that teleported away otherwise gets all the favors and disavors as the other PCs.

ENCOUNTER 7: THE GATE

You can smell the sea as you approach a large mansion, build at the edge of a chalk cliff that looks out over the sea.

A large, wrought iron fence blocks the way to the mansion. It runs in both directions, covered with vines, and seems to go on for quite some time. The road passes through a large gate of the same metal, spots of rust showing but still ponderously heavy. The top of the gate is bent, as if something large and heavy was pushed against it.

Through the fence's bars one can see the mansion, still a few hundred feet away. A few tents have been pitched up outside, but there is nobody to be seen. The house looks as if its best times are far behind it. One part is blackened with soot; a quite fierce fire must once have burned there. Still, the house can't be empty, as smoke rises from the chimney of a small building to the left of the main building, connected by a long stone corridor.

During the day, a guard is on post near the gate to dissuade any possible troublemakers. If the PCs make sufficient noise, the guard approaches to ask what they want. He is not very forthcoming with information. He claims to be "in the employ of the Free City State of Ountsy", and that he cannot talk to the PCs because they are "not sufficiently scrutinized" and the issues are "of a politically very sensitive matter". His comments seem as if he rehearsed them, but then again, he doesn't look very smart. He refers all other comments to the Baroness because she "has been fully briefed on the situation".

The guard's statistics can be found in the description of Encounter level 10. If the PCs attack him, he blows a whistle, alerting the others inside. If he is killed, don't forget to reduce the number of guards.

During the night, the guard is absent. Once the hags have been warned of the PCs, they cancel this guard duty altogether.

The gate is closed, and it takes some pushing and shoving to open it. It makes a lot of grinding noise, which is sure to alert the guard and the ogres. If the mansion was on alert, those inside also get warned. It is also possible to climb over the fence with a DC 10 Climb check.

The small building is the servant's quarters, until recently the residence of the Lodwags.

Creatures: The hags make use of a number of guardians—ogres that have traveled with them from the north, under cover of a *mirage*. They are hold up in the mansion's former dining room.

They hunt at night, and the mirage which hides the dining room with an illusion of shadows and curtains, keeps them out of sight during the day. Even Nycintu and her men have not actually seen them, though they are aware that 'something big' is guarding the mansion. *True seeing* or similar magic allows one too look through the mirage, but otherwise it can't be disbelieved unless interacted with (i.e. touched). However, the ogres can not mask their smell nor are they totally silent, so someone succeeding at a DC 10 (modified by distance) Listen check, or a creature with scent learns that some large creatures are hiding behind the curtains. The ogres have no problem looking outside form the mirage.

Note: At APL2, the ogre fights unarmed. Use the statistics from Appendix 1, not from the MM.

APL 2 (EL 3)

➤Ogre: hp 29; see Appendix 1.

APL 4 (EL 5)

➤Ogres (2): hp 29; see Appendix 2.

APL 6 (EL 7)

➤Ogre barbarians (2): Ogre Bbn1; hp 38; see Appendix 3.

➤Ogre shaman: Ogre Adept2; hp 41; see Appendix 3.

APL 8 (EL 9)

➤Ogre barbarians (2): Ogre Bbn3; hp 57; see Appendix 4.

➤Ogre shaman: Ogre Adept4; hp 53; see Appendix 4.

APL 10 (EL 11)

➤Ogre barbarians (2) Ogre Bbn3/Ftr2; hp 79; see Appendix 5.

➤Ogre shaman: Ogre Adept6; hp 65; see Appendix 5.

APL 12 (EL 13)

➤Ogre barbarians (2): Ogre Bbn3/Ftr4; hp 95; see Appendix 6.

➤Ogre shaman: Ogre Adept8; hp 77; see Appendix 6.

APL 14 (EL 15)

➤Ogre barbarians (2): Ogre Bbn5/Ftr4; hp 126; see Appendix 7.

➤Ogre shaman: Ogre Adept10; hp 89; see Appendix 7.

Tactics: The ogres wait for the PCs to approach the mansion, following instructions, but once the PCs are within 40 feet, they make a move, breaking through the shattered windows and initiating attack. Unless the PCs spotted them using *true seeing* or an equivalent ability, the ogres have surprise. They use this to close in on the PCs. Their shaman, if present, stays back to cast supporting magic, but after tossing his most powerful spells, also wades into combat.

Development: Defeating the ogres is rather straightforward. The noise though may alert those inside the mansion. Roll a DC 20 Listen check for each of the hags present (during the day), Rocx (during the night), and Rutthead. The Listen check DC assumes a distracted listener, distance of 50 feet, and a stone wall and a door blocking the noise (see the Listen skill in the PHB). Assign a +5 circumstance bonus if the hags are expecting the PCs, and a -10 penalty for anyone that is sleeping.

Success means that individual is alerted and will be prepared for the PCs. In the case of Rutthead or the hags, this means they move toward the hall to set up an ambush (alerting others if convenient). Rocx instructs Casphyr to meet with the PCs. He does not alert anyone else at this point.

Treasure: The ogres have little in coin, carrying only what they have with them. At APL14, their shaman also carries some gems, intended for the casting of foul magic, but never used.

If the PCs search the Ogre's lair, they also find the skeletal body of a young man, his flesh stripped from the bones. These are the remains of Janno, dumped here by Casphyr after they dined on his body.

APL 2: Loot (3 gp); Coin: (0 gp); Magic: none.

APL 4: Loot (7 gp); Coin: (0 gp); Magic: none.

APL 6: Loot (41 gp); Coin: (0 gp); Magic: none

APL 8: Loot (41 gp); Coin: (0 gp); Magic: none

APL 10: Loot (41 gp); Coin: (0 gp); Magic: none

APL 12: Loot (26 gp); Coin: (0 gp); Magic: *large chainmail armor +1* (x2)-(242 gp).

APL 14: Loot (10); Coin: (100 gp); Magic: *large chainmail armor +1* (x2)-(242 gp), *large +1 greatclub* (x2)-(384 gp).

Detect Magic Results: *large chainmail armor +1* (Moderate Transmutation), *large +1 greatclub* (Moderate Transmutation);

ENCOUNTER 8: THE HALL

The outer doors of the building are open, leading into a large hall laid with white marble tiles. A circular balcony, supported with twisted pillars, looks out over the main floor. Stairs lead up, and small corridors lead to the left and right. Three sets of double doors come out on the hall.

The corridor to the left leads to the kitchen and servant's quarters, which is almost a different building. The corridor to the right goes around the library, and ends on a small door leading out onto the patio that looks out over the sea.

The doors to the right lead into the remains of the dining room. That room is mostly burned down and in a terrible mess. If the PCs go that way, they find the ogre's den.

The double doors to the library are warded with an *arcane lock* (cast from scrolls found in the library). Opening them requires a *knock* spell, a *dispel magic* (caster level 5th) or a DC 35 Strength check, and alerts those inside of the PCs approach.

The doors to the chapel seem unlocked but cannot be opened from here—something (a *force cage*) blocks it so the doors can't swing open.

The hags are relying on the ogres to guard the mansion, and as such they normally have no traps in place. If the PCs allowed the hags to be warned, this changes. In that case, the entire hall is warded with an *alarm* spell (caster level 5th or Rocx' caster level, whichever is higher). When it goes off, a piercing scream runs through the entire mansion, alerting everyone of the PC's presence. A *detect magic* reveals the abjuration. If the PCs enter without precaution, they trigger the alarm.

A piercing scream runs through the mansion's halls. The blood chilling sound seems to come from everywhere, and its echoes linger in the empty halls.

Even though your ears are still ringing, you can hear other noises, the ring of metal coming closer. You have been noticed.

Development: A triggered alarm sends everyone in the direction of the hall, intent to deal with the intruders. Note though that at night, the hags are involved with their ritual, and leave dealing with the intruders to their minions until the PCs reach the chapel.

Also, Rocx has little intention to stop the PCs. He seeks to encounter them later on.

See Encounter 10 on stats of Rutthead and his men, and encounter 14 for stats on the Hags. As with that encounter, on lower APLs some of the hags may not be present.

The strategies are straightforward—the Annis and Rutthead seek to get into melee range, while Rutthead's men attempt to employ missile fire, and the greenhag (at higher levels), Nycintu (if present) and the sea hag keep range so they can use their spell like powers.

This can be a very nasty encounter if the PCs have to face up to both Rutthead and the hags. If they have no support from Hulan and his men, the hags hold back, planning to ambush the PCs when they enter the upper floor (encounter 11). Also note that Rutthead and his men are as vulnerable to the sea hag's horrible visage as the players are.

If fighting takes place in the hall, it may alert others in the mansion. Roll a DC 5 Listen check for each of the hags present (during the day), Rocx (during the night), and for

Rutthead. The Listen check DC assumes a distracted listener, distance of 50 feet, and a door blocking the noise (see the Listen skill in the PHB). Assign a +5 circumstance bonus if the hags are expecting the PCs, and a -10 penalty for anyone that is sleeping.

ENCOUNTER 9: THE KITCHEN

The kitchen connects the server's quarters to the mansion. The PCs may be able to approach it unseen if they use stealth. Simply walking up will alert Nycintu's men, who will plan an ambush by positioning themselves just outside the door from the kitchen to the servant quarters.

A thick, musty smell hangs in this room, which, from the look of it, is the kitchen. There are pots and pans everywhere, a black iron stove, a sink and a large wooden table covered in a layer of grease. The ground is strewn with rotting vegetables.

Sitting at the table is an old man, whistling to himself, grinding something in a stone bowl. A long iron chain, leading from the manacles on his ankles, fetters him to the iron stove. The chafing on his legs indicates that he has been tied like this for quite some time.

The man ignores everyone. He continues to whistle as he pours the contents of the bowl in a large pan, then starts stirring it.

If Nycintu's men lay in ambush, they barge in as soon as the PCs enter, gaining surprise unless the PCs make a DC 20 listen check at which time they hear, just in time, the sound of whispering people behind the kitchen door.

Creatures: The man chained to the kitchen sink is named Uther Lodwag. He is the estate's caretaker. He lived on the grounds with his family, in the servant's quarters. When the hags seized the estate, they captured him and kept him alive, partly for their enjoyment and partly to press him for information. They ate his wife and brother, and the sight turned him mad.

When Nycintu and her men arrived, the man was hopelessly insane and couldn't be handled. They keep him in the kitchen, though it would have been more humane to let him die.

Uther goes about in his kitchen, preparing the meals, whistling crazily and totally oblivious to everyone. He suppressed the death of his wife and brother, and only goes through the motions when he makes meals, invariably a gruel that tastes like wet cardboard.

Uther Lodwag: Human male Exp1; hp 6; see Appendix 1-7.

Development: As long as Lodwag is insane, no information can be gained from him. *Detect thoughts* or similar magic reveals only random thoughts, though some seem of a very violent nature. If his insanity can be lifted (i.e. by using a *heal* spell), he immediately bursts into tears. After some minutes, he can tell the PCs how three hags captured him and his family, and how they slaughtered them but kept him alive.

If anyone tries to prevent Uther from cooking, he becomes violent and attacks with the chain on his leg. If

people back off, he returns to his daily chores, apparently having forgotten his own rage.

Uther attacking the PCs may alert Nycintu's men in the rest of the building

ENCOUNTER 10: THE SERVANT'S QUARTERS

Apart from the kitchen, the servant quarters consist of three bedrooms, a living room and a basement. Tasali and Nyn are chained down in the basement. The basement was originally a storage place, but several goods were moved so a few old mattresses could be dropped down. The girls sleep here, their hands chained to the wall.

Nycintu's men use the bedrooms and can be found throughout these quarters during the day. At APL 6 and up, the annis hag Amore may also be found here during the day (80% chance). She spends most of her time in the basement, torturing more information out of Tasali. If Amore isn't here, at least one guard is down there to watch the girls.

Encounters by Day

Creatures: Nycintu's men are led by a half-orc named Rutthead. Rutthead is a brute, who loves to engender fear. He revels in pain and secretly has prays to Gruumsh, though he hides those sympathies from his fellow men.

The other men are all male thugs, muscle that is loyal to money, not to Nycintu and certainly not to Rutthead. They are in a bind though, having dealt with hags and undead monsters, and as such they are aware that should they fail to defeat the PCs, death is certainly their only reward. This means that at this point they won't quickly give up without a fight, even if they do hate Rutthead.

There are a total of five thugs. One stays to guard Tasali and Nyn at all times (an explicit order of the hags). Another guards the gate during the day (unless the PCs are expected).

Reduce the number of thugs below if the fight takes place away from the servants' quarters, or if the PCs already killed one of the guards at the gate.

If Nycintu escaped, she is also here, and aids her men. See her stats at Encounter 7.

Finally, during the day, at APL 6 and up, there is an 80% chance Amore is here (otherwise she is sleeping - see encounter 12). See her stats at Encounter 14.

APL 2 (EL 3)

✚**Rutthead:** Male half-orc Ftr1; hp 11; see Appendix 1.

✚**Thugs (3-5):** Male human War1; hp 9; see Appendix 1.

APL 4 (EL 5)

✚**Rutthead:** Male half-orc Ftr1/Bbn2; hp 30; see Appendix 2.

✚**Thugs (3-5):** Male human Ftr1; hp 14; see Appendix 2.

APL 6 (EL 7)

✚**Rutthead:** Male half-orc Ftr2/Bbn3; hp 45; see Appendix 3.

✚**Thugs (3-5):** Male human Ftr2; hp 27; see Appendix 3.

APL 8 (EL 9)

✚**Rutthead:** Male half-orc Ftr4/Bbn3; hp 59; see Appendix 4.

✚**Thugs (3-5):** Male human Ftr2/Rog1; hp 32; see Appendix 4.

APL 10 (EL 11)

✚**Rutthead:** Male half-orc Ftr4/Bbn5; hp 75; see Appendix 5.

✚**Thugs (3-5):** Male human Ftr2/Rog3; hp 42; see Appendix 5.

APL 12 (EL 13)

✚**Rutthead:** Male half-orc Ftr6/Bbn5; hp 89; see Appendix 6.

✚**Thugs (3-5):** Male human Ftr4/Rog3; hp 56; see Appendix 6.

APL 14 (EL 15)

✚**Rutthead:** Male half-orc Ftr6/Bbn7; hp 118; see Appendix 7.

✚**Thugs (3-5):** Male human Ftr4/Rog5; hp 66; see Appendix 7.

Both girls have been abused by their captives and are severely wounded. Nyn is near death. Being periodically drained by Rocx, she has little constitution left. Both girls are exhausted.

✚**Tasali Bregohan:** Human female Ari1; hp 3; see Appendix 1-7.

✚**Nyn:** Human female Com1; hp 1; see Appendix 1-7.

Tactics: If possible, Rutthead and his thugs ambush the PCs, trying to gain advantage through surprise.

Rutthead enters rage immediately and employs the reach abilities of his spiked chain as best as he can. If there are any half-orcs in the party, he calls out to them, urging them to join his side and deal with the intruders—he bellows that great rewards are at stake. His hope is to lure half-orc PCs to his side and add more orc blood to his band (as he hates humans). As such he focuses his attacks to non-half-orc PCs until it is clear that the PCs won't join.

The thugs are less discriminating—they go for the easiest targets, trying to combine flanking to use their sneak attacks.

If Nycintu is present, she aids by singing and casting supportive magic. If possible, she prefers to stay *invisible*, casting non-offensive magic to boost her men. If the situation looks grave, she does not hesitate to flee again.

Amore attacks as a rabid bear, trying to grab and rend whoever gets in her way—though if any of the PCs are female, those become her prime target. Note that Amore is

large and thus may have trouble moving through the corridors in the servant quarters.

Development: Once the PCs deal with the thugs guarding Nyn and Tasali, they can free the girls.

Freeing the women is one thing, getting them to safety is another thing. While gravely wounded, Tasali is a tougher woman than she at first sight seems, and she could get about, but Nyn is disabled and can't get about without help. Tasali is pragmatic though, and offers to take herself and Nyn to safety, so they won't burden the PCs if they decide to continue on into the mansion. If the PCs let her, Tasali does indeed manage to get herself and in safely to the village. If Nycintu still poses as 'Tasali' at that moment, she flees, and the PCs won't face her unless they track her down.

Note that Nyn's damage is due to Constitution drain, and therefore *cure* spells won't help her.

While Rutthead won't utter a word even under threat of pain, the other thugs are more willing to talk—though PCs have to drag it out one question at a time. They are aware of Amore and Londa. None have ever seen Truu, as she stays to the upper floors of the mansion, and the thugs are not allowed to go anywhere but the servants' quarters and the hall. But since Amore comes here ever so often, they know her, and while she keeps her appearance up, most have guessed that she is 'more than human'. They think similar of Londa, who is the leader and the nastiest of them all. They also know Rocx, and that he is a vampire (something they didn't dare tell Nycintu), as he occasionally feeds on Nyn. They know he has undead minions but not what these are. They don't know anything of an elf called Certhaione, but recall the elven lightblade they brought here (one of the thugs identified it), and think that it is 'pretty important'.

Treasure: The men carry most of their stuff with them. They carry little if any coin—most of what they have was robbed from Tasali anyway. Most of their equipments is also stolen, so when sold, it may not earn as much as it is actually worth.

If the PCs ransack the bedrooms, they find another three potions of *cure light wounds* in a locked chest, together with a thunderstone, a set of thirteen tindertwigs, two flasks of alchemist's fire and a flask of holy water. The items were bought on the black market from a Joramy priestess in Rel Astra. All potions and flasks are stamped with the holy symbol of that goddess (a volcano).

For Nycintu and Amore's treasure, see their stat blocks and Encounters 7 and 14.

APL 2: Loot (160 gp); Coin: (0 gp); Magic: *potion of cure light wounds* x4 (16 gp).

APL 4: Loot (347 gp); Coin: (0 gp); Magic: *potion of cure light wounds* x 4 (16 gp).

APL 6: Loot (228 gp); Coin: (0 gp); Magic: *spiked full plate +1* (225 gp), *+1 spiked chain* (194 gp), *potion of cure moderate wounds* (25 gp), *potion of cure light wounds* x 2 (12 gp).

APL 8: Loot (128 gp); Coin: (0 gp); Magic: *spiked full plate +1* (225 gp), *+1 shock spiked chain* (694 gp), *chain mail +1* x4 (432 gp), *potion of cure moderate wounds* (25 gp), *potion of cure light wounds* x7 (28 gp)

APL 10: Loot (23 gp); Coin: (0 gp); Magic: *gauntlet's of ogre power* (333 gp), *spiked full plate +1* (225 gp), *+1 shock spiked chain* (694 gp), *chain mail +1* x4 (432 gp), *+1 scimitar* x4 (776 gp), *potion of cure moderate wounds* (25 gp), *potion of cure light wounds* x7 (28 gp).

APL 12: Loot (21 gp); Coin: (0 gp); Magic: *belt of giant strength +4* (1333 gp), *spiked full plate +1* (225 gp), *+1 shock spiked chain* (694 gp), *chain mail +1* x4 (432 gp), *+1 scimitar* x4 (776 gp), *heavy wooden shield +1* x4 (384 gp), *potion of cure serious wounds* (63 gp), *potion of cure moderate wounds* x4 (100 gp), *potion of cure light wounds* x 3 (12 gp).

APL 14: Loot (21 gp); Coin: (0 gp); Magic: *belt of giant strength +4* (1333 gp), *spiked full plate +2* (475 gp), *+1 shock spiked chain* (694 gp), *chain mail +1* x4 (432 gp), *+2 scimitar* x4 (2772 gp), *heavy wooden shield +1* x4 (384 gp), *potion of cure serious wounds* (63 gp), *potion of cure moderate wounds* x4 (100 gp), *potion of cure light wounds* x 3 (12 gp).

Detect Magic Results: *belt of giant strength +4* (Faint Transmutation), *chain mail +1* (Moderate Transmutation), *gauntlet's of ogre power* (Faint Transmutation), *heavy wooden shield +1* (Faint Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of cure serious wounds* (Faint Conjunction), *+1 scimitar* (Faint Transmutation), *+2 scimitar* (Moderate Transmutation), *+1 shock spiked chain* (Moderate Evocation), *+1 spiked chain* (Faint Transmutation), *spiked full plate +1* (Faint Transmutation), *spiked full plate +2* (Moderate Transmutation);

Encounters by Night

During the night, at least one of the men is awake and on watch, and at least one of the men is with the girls. If the hags are warned of the PCs, all men are awake. The annis is not present.

ENCOUNTER 11: THE UPPER FLOOR

The only way to get to the chapel without resorting to brute force or magic is the upper floor.

A balcony runs around the edge of the hall, looking out on the floor below. Opposite the stairs are two double doors, and a small door is set halfway in the right wall.

At the right side of the balcony, a wide corridor leads to three doors and the rooms beyond.

The door to the right leads into the library (see encounter 12). It is normally unlocked during the day, and locked during the night (but see below).

The doors in the corridor lead to the master bedrooms and an opulent bathroom (see encounter 13). None are locked.

The double doors lead to the chapel (see encounter 14). The door is closed and barred on the inside. A DC 30 Strength check opens the door, but the bar can also be

lifted with a DC 10 Disable Device check. See encounter 14 if the PCs enter through his door.

The doors at the other end of the balcony lead to two bedrooms and an opulent bathroom (see encounter 13). None are locked.

Encounters by Day

By Day, the PCs may encounter the hags here. If they are warned, they try to ambush the PCs. Allow listen checks for PCs to notice the hags, before they attack.

See encounter 12 for the hags tactics and their stats.

Encounters by Night

Creatures: If it is night, and the PCs have made any noise, Rocx knows that the PCs are out there. Rocx has little desire to fight the PCs. He is a diviner, rather new to the vampire business, and not so confident of his abilities that he thinks he can best the PCs. On the other hand, he knows that they can't truly kill him, and fighting him and his men would certainly weaken them to their upcoming fight with the hags. In addition, Rocx despises the hags and would not mind if they were slain, as then he can finally leave the dreaded mansion, which lingering holy aura works on his nerves.

So he has commanded his minion, the undead Nerull priest Casphyr, to go and propose a truce with the PCs. Casphyr and his undead minions unlock the upstairs library door and move into the upper floor when the PCs are still down in the hall (or outside), and, hiding in darkness and shadows, await the PCs.

APL 2 (EL 4)

✦ **R'lehandor Rocx:** male half-elf vampire spawn; hp 29; see Appendix 1.

✦ **Casphyr:** male human ghoul/clr1; medium undead; hp 20; see Appendix 1.

✦ **Skeletons (4):** medium undead; hp 6; see Appendix 1.

APL 4 (EL 6)

✦ **R'lehandor Rocx:** male half-elf vampire spawn; hp 29; see Appendix 2.

✦ **Casphyr:** male human ghast/clr1; medium undead; hp 36; see Appendix 2.

✦ **Ghouls (4):** medium undead; hp 13; see Appendix 2.

APL 6 (EL 8)

✦ **R'lehandor Rocx:** male half-elf vampire spawn; hp 29; see Appendix 3.

✦ **Casphyr:** male human ghast/clr2; medium undead; hp 43; see Appendix 3.

✦ **Ghoul Rogues (4):** male ghoul Rog1; medium undead; hp 20; see Appendix 3.

APL 8 (EL 10)

✦ **R'lehandor Rocx:** male vampire half-elf Div5; hp 40; see Appendix 4.

✦ **Sheek, bat familiar:** tiny animal; hp 20; see Appendix 4.

✦ **Casphyr:** male human ghast/clr4; medium undead; hp 57; see Appendix 4.

✦ **Ghoul Rogues (4):** male ghoul Rog2; medium undead; hp 27; see Appendix 4.

APL 10 (EL 12)

✦ **R'lehandor Rocx:** male vampire half-elf Div7; hp 54; see Appendix 5.

✦ **Sheek, bat familiar:** tiny animal; hp 27; see Appendix 5.

✦ **Casphyr:** male human ghast/clr6; medium undead; hp 71; see Appendix 5.

✦ **Ghoul Rogues (4):** male ghoul Rog4; medium undead; hp 41; see Appendix 5.

APL 12 (EL 14)

✦ **R'lehandor Rocx:** male vampire half-elf Div9; hp 68; see Appendix 6.

✦ **Sheek, bat familiar:** tiny animal; hp 34; see Appendix 6.

✦ **Casphyr:** male human ghast/clr8; medium undead; hp 85; see Appendix 6.

✦ **Ghoul Rogues (4):** male ghoul Rog6; medium undead; hp 55; see Appendix 6.

APL 14 (EL 16)

✦ **R'lehandor Rocx:** male vampire half-elf Div11; hp 82; see Appendix 7.

✦ **Sheek, bat familiar:** tiny animal; hp 41; see Appendix 7.

✦ **Casphyr:** male human ghast/clr10; medium undead; hp 99; see Appendix 7.

✦ **Ghoul rogues (4):** male ghoul Rog8; medium undead; hp 69; see Appendix 7.

Development: Casphyr is not so eager for a truce—he desires to kill, and so when he approaches the PCs, he isn't very subtle, hoping to draw them into attacking him.

Shades move in the dark. A nauseating smell, as if something rots, wafts toward you. Then a twisted man in ragged clothes steps from the darkness into the light. He has a withered look, with eyes blazing with a sinister red light. His mouth is filled with jagged teeth, and he licks his lips with a long tongue, looking at you with eyes full of hatred. Around his neck is a silver symbol of a skull and scythe—the symbol of Nerull.

His hands clench and unclench as he regards you with hatred, and his voice is full of malice as he speaks.

"Ready to... negotiate?"

The PCs may notice other shapes moving about. Ask for a Spot check, and compare these with the hide check of Casphyr's ghouls (at APL 4+) and Rocx to determine whether they are spotted. If the ghouls had any preparation time, some attempt to hide in the hag's bedrooms, so they

can move behind the PCs to gain flanking. Rocx stands in the library doorway.

All undead hold their attack, but all are expecting a fight, so none are surprised should the PCs attack. Roll normal initiative, and combat is on (see below).

If the PCs show willingness to talk, Casphyr continues:

The creature seems frustrated at your decision, but he presses on.

"Well. Hrr.. Fine. We offer you a simple choice. We may let your fleshy forms pass. We will hold our hunger and you can move on.

You will not seek us out, and you will leave us the elven blade. It belongs to us.

A cowards deal, but I offer it to you little weasels anyway. Accept, and you live, Refuse, and I will happily suck the marrow from your bones.

A deal then?"

Rocx is willing to let the PCs pass, provided they leave him alone. In addition, in the chapel is an elven blade of a strange alloy. He desires that the PCs leave the blade behind when they leave.

PCs may want to ask Casphyr questions, but he doesn't answer them, just impatiently demanding the PCs accept the truce. If someone mentions Certhaione, however, he burst out:

"Do not speak of that woman! False seer! We cut her open with that wretched blade, and we took out her eyes and claimed her soul. There is nothing left of her but a rotting corpse, and her spirit will writhe in pain forever!"

If the PCs agree, the undead retreat back into the library (though there is lots of snarling of the ghouls), allowing the PCs to pass.

Otherwise, Casphyr triumphantly sets his undead to attack.

Note: At APL 2 and 4, Rocx will likely be too powerful for the PCs to fight. At these APLs, he does not join in if a fight breaks out. Instead, he retreats back in the library. If PCs try to fight him (as may happen), he initially bares his fangs (which should give PCs a hint that he may be too tough) and uses his dominating gaze on any that still approach or attack. Those that are dominated are commanded to stop fighting and stand still. Rocx won't try to set them up against their friends—he knows that this may allow them to break free from his control. If a PC still attacks him, he tries a few slam attacks. If he is damaged at all, he changes into a cloud of mist and disappears through the cracks in the floor.

If nobody attacks him, but the PCs defeat his minions, he likewise flees, not really willing to face up against the PCs on his own.

At higher levels, once the PCs attack, Rocx joins the fight, using his *domination*, spells, and draining powers to the best of his abilities.

Treasure: If the PCs loot the undead, they find a number of strange looking amulets, bearing the insignia of the Bleak Academy. Some of these amulets are magical,

working like an amulet of natural armor. Unfortunately, none of these amulets are worth anything on the market—no merchant will buy them, even the black marketers shun it.

In addition, Rocx carries a number of scrolls that he pilfered from the library. They are recognizable for the mark of the Rynasters, and likewise cannot be sold unless the PCs like to end up in jail.

On Casphyr the PCs also find a book on the bloodlines of Aerdy. See the adventure AR for details of this book.

Rocx' spellbook is either in the vampire's coffin, or in the library (depending on where the vampire is encountered). The book is filled with descriptions of dark rites and vile magic. It is almost impossible to sell, though a college of Lore may be willing to take it off the PCs hands. Aside from the vile magics, the spell book contains some spells a PC wizard can learn as normal (at the end of this scenario).

APL 2: Loot (7 gp); Coin: (0 gp); Magic: *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp).

APL 4: Loot (7 gp); Coin: (0 gp); Magic: *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp).

APL 6: Loot (10 gp); Coin: (0 gp); Magic: *amulet of natural armor +1* (x2) (0 gp), *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp).

APL 8: Loot (24 gp); Coin: (4 gp); Magic: *amulet of natural armor +1* (x5) (0 gp), *amulet of natural armor +2* (0 gp), *brooch of shielding* (125 gp), *ring of protection +1* (167 gp), *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp), *spellbook* (0 gp).

APL 10: Loot (49 gp); Coin: (104 gp); Magic: *amulet of natural armor +2* (x6) (0 gp), *brooch of shielding* (125 gp), *ring of protection +2* (667 gp), *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp), *spellbook* (0 gp).

APL 12: Loot (49 gp); Coin: (121 gp); Magic: *amulet of natural armor +2* (x6) (0 gp), *brooch of shielding* (125 gp), *headband of intellect +2* (333 gp), *pearl of power* (1st level) (83 gp), *ring of protection +2* (667 gp), *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp), *spellbook* (0 gp).

APL 14: Loot (49 gp); Coin: (121 gp); Magic: *amulet of natural armor +2* (x6) (0 gp), *brooch of shielding* (125 gp), *headband of intellect +2* (333 gp), *pearl of power* (2nd level) (333 gp), *ring of protection +2* (667 gp), *scroll of animate dead* (88 gp), *scroll of invisibility purge* (0 gp), *scroll of knock* (0 gp), *scroll of legend lore* (0 gp), *scroll of magic circle against evil* (0 gp), *spellbook* (0 gp).

Detect Magic Results: *amulet of natural armor +1* (Faint Transmutation), *amulet of natural armor +2* (Faint

Transmutation), *brooch of shielding* (Faint Abjuration), *headband of intellect +2* (Moderate Transmutation), *pearl of power (1st level)* (Strong Transmutation), *pearl of power (2nd level)* (Strong Transmutation), *ring of protection +1* (Faint Abjuration), *ring of protection +2* (Faint Abjuration), *scroll of animate dead* (Moderate Necromancy), *scroll of invisibility purge* (Faint Evocation), *scroll of knock* (Faint Transmutation), *scroll of legend lore* (Moderate Divination), *scroll of magic circle against evil* (Faint Abjuration);

ENCOUNTER 12: THE LIBRARY

Rows and rows of books and scrolls are lined against the walls of this room, stacked two stories high. A narrow wooden balcony, accessible through two spiraling staircases, runs across the walls of this floor, giving access to the books on the higher shelves. The balcony looks out on a floor with a large, heavy wooden table, strewn with books and scrolls, and two large cabinets, one of wood, and one with a glass pane.

High above you, the [sun/moon] casts its light through a glass dome.

The library can be entered either through the double doors on the first floor (which are *arcane locked*), or the door in the first floor (see the previous encounter).

Teleporting in, or using dimension door is not possible due to a permanent *dimensional lock*, once cast on the library by a Rynaster mage to protect the lore from theft.

PCs may also attempt to enter through the roof, which is seemingly topped with a glass half-dome. PCs will have to break through the glass, which is magically re-inforced and as hard as steel (hardness 10, hp 30), and they have to break each individual pane (3 by 3 feet). Care must be taken to pass through a broken pane. It takes a move action to step through without being cut (assuming a PC can fly or levitate). A PC that desires to move through the window at half speed (or jumps through and falls) needs to make a DC 10 Tumble or DC 10 Balance check or suffer 1d6 points of cutting damage. The DC is 20 when moving at full speed.

If the PCs managed to sneak into the mansion unnoticed, they may surprise the people in the library.

Encounters by Day

At APL 4 and up, during the day, there is a 50% chance Londa prowls the library (otherwise, she rests in one of the bedrooms). She is looking for tidbits of information that she can use, but she has not had much luck. The few scrolls stored in the library were either already taken by Rocx, Casphyr, or Truu, or are spells she can't use.

Still, she amuses herself by going through the books, occasionally tearing out a leaf or two, knowing it aggravates Rocx.

If the PCs enter when she is here, you can describe her:

A woman with long dark blond hair, in a long fur coat, stands next to one of the shelves, thumbing through a

large tome. She is in the process of tearing several pages from it, scattering it to the floor.

She looks up at you, and she bares her teeth as she smiles.

"Ah. Finally. Dinner."

Londa immediately yells alarm, and then attacks. Her yell should be loud enough to wake Truu (who should be nearby), and alarm Amore and Nycintu's men. See Encounter 14 for stats and tactics for Londa.

Encounters by Night

During the night, Rocx and his undead search the library. Unlike Londa, they have a dedicated search, and one specific book has been determined by Rocx to be of great value to their mistress. The book is titled 'Aerdie Herouges Epapt', which translates to "The United Houses of Aerdie", and lists the bloodlines of various Aerdie noble houses.

What makes Rocx think the book is valuable is unknown, but he gave it in keeping to his second, the Nerull cleric Casphyr, while he searches for more interesting books on nobility and history.

With the finding of the book, Rocx considers his task done, and he is eager to leave. Unfortunately he has to wait until the hags have finished the ritual, so he can return Certhaione's prison to his mistress. Rocx despises the hags. As such, he is not too upset when the PCs arrive to rid the village of their evil machinations. Seeing a way to get out of this mess, he decides to offer a truce. While he is aware that his mistress sries on him, he is certain that she won't mind to be rid of the hags as long as he returns with his own findings (surprisingly, he is right).

If he knows they are coming, he tries to approach them at the upper floor (see the next encounter). If they instead get the jump on him, he tries to make a truce then and there. Describe Rocx and his undead if the PCs manage to enter without alerting him:

Several creatures are moving through the library, pulling books from shelves. They have a withered look, and tattered clothing. All are carrying symbols around their necks, featuring a skull and scythe—the symbol of Nerull.

On one of the balcony stands a man in long dark robes. He is handsome, a half-elf, with long flowing gray hair. He looks at you with some wonder and irritation.

"Who are you? You are not allowed to get in here!"

Rocx starts mediating as soon as he realizes who the PCs are, and makes the same offer as in encounter 12 (though he does it himself, instead of relying on Casphyr).

Should the PCs attack before he gets a chance to get to the point, he lets things fly and orders his men to attack. See Encounter 12 for tactics and resolutions.

Treasure: Aside from the loot on any adversaries, the library itself is stacked with books and scrolls. A sample list of books that can be found in the Rynaster Library is listed in Appendix 8.

While the books are non-magical and unsuitable as spellbooks, a number have detailed description of arcane

spells in them. Wizards can use these to learn spells as if they were learning from a spellbook (as normal at the end of a scenario).

All books belong to the Bregohans, so taking them is theft, and no money can be earned from them.

A small closet with a glass door still holds a set of scrolls. Most sockets are empty (scrolls taken by Rocx, Truu, or Casphyr), but a few clerical scrolls remain. While these can't be sold (all are stamped with the Rynaster family weapon), the PCs can use any of them during the scenario. (In fact, if Tasali is with them, she suggests this).

Scrolls found in this closet are *bless weapon*, *dispel evil*, *hallow*, *raise dead*, *lesser restoration*, *restoration* and *consecrate*.

ENCOUNTER 13: THE BATH AND BEDROOMS

Encounters by Day

During the day, some of the hags may rest here.

All the hags sleep lightly, and wake the instant someone enters their rooms, unless the PC employ stealth. They immediately alert the other ones if they are near. If the PCs made any noise outside or in the halls, the hags may already be awake (see encounter 7 and 8). If they are awake, they attempt to ambush the party. A DC 20 Listen check allows PCs to hear the hags whispering behind one of the doors as they plan their attack.

At APL 6 and up, there is a 20% chance that Amore sleeps in Room 13a. She narrowly fits in the master bedroom's canopy bed. If she is not here, she is at the servant's quarters, torturing Tasali.

The curtains in this room are drawn. A large two-person bed is shoved against the walls. A shape the size of an ogre lies in the bed, stirring. It rises, and as it parts the curtains a hideous female with black skin reveals itself. It looks at you menacingly, then opens its mouth and bellows with rage.

At APL 4 and up, there is a 50% chance that Londa sleeps in room 13b, accompanied by her crocodile pet. If not found there, she is in the library.

This room contains a wide window and two beds. One of the beds is unslept in, but another holds a young woman with long blond hair, who sits up and squints at you.

She grins, bearing white teeth in a horribly wrong smile.

"Ah. Room service."

And then she is upon you.

Truu resides in the bathroom (room 13c). She sleeps and relaxes in the large marble bath.

This room is small but bright, with white tiles covering the walls and floor. In the center is a large marble bath, filled to the rim with soapy bubbles. The water sloshes gently.

PCs that make a DC 25 Spot check, notice the hag below the water surface just before she rises. All others are surprised.

Something rises from the water. It can hardly pass as human—open sores on a yellowish skin, long black hair that clutches to the back of the head like rotten seaweed—the looks alone could make your stomach churn. The creature rises screeching, focusing its red eyes on you as it flails with jagged claws.

All hags immediately attack. See encounter 14 for their stats and tactics.

Encounters by Night

During the night, the bath and bedrooms at the second floor are empty.

ENCOUNTER 14: THE CHAPEL

The chapel is a two-story high room topped with a low half-dome of light gray stone. The back walls of the room are taken up with 12 multicolored glass-in-lead windows, each three feet wide and ten feet high. Each window depicts some glorious moment out of the many legends surrounding the god Heironeous.

In the center of this wall is a podium with an altar, and a statue of Heironeous smeared with a dark red-brown liquid. Behind it, a large black silk cloth hangs from the ceiling. On the altar lies a thin blade of a strange, silvery material.

Most of the chapel is filled with pews. Several have been shoved aside, and a number have been stacked near the left wall.

The air is filled with the scent of blood.

There are several ways into the chapel.

The obvious choice are the double doors on the first floor, but these doors, which swings inward to the chapel, are blocked by a *force cage* that the hags placed there. The door simply can't be opened—all one can do is bash it to shreds, and even then they can't pass due to the *force cage* being in the way. The *force cage* takes the form of a ten-by-ten feet barred cage.

The easiest one is through the doors on the second floor. While these doors are barred, they can be easily unlocked and opened (see encounter 11).

Behind the door is a small balcony, with seats looking out over the chapel. Stairs lead down to both sides. The balcony is just above the double doors on the second floor.

Trap: The first person entering through that door though steps onto a trapdoor, which deposits anyone who falls through into the *force cage* that is directly below the small balcony.

APL 2-6 (EL 1)

↗**Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Ref save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device (DC 20).

APL 8-14 (EL 2)

✦ **Well Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Ref save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device (DC 20).

The third way to enter the chapel is to go through the windows. For this, they have to shatter (break through) one or more of the multicolored glass-in-lead windows at the backside of the mansion (hardness 2, hp 8). Because the windows are narrow, care must be taken to pass through a broken window. It takes a move action to step through the window without being cut. A PC that desires to move through the window at half speed needs to make a DC 10 tumble check or suffer 1d6 points of damage. The DC is 20 when moving at full speed.

Finally, PCs may *teleport* or *dimension door* in. This will surely give the PCs surprise, but note that due to disorientation this advantage will quickly be lost. Still, it may mean that whoever is present has no time to prepare as they normally would.

Encounters by Day

Creatures: If the PCs enter during the day, the undead reside here.

Dark shapes move around among the pews. A sinister hissing fills the air as creatures with the gaunt forms of the hungry dead come into view.

If the PCs manage to get the jump on the undead (do not set off the alarm nor take too long to get into the chapel), Rocx is in his coffin. It takes him one round to wake due to the noise. It then takes him one round to open his coffin and jump out.

If Rocx is awake, he tries to 'negotiate', demanding the PCs leave. After all, they (likely) already defeated the hags...

If he is not awake, or if the PCs decline Rocx offer, Casphyr initiates combat. See encounter 11 for the undead's stats and tactics. At APL 2 and 4, Rocx does not fight unless the PCs attack him, and he leaves as soon as he is wounded, or when Casphyr and his undead are defeated.

See Encounter 11 for the undead's stats and stats.

Encounters by Night

If the PCs enter during the night, the hags are here. The number of hags present differ by APL. The sisters have frequent fallouts, and their disagreements have sometimes caused them to split up and not talk to each other for days. Still, someone must do the ritual.

At APL 2, only Truu is present. At APL 4, Truu and Londa are here, and at APL 6 and up, all three hags are working the ritual. At APL 8, Londa has her animal companion with her (a crocodile).

Adapt the following boxed text as needed.

A number of women stand near the altar, chanting in a strange tongue in a high cackling voice. The women are horrible mockeries of all that is female—horribly

discolored skin, disheveled hair, and hands that look like claws give away their inhuman nature.

On the altar, a thin wisp of mist rises from the blade, forming the writhing form of an elven woman.

The chant is abruptly broken and with the hags turning toward you, the elven woman cries out a piercing scream, and is sucked back into the blade.

The women, meanwhile, advance toward you.

APL 2 (EL 4)

✦ **Truu, sea hag:** female monstrous humanoid; hp 19; see Appendix 1.

APL 4 (EL 6)

✦ **Londa green hag:** female monstrous humanoid; hp 49; see Appendix 2.

✦ **Truu, sea hag:** female monstrous humanoid; hp 19; see Appendix 2.

APL 6 (EL 8)

✦ **Amore, annis:** female monstrous humanoid; hp 40; see Appendix 3.

✦ **Londa green hag:** female monstrous humanoid; hp 49; see Appendix 3.

✦ **Truu, sea hag:** female monstrous humanoid; hp 19; see Appendix 3.

APL 8 (EL 10)

✦ **Amore:** Annis Bbn2; female monstrous humanoid; hp 63; see Appendix 4.

✦ **Londa:** Greenhag Drd4; female monstrous humanoid; hp 86; see Appendix 4.

✦ **Eylse (Crocodile, Animal Companion):** Medium sized animal; hp 43; see Appendix 4.

✦ **Truu:** Sea hag Sor4; female monstrous humanoid; hp 35; see Appendix 4.

✦ **Frisk (Rat Familiar):** Tiny animal; hp 17; see Appendix 4.

APL 10 (EL 12)

Amore: Annis Bbn2/Ftr2; female monstrous humanoid; hp 79; see Appendix 5.

✦ **Londa:** Greenhag Drd6; female monstrous humanoid; hp 98; see Appendix 5.

✦ **Eylse (Crocodile, Animal Companion):** Medium sized animal; hp 61; see Appendix 5.

✦ **Truu:** Sea hag Sor6; female monstrous humanoid; hp 43; see Appendix 5.

✦ **Frisk (Rat Familiar):** Tiny animal; hp 21; see Appendix 5.

APL 12 (EL 14)

✦ **Amore:** Annis Bbn2/Ftr4; female monstrous humanoid; hp 95; see Appendix 6.

✦ **Londa:** Greenhag Drd8; female monstrous humanoid; hp 112; see Appendix 6.

➤ **Eylse (Giant Crocodile, Animal Companion):** Large animal; hp 59; see Appendix 6.

➤ **Truu:** Sea hag Sor8; female monstrous humanoid; hp 51; see Appendix 6.

➤ **Frisk (Rat Familiar):** Tiny animal; hp 25; see Appendix 6.

APL 14 (EL 16)

➤ **Amore:** Annis Bbn2/Ftr6; female monstrous humanoid; hp 112; see Appendix 7.

➤ **Londa:** Greenhag Drd10; female monstrous humanoid; hp 126; see Appendix 7.

➤ **Eylse (Giant Crocodile, Animal Companion):** Large animal; hp 84; see Appendix 7.

➤ **Truu:** Sea hag Sor10; female monstrous humanoid; hp 59; see Appendix 7.

➤ **Frisk (Rat Familiar):** Tiny animal; hp 29; see Appendix 7.

Tactics: If all hags are present, Amore starts with a *fog cloud*, which allows her sisters some time to boost themselves, and gives her the opportunity to close in on the PCs without coming under attack by missile fire.

All hags are already under the influence of a *mind blank* spell, which they cast each day on each other, so they can roam about without worrying of detection by the village priest. This spell is cast at 9th level.

Amore is the type that will seek close combat. She goes wild and seeks to inflict as much damage with her claws as possible, occasionally ignoring her own safety.

Londa uses her *invisibility* so she can more easily cast supporting magic, but is not afraid to enter melee, using her *weakness* ability when possible. At higher levels, she sends in her crocodile companion.

Truu stays out of melee range as long as possible, using her gaze attacks and her spells to cripple the party.

None of the hags give quarter, and none seek to reason with the party.

Covey spells: When all hags are present, they also have access to covey spells. Note that this takes a full round to cast, and all hags must participate. If one hag is wounded and fails her Concentration check, the spell is ruined. It is therefore unlikely that the hags will use this possibility. Note though that the *mind blank* spell that affects them is a result of covey magic.

The blade: The blade on the altar is an elven lightblade, made of a rare material called thinaun. If someone is slain by a thinaun weapon, the metal draws the soul of the slain creature in. That creature can then only be raised if the blade is present—in no other way is the soul accessible.

The blade was created specifically to kill Certhaione, and it is her soul that is currently captured in the blade. Her ghost is periodically drawn forth by the hags to be questioned, and then returned again.

Take note if anyone picks up the blade and uses it in battle—if the blade is used to strike the killing blow to one of the adversaries, or the wielder of the blade dies, Certhaione will be set free (and the dying creature's soul is instead stored in the blade). Certhaione is also set free if the

PCs destroy the weapon (hardness: 10, hp: 2) or use the appropriate magic (see encounter 15). This is an important victory. See encounter 15 for the resolution.

Recognizing thinaun requires at least one round of uninterrupted study and a DC 25 Knowledge (arcana) check. See the appendix for more information on this material and statistics for the elven lightblade.

The thinaun elven lightblade is not magical.

Treasure: The following is what the hags carry with them. A description of the treasure stored in the chapel can be found at encounter 15. See encounter 11 for treasure found on the undead.

APL 2-6: Loot (0 gp); Coin: (0 gp); Magic: none.

APL 8: Loot (33 gp); Coin: (0 gp); Magic: *hide armor +1* (97 gp), *+1 scimitar* (193 gp), *wand of web* (375 gp), *scroll of shield* (2 gp).

APL 10: Loot (8 gp); Coin: (0 gp); Magic: *rhino hide* (430 gp), *large chain shirt +1* (121 gp), *ring of protection +1* (167 gp), *+1 spell storing scimitar* (693 gp), *wand of flaming sphere* (375 gp), *wand of web* (375 gp), *scroll of blink* (31 gp), *scroll of shield* (2 gp).

APL 12: Loot (8 gp); Coin: (0 gp); Magic: *amulet of natural armor +1* (83 gp), *rhino hide* (430 gp), *large chain shirt +1* (121 gp), *ring of protection +2* (667 gp), *+1 spell storing scimitar* (693 gp), *wand of flaming sphere* (375 gp), *wand of web* (375 gp), *scroll of blink* (31 gp), *scroll of shield* (2 gp), *scroll of baleful polymorph* (94 gp), *scroll of wall of ice* (58 gp).

APL 14: Loot (8 gp); Coin: (0 gp); Magic: *amulet of natural armor +2* (333 gp), *rhino hide* (430 gp), *large chain shirt +1* (121 gp), *ring of protection +2* (667 gp), *+1 spell storing scimitar* (693 gp), *staff of charming* (1375 gp), *wand of flaming sphere* (375 gp), *wand of web* (375 gp), *scroll of blink* (31 gp), *scroll of shield* (2 gp), *scroll of baleful polymorph* (94 gp), *scroll of wall of ice* (58 gp).

Detect Magic Results *amulet of natural armor +1* (Faint Transmutation), *amulet of natural armor +2* (Faint Transmutation), *hide armor +1* (Faint Transmutation), *large chain shirt +1* (Faint Transmutation), *rhino hide* (Moderate Transmutation), *ring of protection +1* (Faint Abjuration), *ring of protection +2* (Faint Abjuration), *+1 scimitar* (Faint Transmutation), *+1 spell storing scimitar* (Strong Evocation + Faint Enchantment), *staff of charming* (Moderate Enchantment), *wand of flaming sphere* (Faint Evocation), *wand of web* (Faint Conjuration), *scroll of blink* (Faint Transmutation), *scroll of shield* (Faint Abjuration), *scroll of baleful polymorph* (Moderate Transmutation), *scroll of wall of ice* (Moderate Evocation);

ENCOUNTER 15: CERTHAIONE

With all villains dispatched, only one thing remains—the elven blade on the altar. Some time after the PCs are alone and have possibly healed up, Certhaione makes her appearance. Adapt the text if anyone grabbed the sword.

A chilly wind blows through the chapel. You can see your breath form clouds in the air in front of you. A low mist forms on the floor. You realize it comes from the strange sword.

From the mist, a young elven woman rises. She is slightly transparent, and horribly abused. Her face is marked by bloody holes where once her eyes were.

She speaks in a trance, guttural, with sentences bursting forth.

"The dragon roars at her wants... from the waters... the spider springs... death guides it to ascension... on the southern wind... the seed of war descend... division and treason in its wake... now she seeks the depths... unburied are powers unclaimed... the marsh bows to the darkness... the young fell the old... under the sun's veil... the tide be turned."

If the PCs used the lightblade in battle, Certhaione may already be released (see encounter 14). If this is the case, Certhaione is grateful, and her dark nature has fled. Continue with 'Certhaione talks', below. PCs get full xp for this encounter in this case.

Otherwise, the ghost that appears is struggling hard against the dark emotions that are overwhelming her. The evil nature inherent in all undead is claiming here, and she is on the verge of breaking:

The woman throws back her head and lets out a frightful moan.

*"The dark!" she cries. "I can't...fight it."
Howling, she lashes out in front of her.*

Certhaione doesn't hit anything at this point—she merely flails around. The PCs have a round to bring her back. A DC 25 Diplomacy check is needed for a rushed check, but the following modifiers can be applied to the roll:

Situation	Modifier
The PCs killed the hags	+5
Mentioning 'The Voice of Reason'	+5
One of the PCs is an elf or half-elf	+2
One of the PCs is a follower of Sehanine Moonbow	+2
One of the PCs met her before (in SND4-01 Arrows From the Sun) This includes Tasali Bregohan.	+2
One of the PCs holds the lightblade	+5
Offering to free her from the blade	+5

If the PCs do not attempt diplomacy, or if they fail, Certhaione attacks.

The PCs can also try to free Certhaione by destroying the blade or using magic (see below)—this releases her from torment and stops her attacking.

APL 2 (EL 3)

➤**Certhaione:** Female elven ghost/Clr1(Sehanine Moonbow); hp 12; see Appendix 1.

APL 4 (EL 5)

➤**Certhaione:** Female elven ghost/Clr3(Sehanine Moonbow); hp 26; see Appendix 1.

APL 6 (EL 7)

➤**Certhaione:** Female elven ghost/Clr5(Sehanine Moonbow); hp 40; see Appendix 1.

APL 8 (EL 9)

➤**Certhaione:** Female elven ghost/Clr7(Sehanine Moonbow); hp 54; see Appendix 1.

APL 10 (EL 11)

➤**Certhaione:** Female elven ghost/Clr9(Sehanine Moonbow); hp 68; see Appendix 1.

APL 12 (EL 13)

➤**Certhaione:** Female elven ghost/Clr11(Sehanine Moonbow); hp 82; see Appendix 1.

APL 14 (EL 15)

➤**Certhaione:** Female elven ghost/Clr13(Sehanine Moonbow); hp 96; see Appendix 1.

Certhaione attacks: Certhaione is blind, and has to rely on her ghostly powers to be aware of the PCs. She cannot cast spells that require line of sight, and she has a 50% miss chance when attacking people in melee.

As a ghost, she has other senses that aid her and she is not totally helpless. She does not lose her Dex to AC, and she can pinpoint creatures within 10 feet, as well as the location of the lightblade.

She is forced to stay within 30 feet of the thinaun weapon—if the weapon is moved, she moves with it (through walls or other obstacles as needed).

Certhaione initially tries to possess someone, in order to gain her eyesight. Unfortunately, her torturous existence does not allow it—if she gains a body through possession (see the *manifestation* power), it is immediately blinded, as it starts crying bloody tears from the eyes.

She vacants the body when she realizes this and tries to possess another if possible. The person she leaves remains blinded for 1d4 rounds.

If possession fails, she instead lashes out with her draining touch, or casts area-effect or touch spells (such as *bane*, *flame strike*, *insect plague*, or *bestow curse*). She uses inflict spells to heal herself.

If reduced to 0 hp or less, Certhaione is forced back into the blade. She cannot be put to rest until she is freed from the blade.

Certhaione talks: If the PCs manage a diplomacy roll, Certhaione calms down, still on edge, but momentarily pulled back from the darkness.

The spectral elf buries her face in her hands and sinks to the floor. Tears like blood stream from her eyes as she howls in frustration. It seems like her resolve shatters, but then she lifts up her head, and she pushes out her hands.

"Free me. Release me from torture. Please."

PCs may ask Certhaione questions at this point. As long as they promise to release her, she answers them. However, she knows little from after her death, and can't answer any

questions regarding the current situation. She doesn't even know who the hags are.

The following are questions she can answer:

About herself: "I am Certhaione, priestess to the mysteries of Sehanine Moonbow, advisor to the Voice of Reason, born in Renlathen, fairest of places in the south."

About her death: "I was killed by the jealous sister of my liege. The death priest struck me down, using a disgracing weapon of elven make. Yet why they desired my soul over another, I do not know."

About the Voice of Reason: "Saiuhanna, greatest of the elves I serve under. She speaks of peace and quiet. Tell her of my death. Tell her you found me. She will reward you for the news."

About her prophecy: "They come to me, I do not call them. I do not know what they mean. Words twist the meaning. All options are open, but the future is dark."

About the blade/her prison: "It was made by my kin. It calls to my soul, and I find it impossible to release from its grip."

About freeing her: "Destroy the blade, or find a soul to replace mine. If it is beyond your powers, my kin may help. Seek them in the south, in the Kingdom of Sunndi."

Once all questions are answered, Certhaione waits for the PCs to free her. If they try but can't, she grows frustrated - and finally dissipates into mist, retreating back into the blade. She also retreats in the blade if the PCs promise to return her to her people.

If they don't even try, she grows angry and attacks.

Freeing Certhaione: Certhaione can be put to rest if she is freed from the blade. The following solutions exist:

- If a creature dies when the blade touches it, that creature's soul is sucked into the weapon, and Certhaione is freed. Any non-mindless, living creature will do—PCs could sacrifice an animal in order to free her, for instance.
- If the weapon is destroyed, Certhaione is freed. The weapon has hardness 10 and 2 hp. PCs lose the treasure value and access if they destroy the weapon.
- The following magic can be used to free Certhaione: *limited wish*, *raise dead*, *reincarnate*, *resurrection*, *unbinding* (Complete Divine), and *wish*. This will not bring Certhaione back to life—as she has no desire to—but it does release her soul.
- A sacred exorcist (from Complete Divine) can drive Certhaione's soul out of the blade by using her exorcism power. The adapted ritual for this task takes five minutes. The DC is equal to 10 + Certhaione's level + her charisma modifier.

- The PCs can take the blade to Certhaione's people in the Rieuwood. Tasali Bregohan will point this out if the PCs explain the situation to her.

If the PCs manage to free Certhaione themselves, read the following.

A wisp of fog escapes from the blade, as the elven ghost is released from imprisonment. Only a vague shimmer in the air shows her presence as she slowly fades away.

"Seek my kin." The words are a mere whisper. "Return the tale of my death, so Sehanine may bless you and give you thanks for the release of my spirit."

Treasure: The only treasure to be found here is the elven lightblade, which may or may not still contain Certhaione's soul.

All APLs: Loot (0 gp); Coin: (0 gp); Magic: *Thinaun Elven Lightblade* (837 gp).

CONCLUSION

With the hags defeated, the PCs can return to the village.

Read the following (adapting where necessary).

You return to the village, where your victory over the monsters is welcomed with cheers, food, and drink. The best rooms in the Holy Word are made available, and Tasali, though exhausted, orders a feast of magnitude to celebrate your victory.

A man and woman wrestle themselves through the crowd to throw their arms around Nyn, who cries tears of happiness and fatigue.

Among the crowd you can see the Attloi, who, for this moment at least, are met by the village with merriment and friendship, instead of scorn and anger.

If they saved Tasali Bregohan, she is immensely grateful, and willing to aid the PCs in the future. The PCs obtain Tasali's Bregohan's favor.

Tasali is willing to help the PCs in releasing Certhaione, if they hadn't done that yet. She is willing to travel to the Rieuwood, to Certhaione's people, to deliver the blade and the news of Certhaione's death and her soul's imprisonment. If Tasali is dead, the PCs can do this themselves, but it costs one additional TU for traveling.

If the PCs return the blade to the Rieuwood elves (either alone or by Tasali), they are welcomed and gain the elves gratitude. They also gain this gratitude if they released Certhaione themselves—the Cult of Sehanine Moonbow has ways of knowing who aided them (do not charge TUs if the PCs already released Certhaione).

This gratitude is expressed in core access to *armor of the unending hunt*, *boots of elvenkind*, *cloak of elvenkind*, *elven chainmail*, *elven lightblade* and *elven thinblade*, which the PCs may obtain from the elves, as noted in the AR.

Unless the PCs also destroyed the blade, they also gain Core access to it (whether they deliver it or not).

Should Alamanha survive, she is immensely grateful for her release from *domination*. She offers any wizard the opportunity to teach them one of her spells. This works as if the wizard copies a spell from a spellbook, including time and costs, but instead of a spellbook, he learns it directly from her.

In addition, she brings a PC into contact with an animal trainer in Rel Astra that rained Mr. Squint. This gives the PC access to a monkey familiar.

If you used the auction of Hala'an as an adventure hook, she regrets to say that everything she bought for 'the city' are out of her reach. She is sorry to disappoint the PCs (and Melanphopes, if he hired them).

If the PCs fought Casphyr, they likely found the book he was guarding. The book belongs to the Rynasters, but Tasali is willing to give them the right to purchase the volume. However, as she does so, a hitherto unknown man approaches.

Among the cheers of the people celebrating your victory, an elder man moves through the crowd, bowing courteously as he addresses the countess.

"Milady," he says with a smile, "it pleases the free city of Rel Astra to see you in good health after such ordeals. My name is Onvaar, humble servant to the City of the Heavens. It is by the highest powers that I have been sent."

He pauses as his eyes wander to the book you took from the undead.

"Indeed, more was saved today than your precious life. This tome of lore was pulled from being lost, and the city is relieved. There is much interest in the lore of your ancestors, and it would please the city much, yes, very much indeed, if we could grant access to the secrets therein."

Tasali looks thoughtful.

"The... city... would be grateful then?"

"Oh yes." The man smiles. "There would be much to gain, for all of us."

The countess nods, but instead of answering the man, she gestures toward you.

"These brave folk have saved me. If you desire to spend your gratitude, you should ask them. That, at least, I owe them."

Onvaar nods and turns to you.

"Ah, brave hearts. Yes, the city would appreciate it if you would part with the knowledge you have liberated. Suffice it to say the city will be generous. Very generous."

Apparently, Drax is quite interested in this lore, and it would be quite beneficial to the status of the Bregohans in the area if they satisfy his thirst for knowledge. While Tasali obviously is eager to get into favor with the ruler of the City of the Heavens, she offers the choice to the PCs.

If PCs choose to let Tasali sell the book to Rel Astra, they gain the Welcome to Rel Astra favor.

If they refuse to part with it, Onvaar nods, then turns and leaves. Tasali grants the PCs access to buy the book.

If the PCs handled the fight with Rocx diplomatically, they won't get this opportunity. However, for having 'aided'

Rocx in his goal, they receive a reward at a later date. About a week after the adventure ends, each PC receives a small package, containing a medallion with the skull and bones symbol of the Bleak Academy. A small letter reads:

*For your aid to our cause, may the dead remember you,
R'lehandor Rocx*

Finally, assuming Enda survived, read the following.

Everyone feasts, but one person you Have difficulty to find. The gypsy raunie.

After some searching, you find her at the edge of the village, looking toward the south, lost in thoughts.

"It is not over yet." she says as you approach, "It is just beginning."

But she does not elaborate further, and soon the sound of gypsy music fills the air, and even she smiles and turns to join in the feast.

CAMPAIGN CONSEQUENCES

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to gomez@gryphonhill as soon as possible. General comments about the module are also welcomed at this address.

1. Did Alamanha survive?
2. Was Tasali Saved?
3. Was Nycintu captured?
4. Was Rocx destroyed?
5. Did any PC join the cloth?
6. Was Certhaione freed?
7. What happened to the book?

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 role-playing) to each character.

Encounter 1: Up A Tree

Interfering with the lynching
ALL APLs

30 XP

Encounter 5: Ambush

Dealing with Alamanha and Hulan and his men

APL2

90 XP

APL4

150 XP

APL6

210 XP

APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	450 XP

Encounter 6: Confronting the Countess

Defeating Nycintu

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 7: The Gate

Defeating the ogres

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	450 XP

Encounter 10: Servant's Quarters

Defeating Nycintu's men

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	450 XP

Freeing Tasali and Nyn

ALL APLs	30 XP
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Encounter 11: The Upper Floor

Defeating the undead

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

OR avoid combat through talks

ALL APLs	60 XP
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Encounter 14: The Chapel

The upper floor trap

ALL APLs	30 XP
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Defeating the hag(s)

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 15: Certhaione

Encountering Certhaione's ghost

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	450 XP

Freeing Certhaione

ALL APLs	30 XP
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Discretionary Role-playing Award

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Total Possible Experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 XP
APL10	2700 XP
APL12	3150 XP
APL14	3600 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because

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

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

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

Encounter 5: Ambush

All APLs: Loot: 12 gp; Coin: 10 gp; Magic: none.

Encounter 6: Confronting the Countess

APL 2: Loot: 22 gp; Coin: 3 gp; Magic: 293 gp.
 APL 4: Loot: 18 gp; Coin: 3 gp; Magic: 486 gp.
 APL 6: Loot: 5 gp; Coin: 3 gp; Magic: 583 gp.
 APL 8: Loot: 5 gp; Coin: 3 gp; Magic: 1,083 gp.
 APL 10: Loot: 5 gp; Coin: 3 gp; Magic: 2,083 gp.
 APL 12: Loot: 5 gp; Coin: 3 gp; Magic: 2,333 gp.
 APL 14: Loot: 5 gp; Coin: 3 gp; Magic: 3,333 gp.

Encounter 7: The Gate

APL 2: Loot: 3 gp; Coin: 0 gp; Magic: 0 gp.
 APL 4: Loot: 7 gp; Coin: 0 gp; Magic: 0 gp.
 APL 6: Loot: 41 gp; Coin: 0 gp; Magic: 0 gp.
 APL 8: Loot: 41 gp; Coin: 0 gp; Magic: 0 gp.
 APL 10: Loot: 41 gp; Coin: 0 gp; Magic: 0 gp.
 APL 12: Loot: 26 gp; Coin: 0 gp; Magic: 242 gp.
 APL 14: Loot: 10 gp; Coin: 100 gp; Magic: 626 gp.

Encounter 10: The Servant's Quarters

APL 2: Loot: 160 gp; Coin: 0 gp; Magic: 16 gp.
 APL 4: Loot: 347 gp; Coin: 0 gp; Magic: 16 gp.
 APL 6: Loot: 228 gp; Coin: 0 gp; Magic: 456 gp.
 APL 8: Loot: 128 gp; Coin: 0 gp; Magic: 1,404 gp.
 APL 10: Loot: 23 gp; Coin: 0 gp; Magic: 2,513 gp.
 APL 12: Loot: 21 gp; Coin: 0 gp; Magic: 4,019 gp.
 APL 14: Loot: 21 gp; Coin: 100 gp; Magic: 6,265 gp.

Encounter 11: The Upper Floor

APL 2: Loot: 7 gp; Coin: 0 gp; Magic: 88 gp.
 APL 4: Loot: 7 gp; Coin: 0 gp; Magic: 88 gp.
 APL 6: Loot: 10 gp; Coin: 0 gp; Magic: 88 gp.
 APL 8: Loot: 24 gp; Coin: 4 gp; Magic: 380 gp.
 APL 10: Loot: 49 gp; Coin: 104 gp; Magic: 380 gp.
 APL 12: Loot: 49 gp; Coin: 121 gp; Magic: 1,296 gp.
 APL 14: Loot: 49 gp; Coin: 121 gp; Magic: 1,546 gp.

Encounter 14: The Chapel

APL 2-6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
 APL 8: Loot: 33 gp; Coin: 0 gp; Magic: 567 gp.
 APL 10: Loot: 8 gp; Coin: 0 gp; Magic: 2,194 gp.
 APL 12: Loot: 8 gp; Coin: 0 gp; Magic: 2,429 gp.
 APL 14: Loot: 8 gp; Coin: 0 gp; Magic: 4,054 gp.

Encounter 15: Certhaione

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 837 gp.

Total Possible Treasure

APL 2: Loot: 183 gp; Coin: 3 gp; Magic: 1,234 gp - Total: 900 gp
 APL 4: Loot: 370 gp; Coin: 3 gp; Magic: 1,427 gp - Total: 1,300 gp
 APL 6: Loot: 265 gp; Coin: 3 gp; Magic: 1,964 gp - Total: 1,800 gp
 APL 8: Loot: 222 gp; Coin: 7 gp; Magic: 4,271 gp - Total: 2,600 gp.
 APL 10: Loot: 126 gp; Coin: 107 gp; Magic: 10,007 gp - Total: 4,600 gp
 APL 12: Loot: 109 gp; Coin: 124 gp; Magic: 11,219 gp - Total: 6,600 gp
 APL 14: Loot: 71 gp; Coin: 324 gp; Magic: 16,227 gp - Total: 13,200 gp

ITEMS FOR THE ADVENTURE RECORD

Thrall Medallion: This medallion hangs on a silver chain, and has a small sculpture of a demon's face with a wide, gaping maw. While it does not detect as evil, anyone holding it is aware of a dark sentience, waiting inside the medallion.

The medallion shields the wearer of any attempts to divine her alignment.

Moderate Conjuraton, CL 11th; Caster must be evil, Craft Wondrous Item, *planar binding*, *undetactable alignment*, Price 1500 gp; Weight 1lb.

Enda's Curse: For calling upon them the wrath of Enda, a seer of the Attloi tribes, the PC has been bestowed a curse. Henceforth, whenever the PC enters a conflict with a pure Rhenee (including Attloi), an irrational fear comes over the PC, leaving the PC *shaken* as long as the encounter lasts and the PC stays within 30 feet of the Rhenee. This supernatural effect allows no save and even affects those normally immune to fear.

In addition, all Rhenee (PCs excluded) met know of this curse, and will be at best unfriendly toward the PC.

The curse is cast at 7th level. Only a pure Rhenee NPC can undo this curse.

(a PC only gets the curse if he angered the Attloi or aids the village mob)

Monkey Business

The sorceress Alamanha is willing to aid the PC in finding an animal trainer, which allows him to take a monkey

(MM, page 276) as a familiar. A monkey familiar grants a +3 on Climb checks as a special ability.

(PCs gain this favor only if they free Alamanha from the *domination* without killing her)

Favor of Tasali Bregohan

Tasali Bregohan is rich and influential, and willing to aid the PC. The PC has free standard adventurer's upkeep whenever they are in the region of Sunndi or the Solnor Compact.

(PCs gain this favor if they rescue Tasali Bregohan)

Welcome to Rel Astra

Rel Astra is a merchant city, and prices are never more competing than in this port. With proper introductions by one of Drax' officials, anything can be bought for a much lower price.

Whenever the PC desires to buy something, he can instead choose to buy his item of choice from the merchants of Rel Astra. This results in a discount of 10% to the item bought, but involves traveling, which costs one additional TU at the time the item is bought.

This favor lasts for one year, after which the PC's contact is promoted to another post.

(The PCs only get this favor if they gave the book to the Rel Astra official)

Aerdie Herouges Epapt

This book describes the long and involved history of the noble houses of the Great Kingdom of Northern Aerdy. Whenever it is used as a reference, it grants a +2 circumstance bonus to Knowledge (nobility & etiquette) or Knowledge (history) checks.

Cost: 800 gp;

(The PCs only get this favor if they kept the book)

Aid to Darkness

For aiding the vampire Rocx, you have received a medallion with the skull and bones symbol of the Bleak Academy. When worn openly, this non-magical amulet grants a +2 circumstance bonus on any interaction checks made with intelligent undead, necromancers, and death priests. It gives a -2 penalty on these checks with any member of an order or priesthood that fights undead.

(The PCs only get this favor if they let Rocx keep the book)

Item Access

APL 2-6

- ❖ *armor of the unending hunt* (Core, Complete Warrior), 10,900 gp
- ❖ *boots of elvenkind* (Core, DMG), 2,500 gp
- ❖ *cloak of elvenkind* (Core, DMG), 2,500 gp
- ❖ *elven chain* (Core, DMG), 4,150 gp
- ❖ *elven lightblade* (Core, Complete Warrior), 50 gp
- ❖ *elven thinblade* (Core, Complete Warrior), 100 gp
- ❖ *scroll of animate dead, arcane* (Adventure, DMG), 1,050 gp
- ❖ *scroll of dispel evil, divine* (Core, DMG), 1,125 gp

- ❖ *scroll of hallow* (Core, DMG), 6,125 gp
- ❖ *scroll of legend lore* (Core, DMG), 1,900 gp
- ❖ *scroll of raise dead* (Core, DMG), 6,125 gp
- ❖ *scroll of restoration* (Core, DMG), 800 gp
- ❖ *thinaun elven lightblade* (Core, Complete Warrior), 10050 gp
- ❖ *Thrall Medallion* (Adventure, *see above*)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *amulet of natural armor +2* (Adventure, DMG), 4000 gp
- ❖ *brooch of shielding* (Adventure, DMG), 1,500 gp
- ❖ *cloak of resistance +2* (Adventure, DMG), 4000 gp
- ❖ *ring of protection +2* (Adventure, DMG), 8,000 gp
- ❖ *+1 shock spiked chain* (Adventure, DMG), 8,325 gp
- ❖ *wand of flaming sphere* (Adventure, DMG), 4,500 gp
- ❖ *wand of web* (Adventure, DMG), 4,500 gp

APL 10 (All of APLs 2-8 plus the following)

- ❖ *+1 flaming greatsword* (Adventure, DMG), 8,350 gp
- ❖ *rhino hide* (Adventure, DMG), 5,165 gp
- ❖ *chain shirt +1, large* (Adventure, DMG), 1,350 gp
- ❖ *+1 keen rapier* (Adventure, DMG), 8,320 gp
- ❖ *+1 spell storing scimitar* (Adventure, DMG), 8,315 gp

APL 12 (All of APLs 2-10 plus the following)

- ❖ *belt of giant strength +4* (Adventure, DMG), 16,000 gp
- ❖ *full plate +2* (Adventure, DMG), 5,650 gp
- ❖ *heavy steel shield +2* (Adventure, DMG), 4,170 gp
- ❖ *large chainmail armor +1* (Adventure, DMG), 1,450 gp
- ❖ *slick leather armor +1* (Adventure, DMG), 4,910 gp
- ❖ *pearl of power (1st level)* (Adventure, DMG), 1,000 gp
- ❖ *scroll of baleful polymorph* (Core, DM), 1,1215 gp

APL 14 (All of APLs 2-10 plus the following)

- ❖ *+2 longsword* (Adventure, DMG), 8,315 gp
- ❖ *gloves of dexterity +4* (Adventure, DMG), 16,000 gp
- ❖ *large +1 greatclub* (Adventure, DMG), 2,300 gp
- ❖ *pearl of power (2nd level)* (Adventure, DMG), 4,000 gp
- ❖ *+2 scimitar* (Adventure, DMG), 8,315 gp
- ❖ *spiked full plate +2* (Adventure, DMG), 5,700 gp
- ❖ *staff of charming* (Adventure, DMG), 16,500 gp

APPENDIX 1: APL 2

Encounter 1

☛ **Ley:** Female human (Attloi) Rog1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers (3), lock picks.

☛ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium Humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

☛ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

☛ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

Robalaan, Attloi captain: Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged

(1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

☛ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge (arcana) +7, Knowledge (local) +6, Knowledge (planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level):
0—*detect magic, detect poison, light, mending, message, read magic, resistance*; 1st—*alarm, comprehend languages, detect undead, identify, sleep*;
2nd—*detect thoughts, hypnotic pattern, see invisibility*; 3rd—*bestow curse, clairaudience/clairvoyance*.

Encounter 5

☛ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60 gp in gems.

☛ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 armor]]; Base Atk +1; Grp +4; Atk +5 melee (2d6+4/19-20, greatsword) or +2 ranged (1d8/x3, longbow); Full Atk +5 melee (2d6+4/19-20, greatsword) or +2 ranged (1d8/x3, longbow); AL LN; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +3, Listen +3, Ride +4, Speak Language (elf), Spot +3; Combat Reflexes, Power Attack, Weapon Focus (greatsword);

Possessions: breastplate, greatsword, cold iron short sword, dagger, longbow, 20 arrows, thunderstone, *potion of cure light wounds*.

➤ **Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) War1; CR 1/2; Medium humanoid (human); HD 1d8+5; hp 13; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor, +2 shield]]; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/x3, shortbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +2; Toughness, Weapon Focus (longsword);

Possessions: breastplate, longsword, heavy steel shield, dagger, short bow, 20 arrows.

➤ **Alamanha:** Female human (Baklun) Sor1; CR 1; Medium humanoid (human); HD 1d4+2; hp 6; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [[+3 Dex]]; Base Atk +0; Grp -1; Atk -1 melee (1d6-1, staff) or +3 ranged (1d8, light crossbow); Full Atk -1 melee (1d6-1, staff) or +3 ranged (1d8, light crossbow); AL N; SV Fort +2, Ref +3, Will +3; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 17.

Skills and Feats: Bluff +5, Listen +5, Knowledge (arcana) +5, Spellcraft +5, Spot +3; Alertness, Dodge, Improved Initiative;

Possessions: staff, light crossbow, 10 bolts, *scroll of expeditious retreat*.

Spells Known (5/4; base DC = 13 + spell level): 0—*detect magic, flare, mage hand, ray of frost*, 1st—*sleep, ray of enfeeblement*.

➤ **Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 1d8; hp 3; Init +2; Spd 30 ft., climb 30 ft.; AC 15 (touch 14, flat-footed 13) [[+2 Dex, +1 natural, +2 size]]; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); SQ Empathic link, improved evasion, low-light vision, share spells; AL N; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff -1, Climb +10, Hide +10, Listen +3, Knowledge (arcana) +2, Spellcraft +2, Spot +3; Weapon Finesse (bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

➤ **Nycintu ('Tasali'):** Female human Brd2; CR 2; Medium humanoid (human); HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 14, flat-footed 13) [[+3 Dex, +2 armor, +1 deflection]]; Base Atk +1; Grp +1; Atk +1 melee (1d6/18-20, rapier) or +4 ranged (1d4/19-20, dagger); Full Atk +1 melee (1d6/18-20, rapier) or +4

ranged (1d4/19-20, dagger); SQ Bardic music, bardic knowledge, counter song, fascinate, inspire courage +1; AL CN; SV Fort +1, Ref +6, Will +4; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +8, Diplomacy +10, Disguise +12 (+17 to pass off as Tasali, +27 with *veil* up), Gather Information +8, Knowledge (arcana) +4, Knowledge (local) +7, Knowledge (history) +3, Knowledge (nobility & etiquette) +3, Perform +8, Sense Motive +8, Speak Language (Elf, Draconic), Spellcraft +4, Tumble +8; Combat Expertise, Dodge;

Possessions: noble's outfit, jewelry, signet ring, masterwork leather armor, dagger, rapier, spell component pouch, *ring of protection +1, Thrall Medallion*.

Spells Known (3/1; base DC = 13 + spell level): 0—*daze, detect magic, flare, mage hand, message*, 1st—*charm person, sleep*.

Veiled (Sp): *Veil* adds a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

➤ **Dretch:** CR 2; Small outsider [evil, chaotic, summoned]; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (touch 11, flat-footed 16) [[+1 size, +5 natural]]; Base Atk +2; Grp -1; Atk +4 melee (1d6+1, claw); Full Atk 2 claws +4 melee (1d6+1, claw) and bite +2 melee (1d4, bite); SA spell-like abilities; SQ Darkvision 60 ft, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100ft, DR 5/cold iron or good; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0; Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) War1; CR 1/2; Medium humanoid (human); HD 1d8+5; hp 13; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor, +2 shield]]; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/x3, shortbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +2; Toughness, Weapon Focus (longsword);

Possessions: breastplate, longsword, heavy steel shield, dagger, short bow, and 20 arrows, *potion of cure light wounds*.

➤ **Villagers (6):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogre:** CR3, Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16) [[-1 size, -1 Dex, +5 natural, +3 armor]]; Base Atk +3; Grp +12; Atk +7 melee (1d4+5, unarmed strike) or +1 ranged (1d8+5, large javelin); Full Atk +7 melee (1d4+5, unarmed strike); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +3; Improved Unarmed Strike, Toughness.

Possessions: Large hide armor.

Encounter 9

➤ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

➤ **Rutthead:** Male half-orc Ftr1; CR 1; Medium-sized Humanoid (half-orc); HD 1d10+1; hp 11; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +7 armor]]; Base Atk +1; Grp +4; Atk +6 melee (2d4+4, spiked chain); Full Atk +6 melee (2d4+4, spiked chain); AL CN; SV Fort +3, Ref +2, Will -1; Str 17, Dex 14, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Intimidate +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: spiked half-plate, masterwork spiked chain, short sword, dagger, *potion of cure light wounds*.

➤ **Thugs (3-5):** Male human War1; CR 1/2; Medium-sized Humanoid (human - Mixed); HD 1d8+1; hp 9; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1

Dex, +5 armor, +2 shield]]; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/18-20, scimitar) OR +2 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+2/18-20, scimitar) OR +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +3, Ref +1, Will -1; Str 15, Dex 13, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +0, Intimidate +3, Ride +3; Dodge, Weapon Focus (scimitar).

Possessions: chainmail, scimitar, heavy wooden shield, dagger, light crossbow, bolts.

➤ **Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [[-2 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

➤ **Nyn:** female human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [[-3 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge (religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

➤ **R'lehandor Rocx (Half-Elf Vampire Spawn):** CR 4; Medium Undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 natural]]; Base Atk +2; Grp +5; Atk +5 melee (1d6+4+energy drain, slam); Full Atk +5 melee (1d6+4+energy drain, slam); SA Blood drain, domination, energy drain; SQ low-light vision, +2 turn resistance, DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +8, Diplomacy +8, Gather Information +4, Hide +10, Jump +8, Knowledge (nobility & etiquette) +3, Listen +13, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +4, Spot +13; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Spellcraft), Toughness;

Possessions: rapier, Bleak Academy amulet, *scroll of animate dead*, *scroll of knock*, *scroll of legend lore*, *scroll of magic circle against evil*

Blood Drain (Ex): If a vampire spawn successfully pins his foe in a grapple, he drains blood, dealing 1d4 points of Constitution drain each round. On each

successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a dominate person spell from a 5th-level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 hit points of damage each round as long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape.

Gaseous Form (Ex): As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

☛ **Casphyr:** male human ghoul/Clr1 (Nerull); CR 2; Medium Undead; HD 3d12; hp 20; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [[+2 Dex, +2 natural, +3 armor]]; Base Atk +1; Grp +2; Atk +2 melee (1d6+1+paralysis, bite); Full Atk +2 melee (1d6+1+paralysis, bite) and 2 x +0 melee (1d3+paralysis, claw); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +2, Will +7; Str 12, Dex 15, Con —, Int 13, Wis 15, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Knowledge (religion) +3, Move Silently +6, Spellcraft +2, Spot +7; Improved Initiative, Multi Attack;

Spells Prepared (3/3; base DC = 12 + spell level): 0—*detect magic, guidance, resistance*, 1st—*cause fear**, *command, shield of faith*.

*Domain spell. **Domains:** Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: holy symbol of Nerull, spell component pouch, vial of unholy water, rusted morning star, studded leather armor, *scroll of invisibility purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control

of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

☛ **Human Warrior Skeletons (4):** CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +2 natural, +2 shield]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1/18-20, scimitar) or 2 x +1 melee (1d4+1, claw); SQ Darkvision 60 ft., immunity to cold, undead traits, DR 5/bludgeoning; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Feats: Improved Initiative.

Equipment: rusty heavy steel shield, rusty scimitar

Encounter 14

☛ **Truu, Sea Hag:** CR 4; Medium Monstrous Humanoid; HD 3d8+6; hp 19; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [[+1 Dex, +3 natural]]; Base Atk +3; Grp +7; Atk +7 melee (1d4+4, claw); Full Atk 2 x +7 melee (1d4+4, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 14; AL CE; SV Fort +2, Ref +4, Will +4; Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Hide +4, Knowledge (religion) +3, Listen +6, Spot +6, Swim +12; Alertness, Toughness;

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank (Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

Encounter 15

☛**Certhaione:** Female elven ghost/Clr1(Sehanine Moonbow); CR 3; Medium Undead [incorporeal]; HD 1d12; hp 12; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 13 (touch 13, flat-footed 11) [[+2 Dex, +1 deflection]]; Base Atk +0; Grp +0; Atk +2 (1d6, incorporeal touch); Full Atk +2 (1d6, incorporeal touch); SA draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +2, Ref +2, Will +5; Str —, Dex 14, Con —, Int 12, Wis 16, Cha 11.

Skills and Feats: Decipher Script +2, Hide +10, Knowledge (history) +3, Knowledge (religion) +5, Listen +11, Search +9, Spellcraft +5, Spot +11; Scribe Scroll;

Spells Prepared (3/3; base DC = 13 + spell level): 0—*detect magic*, *guidance*, *resistance*, 1st—*bane*, *command*, *longstrider**.

*Domain spell. **Domains:** Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 1 round per day, Survival is a class skill).

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefor is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she drains 1d4 points from the target's Wisdom score. On each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but

incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a *hallucinatory terrain* spell (caster level 9th) in the same location.

APPENDIX 2:

APL 4

Encounter 1

➤ **Ley:** Female human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers(3), lockpicks.

➤ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

➤ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

➤ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

➤ **Robalaan, Attloi captain:** Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee

(1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged (1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

➤ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge(arcana) +7, Knowledge(local) +6, Knowledge(planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level):
0—*detect magic, detect poison, light, mending, message, read magic, resistance*, 1st—*alarm, comprehend languages, detect undead, identify, sleep*, 2nd—*detect thoughts, hypnotic pattern, see invisibility*, 3rd—*bestow curse, clairaudience/clairvoyance*.

Encounter 5

➤ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60 gp in gems.

➤ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[+1 Dex, +8 armor]]; Base Atk +3; Grp +7; Atk +9 melee (2d6+4/19-20, greatsword) or +5 ranged (1d8/x3, longbow); Full Atk +9 melee (2d6+4/19-20, greatsword) or +5 ranged (1d8/x3, longbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +4, Listen +4, Ride +7, Speak Language (elf), Spot +4; Cleave, Combat Reflexes, Power Attack, Weapon Focus (greatsword);

Possessions: full plate, masterwork greatsword, cold iron short sword, silver dagger, long bow, 20 arrows, thunderstone, *potion of cure moderate wounds*.

➤ **Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) Ftr1; CR 1; Medium humanoid (human); HD 1d10+5; hp 15; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor, +2 shield]]; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/x3, shortbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +2; Improved Initiative, Toughness, Weapon Focus (longsword);

Possessions: breastplate, longsword, heavy steel shield, dagger, short bow, 20 arrows, *potion of cure light wounds*.

➤ **Alamanha:** Female human (Baklun) Sor3; CR 3; Medium humanoid (human); HD 3d4+6; hp 16; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 armor]]; Base Atk +1; Grp +0; Atk +0 melee (1d6-1, staff) or +4 ranged (1d8, light crossbow); Full Atk +0 melee (1d6-1, staff) or +4 ranged (1d8, light crossbow); AL LE; SV Fort +3, Ref +4, Will +4; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 17.

Skills and Feats: Bluff +7, Listen +5, Knowledge(arcana) +7, Spellcraft +9, Spot +3; Alertness, Dodge, Mobility, Improved Initiative;

Possessions: staff, light crossbow, 10 bolts, *scroll of expeditious retreat*, *scroll of mage armor*, ~~*scroll of mage armor*~~.

Spells Known (6/6; base DC = 13 + spell level): 0—*daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*; 1st—*magic missile*, *sleep*, *ray of enfeeblement*.

➤ **Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 3d8; hp 8; Init +2; Spd 30 ft., climb 30 ft.; AC 16 (touch 14, flat-footed 14) [[+2 Dex, +2 natural, +2 size]]; Base Atk +1; Grp -11; Atk +5 melee (1d3-4, bite); Full Atk +5 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, share spells; AL N; SV Fort +3, Ref +5, Will +4; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff +1, Climb +10, Hide +10, Listen +3, Knowledge(arcana) +4, Spellcraft +6, Spot +3; Weapon Finesse(bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

➤ **Nycintu ('Tasali'):** Female human Brd4; CR 4; Medium humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 14, flat-footed 13) [[+3 Dex, +2 armor, +1 deflection]]; Base Atk +3; Grp +3; Atk +4 melee (1d6+1/18-20, +1 rapier) or +6 ranged (1d4/19-20, dagger); Full Atk +4 melee (1d6+1/18-20, +1 rapier) or +6 ranged (1d4/19-20, dagger); SQ Bardic music, bardic knowledge, countersong, fascinate, inspire competence, inspire courage +1; AL CN; SV Fort +2, Ref +7, Will +5; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 17.

Skills and Feats: Bluff +10, Diplomacy +12, Disguise +14 (+19 to pass off as Tasali, +29 with *alter self* or *veil* up), Gather Information +10, Knowledge(arcana) +4, Knowledge(local) +7, Knowledge(history) +3, Knowledge(nobility & etiquette) +5, Perform +10, Sense Motive +10, Speak Language (Elf, Draconic), Spellcraft +6, Tumble +10; Combat Expertise, Dodge, Mobility;

Possessions: noble's outfit, jewelry, signet ring, masterwork leather armor, dagger, spell component pouch, +1 rapier, *ring of protection +1*, *Thrall Medallion*.

Spells Known (3/3/1; base DC = 13 + spell level): 0—*daze*, *detect magic*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st—*charm person*, *sleep*, *Tasha's hideous laughter*; 2nd—*alter self*, *invisibility*.

Veiled (Sp): *Veil* or *alter self* add a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

➤ **Dretches (2):** CR 2; Small outsider [evil, chaotic, summoned]; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (touch 11, flat-footed 16) [[+1 size, +5 natural]]; Base Atk +2; Grp -1; Atk +4 melee (1d6+1, claw); Full Atk 2 claws +4 melee (1d6+1, claw) and bite +2 melee (1d4, bite); SA spell-like abilities; SQ Darkvision 60 ft, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100ft, DR 5/cold iron or good; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0; Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) Ftr1; CR 1; Medium humanoid (human); HD 1d10+5; hp 15; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor,

+2 shield]]; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/x3, shortbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +2; Improved Initiative, Toughness, Weapon Focus (longsword);

Possessions: breastplate, longsword, heavy steel shield, dagger, short bow, 20 arrows, *potion of cure light wounds*.

➤ **Villagers (8):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogres (2):** CR3, Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16) [-1 size, -1 Dex, +5 natural, +3 armor]]; Base Atk +3; Grp +12; Atk +8 melee (2d8+7, large greatclub) or +1 ranged (1d8+5, large javelin); Full Atk +8 melee (2d8+7, large greatclub) or +1 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +3; Toughness, Weapon Focus (greatclub).

Possessions: Large hide armor, large greatclub, 2 large javelins.

Encounter 9

➤ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

➤ **Rutthead:** Male half-orc Ftr1/Bbn2; CR 3; Medium-sized Humanoid (half-orc); HD 1d10+2d12+3; hp 30; Init +1; Spd 20 ft.; AC 20 (touch 12, flat-footed 20) [+2 Dex, +8 armor]]; Base Atk +3; Grp +6; Atk +8 melee (2d4+4, spiked chain); Full Atk +8 melee (2d4+4, spiked chain); SA Rage 1/day; SQ Uncanny dodge; AL CN; SV

Fort +6, Ref +2, Will -1; Str 17, Dex 14, Con 12, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Ride +4; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: masterwork spiked full plate, masterwork spiked chain, short sword, dagger, *potion of cure light wounds*.

➤ **Thugs (3-5):** Male human Ftr1; CR 1; Medium-sized Humanoid (human - Mixed); HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +5 armor, +2 shield]]; Base Atk +1; Grp +3; Atk +5 melee (1d6+2/18-20, scimitar) OR +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6+2/18-20, scimitar) OR +2 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +3, Ref +1, Will -1; Str 15, Dex 13, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +0, Intimidate +3, Ride +3; Dodge, Mobility, Toughness, Weapon Focus (scimitar).

Possessions: chainmail, masterwork scimitar, heavy wooden shield, dagger, light crossbow, bolts.

➤ **Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [-2 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

➤ **Nyn:** female human (Oeridian) Com1; CR ½; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [-3 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge(religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

➤ **R'lehandor Rocx (Half elf Vampire Spawn):** CR 4; Medium Undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]]; Base Atk +2; Grp +5; Atk +5 melee (1d6+4+energy drain, slam); Full Atk +5 melee (1d6+4+energy drain, slam); SA Blood drain, domination, energy drain; SQ low-light vision, +2 turn resistance, DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +8, Diplomacy +8, Gather Information +4, Hide +10, Jump +8,

Knowledge(nobility & etiquette) +3, Listen +13, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +4, Spot +13; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Spellcraft), Toughness;

Possessions: rapier, Bleak Academy amulet, *scroll of animate dead*, *scroll of knock*, *scroll of legend lore*, *scroll of magic circle against evil*

Blood Drain (Ex): If a vampire spawn successfully pins his foe in a grapple, he drains blood, dealing 1d4 points of Constitution drain each round. On each successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a dominate person spell from a 5th-level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma based. For each negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 hit points of damage each round as long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape.

Gaseous Form (Ex): As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

➤ **Casphyr:** male human ghastr/Clr1 (Nerull); CR 4; Medium Undead; HD 5d12; hp 36; Init +7; Spd 30 ft.; AC 20 (touch 13, flat-footed 18) [[+3 Dex, +4 natural, +3 armor]]; Base Atk +2; Grp +5; Atk +5 melee (1d8+3+paralysis, bite); Full Atk +5 melee (1d8+3+paralysis, bite) and 2 x +3 melee (1d4+1+paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +3, Ref +4, Will +8; Str 17, Dex 17, Con —, Int 13, Wis 15, Cha 16.

Skills and Feats: Balance+7, Climb +9, Hide +8, Jump +9, Knowledge (religion) +3, Move Silently +8, Spellcraft +2, Spot +8; Improved Initiative, Multi Attack;

Spells Prepared (3/3; base DC = 12 + spell level): 0—*detect magic*, *guidance*, *resistance*, 1st—*cause fear**, *command*, *shield of faith*.

*Domain spell. *Domains:* Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: holy symbol of Nerull, spell component pouch, vial of unholy water, rusted morning star, studded leather armor, *scroll of invisibility purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

➤ **Ghouls (4):** CR 1; Medium Undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [[+2 Dex, +2 natural]]; Base Atk +1; Grp +2; Atk +2 melee (1d6+1+paralysis, bite); Full Atk +2 melee (1d6+1+paralysis, bite) and 2 x +0 melee (1d3+paralysis, claw); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance+6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multi Attack;

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Encounter 14

➤ **Londa, Green Hag:** CR 5; Medium Monstrous Humanoid; HD 9d8+9; hp 49; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21) [[+1 Dex, +11 natural]]; Base Atk +9/+4; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk 2 x +13 melee (1d4+4, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., Mind Blank, SR 18; AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14.

Skills and Feats: Concentration +7 (+11 casting on the defensive), Knowledge (nature) +7, Hide +9, Listen

+11, Spot +11 Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Mind Blank (Sp): Londa is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Truu, Sea Hag:** CR 4; Medium Monstrous Humanoid; HD 3d8+6; hp 19; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [[+1 Dex, +3 natural]]; Base Atk +3; Grp +7; Atk +7 melee (1d4+4, claw); Full Atk 2 x +7 melee (1d4+4, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 14; AL CE; SV Fort +2, Ref +4, Will +4; Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Hide +4, Knowledge (arcana) +3, Listen +6, Spot +6, Swim +12; Alertness, Toughness;

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank (Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

Encounter 15

➤ **Certhaione:** Female elven ghost/Clr3 (Sehanine Moonbow); CR 5; Medium Undead [incorporeal]; HD 3d12; hp 26; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 13 (touch 13, flat-footed 11) [[+2 Dex, +1 deflection]]; Base Atk +2; Grp +2; Atk +4 melee (1d6, incorporeal touch); Full Atk +4 melee (1d6, incorporeal touch); SA draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +3, Ref +3, Will +6; Str —, Dex 14, Con —, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +3, Decipher Script +2, Hide +10, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (religion) +5, Listen +11, Search +9, Spellcraft +5, Spot +11; Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (4/4/3; base DC = 13 + spell level):
0—*create water, detect magic, guidance, resistance*,
1st—*bane***, *command***, *longstrider**, *shield of faith*.
2nd—*detect thoughts**, *hold person***, *silence*

*Domain spell. **Domains:** Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 3 rounds per day, Survival is a class skill).

**Enchantment spell. DC = 14 + spell level

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefor is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she drains 1d4 points from the target's Wisdom score. On each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 16). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a *hallucinatory terrain* spell (caster level 9th) in the same location.

APPENDIX 3:

APL 6

Encounter 1

➤ **Ley:** Female human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers(3), lockpicks.

➤ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

➤ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

➤ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

➤ **Robalaan, Attloi captain:** Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee

(1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged (1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

➤ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge(arcana) +7, Knowledge(local) +6, Knowledge(planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level):
0—*detect magic, detect poison, light, mending, message, read magic, resistance*, 1st—*alarm, comprehend languages, detect undead, identify, sleep*, 2nd—*detect thoughts, hypnotic pattern, see invisibility*, 3rd—*bestow curse, clairaudience/clairvoyance*.

Encounter 5

➤ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60 gp in gems.

➤ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 43; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[+1 Dex, +8 armor]]; Base Atk +5; Grp +9; Atk +11 melee (2d6+7/19-20, +1 *greatsword*) or +7 ranged (1d8/x3, longbow); Full Atk +11 melee (2d6+7/19-20, +1 *greatsword*) or +7 ranged (1d8/x3, longbow); AL LN; SV Fort +6, Ref +2, Will +2; Str 17, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +6, Listen +5, Ride +9, Speak Language (elf), Spot +5; Cleave, Combat Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: full plate, +1 greatsword, cold iron short sword, silver dagger, long bow, 20 arrows, thunderstone, *potion of cure moderate wounds* (x2).

➤ **Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) Ftr3; CR 3; Medium humanoid (human); HD 3d10+9; hp 31; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor, +2 shield]]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d8/x3, shortbow); Full Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3; Improved Initiative, Power Attack, Cleave, Toughness, Weapon Focus (longsword);

Possessions: breastplate, masterwork longsword, heavy steel shield, dagger, short bow, 20 arrows, *potion of cure light wounds*.

➤ **Alamanha:** Female human (Baklun) Sor5; CR 5; Medium humanoid (human); HD 5d4+10; hp 26; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 armor]]; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, staff) or +5 ranged (1d8, light crossbow); Full Atk +1 melee (1d6-1, staff) or +5 ranged (1d8, light crossbow); AL LE; SV Fort +4, Ref +5, Will +6; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 18.

Skills and Feats: Bluff +10, Diplomacy +5, Listen +5, Knowledge(arcana) +7, Spellcraft +11, Spot +3; Alertness, Dodge, Mobility, Improved Initiative;

Possessions: staff, light crossbow, 10 bolts, *cloak of resistance +1*, *scroll of expeditious retreat*, *scroll of mage armor*, ~~*scroll of mage armor*~~.

Spells Known (6/7/5; base DC = 14 + spell level): 0— *acid splash*, *daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*; 1st— *magic missile*, *obscuring mist*, *sleep*, *ray of enfeeblement*; 2nd— *flaming sphere*, *glitterdust*.

➤ **Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 5d8; hp 13; Init +2; Spd 30 ft., climb 30 ft.; AC 17 (touch 14, flat-footed 15) [[+2 Dex, +3 natural, +2 size]]; Base Atk +2; Grp -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +3, Ref +5, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff +3, Climb +10, Diplomacy -2, Hide +10, Listen +3, Knowledge(arcana) +5, Spellcraft +9, Spot +3; Weapon Finesse(bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They

use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

➤ **Nycintu ("Tasali"):** Female human Brd4/Rog2; CR 6; Medium humanoid (human); HD 6d6+6; hp 32; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [[+3 Dex, +3 armor, +1 deflection]]; Base Atk +4; Grp +4; Atk +5 melee (1d6+1/18-20, +1 rapier) or +7 ranged (1d4/19-20, dagger); Full Atk +5 melee (1d6+1/18-20, +1 rapier) or +7 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Bardic music, bardic knowledge, countersong, evasion, fascinate, inspire competence, inspire courage +1; AL CN; SV Fort +2, Ref +10, Will +5; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 17.

Skills and Feats: Bluff +12, Diplomacy +14, Disguise +16 (+21 to pass off as Tasali, +31 with *alter self* or *veil* up), Escape Artist +4, Gather Information +11, Knowledge(arcana) +4, Knowledge(local) +9, Knowledge(history) +3, Knowledge(nobility & etiquette) +6, Perform +12, Sense Motive +12, Speak Language (Elf, Draconic), Spellcraft +8, Tumble +12; Combat Expertise, Combat Reflexes, Dodge, Mobility;

Possessions: noble's outfit, jewelry, signet ring, spell component pouch, dagger, *leather armor +1*, +1 rapier, *ring of protection +1*, *Thrall Medallion*.

Spells Known (3/3/1; base DC = 13 + spell level): 0— *daze*, *detect magic*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st—*charm person*, *sleep*, *Tasha's hideous laughter*; 2nd—*alter self*, *invisibility*.

Veiled (Sp): *Veil* or *alter self* add a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

➤ **Babau:** CR 6; Medium Outsider (Chaotic, Extraplanar, Evil); HD 7d8+35; hp 66; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18) [[(+1 Dex, +8 natural)]; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, claw); Full Atk 2 x +12 melee (1d6+5, claw) and +7 melee (1d6+2, bite); AL CE; SA Sneak attack +2d6, spell-like abilities, summon demon; SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, SR 14, telepathy 100 ft.; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack;

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) Ftr3; CR 3; Medium humanoid (human); HD 3d10+9; hp 31; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor, +2 shield]]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d8/x3, shortbow); Full Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3; Improved Initiative, Power Attack, Cleave, Toughness, Weapon Focus (longsword);

Possessions: breastplate, masterwork longsword, heavy steel shield, dagger, short bow, 20 arrows, *potion of cure light wounds*.

➤ **Villagers (8):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogre Barbarians (2):** Ogre Bbn1; CR4, Large giant; HD 4d8+1d12+13; hp 38; Init -1; Spd 40 ft.; AC 16 (touch 8, flat-footed 16) [[-1 size, -1 Dex, +5 natural, +3 armor]]; Base Atk +4; Grp +13; Atk +9 melee (2d8+7, large greatclub) or +2 ranged (1d8+5, large javelin); Full Atk +9 melee (2d8+7, large greatclub) or +2 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SA Rage 1/day; SQ Darkvision 60', low-light vision; AL CE; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +4, Spot +3; Toughness, Weapon Focus (greatclub).

Possessions: Large hide armor, large greatclub, 2 large javelins.

➤ **Ogre Adept:** Ogre Adept2; CR4, Large giant; HD 4d8+2d6+15; hp 41; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +3 armor, +2 shield]]; Base Atk +4; Grp +13; Atk +9 melee (2d6+5, large morningstar) or +2 ranged (1d8+5, large javelin); Full Atk +9 melee (2d6+5, large morningstar) or +2 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +6, Ref +0, Will +7; Str 20, Dex 8, Con 14, Int 8, Wis 13, Cha 11.

Skills and Feats: Climb +5, Listen +2, Spell craft +1, Spot +3; Toughness, Weapon Focus (greatclub), Iron Will.

Spells Prepared (3/2; base DC = 11 + spell level): 0—*detect magic, guidance, touch of fatigue*; 1st—*cure light wounds, protection from good*.

Possessions: Large hide armor, large heavy wooden shield, large morningstar, 2 large javelins, spell component pouch.

Encounter 9

➤ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

➤ **Rutthead:** Male half-orc Ftr2/Bbn3; CR 5; Medium-sized Humanoid (half-orc); HD 2d10+3d12+5; hp 45; Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +9 armor]]; Base Atk +5; Grp +9; Atk +11 melee (2d4+7, +1 *spiked chain*); Full Atk +11 melee (2d4+7, +1 *spiked chain*); SA Rage 1/day; SQ Uncanny dodge, Trap sense +1; AL CN; SV Fort +6, Ref +4, Will +1; Str 18, Dex 14, Con 12, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +6, Intimidate +7, Jump +6, Ride +4; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain).

Possessions: short sword, dagger, *spiked full plate +1*, +1 *spiked chain*, *potion of cure moderate wounds*.

➤ **Thugs (3-5):** Male human Ftr2; CR 2; Medium-sized Humanoid (human - Mixed); HD 2d10+5; hp 27; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 Dex, +5 armor, +2 shield]]; Base Atk +2; Grp +6; Atk +6 melee (1d6+2/18-20, scimitar) OR +3 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6+2/18-20, scimitar) OR +3 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +4, Ref +1, Will -1; Str 15, Dex 13, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Intimidate +5, Ride +3; Combat Reflexes, Dodge, Mobility, Toughness, Weapon Focus (scimitar).

Possessions: masterwork chainmail, masterwork scimitar, heavy wooden shield, dagger, light crossbow, bolts.

➤ **Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [-2 Dex]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

➤ **Nyn:** female human (Oeridian) Com1; CR ½; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [-3 Dex]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge(religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

➤ **R'lehandor Rocx (Half elf Vampire Spawn):** CR 4; Medium Undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Base Atk +2; Grp +5; Atk +5 melee (1d6+4+energy drain, slam); Full Atk +5 melee (1d6+4+energy drain, slam); SA Blood drain, domination, energy drain; SQ low-light vision, +2 turn resistance, DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +8, Diplomacy +8, Gather Information +4, Hide +10, Jump +8, Knowledge(nobility & etiquette) +3, Listen +13, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +4, Spot +13; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Spellcraft), Toughness;

Possessions: rapier, *amulet of natural armor +1* (Bleak Academy amulet), *scroll of animate dead*, *scroll of knock*, *scroll of legend lore*, *scroll of magic circle against evil*

Blood Drain (Ex): If a vampire spawn successfully pins his foe in a grapple, he drains blood, dealing 1d4 points of Constitution drain each round. On each successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes.

This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a dominate person spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma based. For each negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 hit points of damage each round as long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape.

Gaseous Form (Ex): As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

➤ **Casphyr:** male human ghastr/Clr2 (Nerull); CR 4; Medium Undead; HD 6d12; hp 43; Init +7; Spd 30 ft.; AC 22 (touch 13, flat-footed 19) [+3 Dex, +5 natural, +4 armor]; Base Atk +3; Grp +6; Atk +6 melee (1d8+3+paralysis, bite); Full Atk +6 melee (1d8+3+paralysis, bite) and 2 x +4 melee (1d4+1+paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +4, Ref +4, Will +9; Str 17, Dex 17, Con —, Int 13, Wis 15, Cha 16.

Skills and Feats: Balance+7, Climb +9, Hide +9, Jump +9, Knowledge (religion) +4, Move Silently +8, Spellcraft +2, Spot +8; Ability Focus (Stench), Improved Initiative, Multi Attack;

Spells Prepared (4/4; base DC = 12 + spell level): 0—*detect magic, guidance (x2), resistance*, 1st—*bane, cause fear*, command, shield of faith*.

*Domain spell. *Domains:* Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: spell component pouch, vial of unholy water, rusted morning star, rusted chain shirt, *amulet of natural armor +1* (also functioning as a holy symbol of Nerull), *scroll of invisibility purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

Paralysis (Ex): Those hit by a ghaſt's bite or claw attack muſt ſucceed on a DC 16 Fortitude ſave or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The ſave DC is Charisma-based.

Stench (Ex): The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet muſt ſucceed on a DC 18 Fortitude ſave or be ſickened for 1d6+4 minutes. A creature that ſuſſeſſfully ſaves cannot be affected again by the ſame ghaſt's ſtENCH for 24 hours. A *delay poiſon* or *neutralize poiſon* ſpell removes the effect from a ſickened creature. Creatures with immunity to poiſon are unaffected, and creatures reſiſtant to poiſon receive their normal bonus on their ſaving throws. The ſave DC is Charisma-based.

➤ **Ghoul rogues (4):** Ghoul Rog1; CR 2; Medium Undead; HD 3d12; hp 20; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [[+2 Dex, +2 natural, +2 armor]]; Base Atk +1; Grp +2; Atk +3 melee (1d6+1+paralysis, bite); Full Atk +3 melee (1d6+1+paralysis, bite) and 2 x +1 melee (1d3+paralysis, claw); SA Ghoul fever, paralysis, ſneak attack +1d6; SQ Darkviſion 60 ft., undead traits, +2 turn reſiſtance; AL CE; SV Fort +0, Ref +4, Will +5; Str 13, Dex 15, Con —, Int 13, Wiſ 14, Cha 12.

Skills and Feats: Balance+6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multi Attack, Weapon Finesse(bite);

Possessions: tattered leather armor

Ghoul Fever (Su): Diſeaſe—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Thoſe hit by a ghoul's bite or claw attack muſt ſucceed on a DC 12 Fortitude ſave or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The ſave DC is Charisma-based.

Encounter 14

➤ **Amore, Annis:** CR 6; Large Monſtrous Humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft.; AC 20 (touch 10, flat-footed 19) [[-1 ſize, +1 Dex, +10 natural]]; Base Atk +7/+2; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk 2 x +13 melee (1d6+7, claw) and +8 melee (1d6+3, bite); Space/Reach 10ft/10ft; SA Improved grab, rake 1d6+7, rend 2d6+10, ſpell-like abilities; SQ Darkviſion 90 ft., DR 2/bludgeoning, Mind Blank, SR 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wiſ 13, Cha 10.

Skills and Feats: Bluff +8, Diplomacy +2, Diſguiſe +0 (+2 acting), Hide +5, Intimidate +2, Liſten +10, Spot +10; Alertneſs, Blind-Fight, Great Fortitude

Improved Grab (Ex): To uſe this ability, an annis muſt hit a Large or ſmaller opponent with a claw attack. It can then attempt to ſtart a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the

fleſh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*diſguiſe ſelf*, *fog cloud*. Caſter level 8th.

Mind Blank (Sp): Amore is protected from all devices and ſpells that detect, influence, or read emptions or thought. This is an ongoing ſpell effect that functions at Caſter level 9th.

➤ **Londa, Green Hag:** CR 5; Medium Monſtrous Humanoid; HD 9d8+9; hp 49; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21) [[+1 Dex, +11 natural]]; Base Atk +9/+4; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk 2 x +13 melee (1d4+4, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkviſion 90 ft., Mind Blank, SR 18; AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 13, Wiſ 13, Cha 14.

Skills and Feats: Concentration +7 (+11 caſting on the deſenſive), Knowledge (nature) +7, Hide +9, Liſten +11, Spot +11 Swim +12; Alertneſs, Blind-Fight, Combat Caſting, Great Fortitude

Spell-Like Abilities: At will—*dancing lights*, *diſguiſe ſelf*, *ghost ſound* (DC 12), *invisibility*, *paſs without trace*, *tongues*, *water breathing*. Caſter level 9th. The ſave DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a ſpecial touch attack. The opponent muſt ſucceed on a DC 16 Fortitude ſave or take 2d4 points of Strength damage. The ſave DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the ſounds of almoſt any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform ſome ſpecial action or avoid a hazard. It can always choose to take 10 on a Swim check, even if diſtracted or endangered. It can uſe the run action while ſwimming, provided it ſwims in a ſtraight line.

Mind Blank (Sp): Londa is protected from all devices and ſpells that detect, influence, or read emptions or thought. This is an ongoing ſpell effect that functions at Caſter level 9th.

➤ **Truu, Sea Hag:** CR 4; Medium Monſtrous Humanoid; HD 3d8+6; hp 19; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [[+1 Dex, +3 natural]]; Base Atk +3; Grp +7; Atk +7 melee (1d4+4, claw); Full Atk 2 x +7 melee (1d4+4, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 14; AL CE; SV Fort +2, Ref +4, Will +4; Str 19, Dex 12, Con 12, Int 10, Wiſ 13, Cha 14.

Skills and Feats: Hide +4, Knowledge (arcana) +3, Liſten +6, Spot +6, Swim +12; Alertneſs, Toughneſs;

Horrific Appearance (Su): The ſight of a ſea hag is ſo revolting that anyone (other than another hag) who ſets eyes upon one muſt ſucceed on a DC 13 Fortitude ſave or inſtantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength ſcore below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that ſuſſeſſfully ſave againſt it cannot be

affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank(Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

HAG COVEY

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Encounter 15

➤**Certhaione:** Female elven ghost/Clr5 (Sehanine Moonbow); CR 7; Medium Undead [incorporeal]; HD 5d12; hp 40; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 13 (touch 13, flat-footed 11) [[+2 Dex, +1 deflection]]; Base Atk +3; Grp +3; Atk +5 melee (1d6, incorporeal touch); Full Atk +5 melee (1d6, incorporeal touch); SA draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +4, Ref +3, Will +7; Str —, Dex 14, Con —, Int 12, Wis 17, Cha 13.

Skills and Feats: Concentration +5, Decipher Script +3, Hide +10, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (religion) +7, Listen +11, Search +9, Spellcraft +5, Spot +11; Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *resistance*, 1st—*bane***, *command***, *divine favor*, *longstrider**, *shield of faith*; 2nd—*detect thoughts**, *hold person***, *shatter*, *silence*; 3rd—*clairaudience/clairvoyance**, *dispel magic*, *prayer***.

*Domain spell. **Domains:** Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 5 rounds per day, Survival is a class skill).

**Enchantment spell. DC = 14 + spell level

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her

as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefore is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she drains 1d4 points from the target's Wisdom score. On each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 16). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a

hallucinatory terrain spell (caster level 9th) in the same location.

APPENDIX 4: APL 8

Encounter 1

☛ **Ley:** Female human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers(3), lockpicks.

☛ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

☛ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

☛ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

☛ **Robalaan, Attloi captain:** Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged

(1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

☛ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge(arcana) +7, Knowledge(local) +6, Knowledge(planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level): 0—*detect magic, detect poison, light, mending, message, read magic, resistance*, 1st—*alarm, comprehend languages, detect undead, identify, sleep*, 2nd—*detect thoughts, hypnotic pattern, see invisibility*, 3rd—*bestow curse, clairsentience/clairvoyance*.

Encounter 5

☛ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60 gp in gems.

☛ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr7; CR 7; Medium humanoid (human); HD 7d10+21; hp 66; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [[+1 Dex, +9 armor, +1 natural]]; Base Atk +7/+2; Grp +11; Atk +13 melee (2d6+7/19-20, +1 *greatsword*) or +9 ranged (1d8/x3, longbow); Full Atk +13/+8 melee (2d6+7/19-20, +1 *greatsword*) or +9/+4 ranged (1d8/x3, longbow); AL LN; SV Fort +7, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +8, Listen +6, Ride +9, Speak Language (elf), Sense Motive +3, Spot +6; Cleave, Combat Reflexes, Improved Initiative, Improved

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

Possessions: *amulet of natural armor +1*, *full plate +1*, *+1 greatsword*, cold iron short sword, silver dagger, long bow, 20 arrows, thunderstone, *potion of cure moderate wounds (x3)*.

➤ **Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) Ftr5; CR 5; Medium humanoid (human); HD 5d10+13; hp 47; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [[+1 Dex, +8 armor, +2 shield]]; Base Atk +5; Grp +8; Atk +10 melee (1d8+6/19-20, *+1 longsword*) or +6 ranged (1d8/x3, shortbow); Full Atk +10 melee (1d8+6/19-20, *+1 longsword*) or +6 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Power Attack, Cleave, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword);

Possessions: full plate, *+1 longsword*, heavy steel shield, dagger, short bow, 20 arrows, *potion of cure light wounds (x2)*.

➤ **Alamanha:** Female human (Baklun) Sor7; CR 7; Medium humanoid (human); HD 7d4+14; hp 36; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 armor]]; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, staff) or +6 ranged (1d8, light crossbow); Full Atk +2 melee (1d6-1, staff) or +6 ranged (1d8, light crossbow); AL LE; SV Fort +6, Ref +7, Will +8; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 18.

Skills and Feats: Bluff +11, Diplomacy +6, Listen +5, Knowledge(arcana) +9, Spellcraft +13, Spot +3; Alertness, Dodge, Mobility, Improved Initiative, Spell Focus (Invocation);

Possessions: staff, light crossbow, 10 bolts, *cloak of resistance +2*, *scroll of expeditious retreat*, *scroll of mage armor*, ~~*scroll of mage armor*~~.

Spells Known (6/7/7/5; base DC = 14 + spell level): 0— *acid splash*, *daze*, *detect magic*, *flare***, *mage hand*, *ray of frost***, *touch of fatigue*; 1st— *enlarge person*, *magic missile***, *obscuring mist*, *ray of enfeeblement*, *shield*; 2nd— *flaming sphere***, *glitterdust*, *invisibility*; 3rd— *dispel magic*, *fire shield***.

**Invocation spell. DC = 15 + spell level

➤ **Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 7d8; hp 18; Init +2; Spd 30 ft., climb 30 ft.; AC 18 (touch 14, flat-footed 16) [[+2 Dex, +4 natural, +2 size]]; Base Atk +3; Grp -9; Atk +7 melee (1d3-4, bite); Full Atk +7 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master, speak with monkeys; AL N; SV Fort +4, Ref +6, Will +6; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff +4, Climb +10, Diplomacy -1, Hide +10, Listen +3, Knowledge(arcana) +7, Spellcraft +11, Spot +3; Weapon Finesse(bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

➤ **Nycintu ('Tasali'):** Female human Brd4/Rog4; CR 8; Medium humanoid (human); HD 8d6+8; hp 42; Init +3; Spd 30 ft.; AC 18 (touch 15, flat-footed 18) [[+3 Dex, +3 armor, +2 deflection]]; Base Atk +6/+1; Grp +6; Atk +7 melee (1d6+1/18-20, *+1 rapier*) or +9 ranged (1d4/19-20, dagger); Full Atk +7/+2 melee (1d6+1/18-20, *+1 rapier*) or +9 ranged (1d4/19-20, dagger); SA Sneak attack +2d6; SQ Bardic music, bardic knowledge, countersong, evasion, fascinate, inspire competence, inspire courage +1, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +11, Will +6; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 18.

Skills and Feats: Bluff +15, Decipher Script +4, Diplomacy +15, Disable Device +5, Disguise +19 (+24 to pass off as Tasali, +34 with *alter self* or *veil* up), Escape Artist +10, Gather Information +11, Knowledge(arcana) +7, Knowledge(local) +10, Knowledge(history) +4, Knowledge(nobility & etiquette) +8, Perform +15, Sense Motive +14, Speak Language (Elf, Draconic), Spellcraft +12, Tumble +14; Combat Expertise, Combat Reflexes, Dodge, Mobility;

Possessions: noble's outfit, jewelry, signet ring, spell component pouch, dagger, *leather armor +1*, *+1 rapier*, *ring of protection +2*, *Thrall Medallion*.

Spells Known (3/3/1; base DC = 14 + spell level): 0— *daze*, *detect magic*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st— *charm person*, *sleep*, *Tasha's hideous laughter*; 2nd— *alter self*, *invisibility*.

Veiled (Sp): *Veil* or *alter self* add a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

➤ **Vrock:** CR 9; Large Outsider (Chaotic, Extraplanar, Evil); HD 10d8+70; hp 115; Init +5; Spd 30 ft., fly 50 ft. (average); AC 22 (touch 11, flat-footed 20) [[(-1 size, +2 Dex, +11 natural)]; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk 2 x +15 melee (2d6+6, claw) and +13 melee (1d8+3, bite) and x2 +13 melee (1d6+3, talons); AL CE; Space/Reach: 10 ft./10 ft.; SA Spell-like abilities, spores, stunning screech, summon demon; SQ DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 17, telepathy 100 ft.; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) Ftr5; CR 5; Medium humanoid (human); HD 5d10+11; hp 45; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [[+1 Dex, +8 armor, +2 shield]]; Base Atk +5; Grp +8; Atk +10 melee (1d8+6/19-20, +1 *longsword*) or +6 ranged (1d8/x3, shortbow); Full Atk +10 melee (1d8+6/19-20, +1 *longsword*) or +6 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Power Attack, Cleave, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword);

Possessions: full plate, +1 *longsword*, heavy steel shield, dagger, short bow, 20 arrows, *potion of cure light wounds* (x2).

➤ **Villagers (8):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogre Barbarians (2):** Ogre Bbn3; CR6, Large giant; HD 4d8+3d12+17; hp 57; Init -1; Spd 40 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +5 armor]]; Base Atk +6/+1; Grp +15; Atk +11 melee

(2d8+7, large greatclub) or +4 ranged (1d8+5, large javelin); Full Atk +11 melee (2d8+7, large greatclub) or +4 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SA Rage 1/day; SQ Darkvision 60', low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +9, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +6, Spot +4; Toughness, Power Attack, Weapon Focus (greatclub).

Possessions: Large chain mail armor, large greatclub, 2 large javelins.

➤ **Ogre Adept:** Ogre Adept4; CR5, Large giant; HD 4d8+4d6+19; hp 53; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +3 armor, +2 shield]]; Base Atk +5; Grp +14; Atk +10 melee (2d6+5, large morningstar) or +3 ranged (1d8+5, large javelin); Full Atk +10 melee (2d6+5, large morningstar) or +3 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +7, Ref +1, Will +9; Str 20, Dex 8, Con 14, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +5, Listen +3, Spell craft +3, Spot +4; Toughness, Weapon Focus (greatclub), Iron Will.

Spells Prepared (3/3/1; base DC = 12 + spell level): 0—*detect magic*, *guidance*, *touch of fatigue*, 1st—*bless*, *cure light wounds*, *protection from good*; 2nd—*mirror image*.

Possessions: Large hide armor, large heavy wooden shield, large morningstar, 2 large javelins, spell component pouch.

Encounter 9

➤ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

➤ **Rutthead:** Male half-orc Ftr4/Bbn3; CR 7; Medium-sized Humanoid (half-orc); HD 4d10+3d12+7; hp 59; Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +9 armor]]; Base Atk +7/+2; Grp +11; Atk +13 melee (2d4+9+1d6 electrical, +1 *shock spiked chain*); Full Atk +13/+8 melee (2d4+9+1d6 electrical, +1 *shock spiked chain*); SA Rage 1/day; SQ Uncanny dodge, Trap sense +1; AL CN; SV Fort +7, Ref +5, Will +2; Str 18, Dex 14, Con 12, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +6, Intimidate +7, Jump +6, Ride +4; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon

Focus (spiked chain) , Weapon Specialization (spiked chain).

Possessions: *spiked full plate +1, +1 shock spiked chain*, short sword, dagger, *potion of cure moderate wounds*.

☛ **Thugs (3-5):** Male human Ftr2/Rog1; CR 3; Medium-sized Humanoid (human - Mixed); HD 2d10+1d6+6; hp 32; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[+1 Dex, +6 armor, +2 shield]]; Base Atk +2; Grp +6; Atk +6 melee (1d6+2/18-20, scimitar) OR +4 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6+2/18-20, scimitar) OR +4 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack +1d6; SV Fort +4, Ref +3, Will -1; Str 15, Dex 13, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Intimidate +6, Ride +4, Listen +1, Spot +2; Combat Reflexes, Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork heavy wooden shield, dagger, masterwork light crossbow, bolts, *chainmail +1, potion of cure light wounds*.

☛ **Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [-2 Dex]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

☛ **Nyn:** female human (Oeridian) Com1; CR ½; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [-3 Dex]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge(religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

☛ **R'lehandor Rocx:** Vampire half-elf Div5; CR 7; Medium Undead; HD 5d12; hp 40; Init +8; Spd 30 ft.; AC 22 (touch 15, flat-footed 18) [[+4 Dex, +7 natural, +1 deflection]]; Base Atk +2; Grp +5; Atk +5 melee (1d6+4+energy drain, slam); Full Atk +5 melee (1d6+4+energy drain, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, low light vision, +4 turn resistance, DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10,

spider climb, undead traits; AL LE; SV Fort +1, Ref +7, Will +6; Str 16, Dex 18, Con —, Int 18, Wis 15, Cha 14.

Skills and Feats: Climb +3, Concentration +11, Bluff +10, Diplomacy +4, Gather Information +6, Hide +12, Jump +3, Knowledge(arcana) +12, Knowledge(History) +8, Knowledge(nobility & etiquette) +8, Listen +16, Move Silently +12, Search +15, Sense Motive +10, Spellcraft +14 (+16 Divination), Spot +14; Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Investigator, Lightning Reflexes^B, Scribe Scroll, Skill Focus (Concentration), Spell Mastery;

Possessions: rapier, spell component pouch, *amulet of natural armor +1* (Bleak Academy amulet), *scroll of animate dead, scroll of knock, scroll of legend lore, scroll of magic circle against evil, brooch of shielding, ring of protection +1*

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*detect magic, flare, mage hand, mending, read magic*; 1st—*alarm, comprehend languages, magic missile, ray of enfeeblement, true strike*; 2nd—*blindness/deafness, detect thoughts, see invisibility, web*; 3rd—*clairaudience/clairvoyance, dispel magic, haste*

Spellbook: 0—all cantrips except *Enchantment*; 1st—*alarm, comprehend languages, identify, magic missile, ray of enfeeblement, true strike*; 2nd—*arcane lock, blindness/deafness, detect thoughts, locate object, misdirection, see invisibility, web*; 3rd—*clairaudience/clairvoyance, dispel magic, illusory script, exploding runes, haste, tongues*.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a

spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. The DC is 14 for the Fortitude save to remove a negative level. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

➤ **Sheek, (Bat, Familiar):** CR n.a.; Diminutive Animal; HD 5d8; hp 20; Init +2; Spd 5 ft., fly 40 ft (good); AC 19 (touch 16, flat-footed 17) [[+2 Dex, +3 natural, +4 size]]; Base Atk +2; Grp -15; Atk +4 melee (1d2-5, bite); Full

Atk +4 melee (1d2-5, bite); SQ Blindsense 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 4.

Skills and Feats: Concentration +8, Gather Information -1, Hide +14, Knowledge(arcana) +7, Knowledge(history) +3, Knowledge(nobility & etiquette) +3, Listen +9, Move Silently +6, Spellcraft +9, Spot +9; Alertness;

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

➤ **Casphyr:** male human ghost/Clr4 (Nerull); CR 5; Medium Undead; HD 8d12; hp 57; Init +8; Spd 30 ft.; AC 24 (touch 14, flat-footed 20) [[+4 Dex, +6 natural, +4 armor]]; Base Atk +5; Grp +8; Atk +8 melee (1d8+3+paralysis, bite); Full Atk +8 melee (1d8+3+paralysis, bite) and 2 x +6 melee (1d4+1+paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +5, Ref +6, Will +10; Str 17, Dex 18, Con —, Int 13, Wis 15, Cha 16.

Skills and Feats: Balance+8, Climb +9, Hide +9, Jump +9, Knowledge (religion) +6, Move Silently +9, Spellcraft +6, Spot +8; Ability Focus (Stench), Improved Initiative, Multi Attack;

Spells Prepared (5/5/4; base DC = 12 + spell level): 0—*detect magic, guidance* (x2), *resistance* (x2), 1st—*bane, cause fear**, *command, doom, shield of faith*; 2nd—*death knell, desecrate**, *hold person, silence*.

*Domain spell. **Domains:** Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: spell component pouch, 25 gp in silver dust, augury tokens, vial of unholy water, rusted morning star, rusted chain shirt, *amulet of natural armor* +2 (also functioning as a holy symbol of Nerull), *scroll of invisibility purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 19

Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

➤ **Ghoul rogues (4):** Ghoul Rog2; CR 3; Medium Undead; HD 4d12; hp 27; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [[+3 Dex, +3 natural, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1+paralysis, bite); Full Atk +5 melee (1d6+1+paralysis, bite) and 2 x +3 melee (1d3+paralysis, claw); SA Ghoul fever, paralysis, sneak attack +1d6; SQ Darkvision 60 ft., evasion, trap finding, undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +6, Will +5; Str 13, Dex 16, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance+7, Climb +5, Hide +9, Jump +5, Listen +6, Move Silently +9, Spot +7, Tumble +10; Multi Attack, Weapon Finesse(bite);

Possessions: tattered studded leather armor, *amulet of natural armor* +1 (shaped like a holy symbol of Nerull)

Ghoul Fever (Su): Disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Encounter 14

➤ **Amore, Annis Barbarian:** Annis Bbn2; CR 8; Large Monstrous Humanoid; HD 7d8+2d12+18; hp 63; Init +1; Spd 50 ft.; AC 24 (touch 10, flat-footed 24) [[-1 size, +1 Dex, +10 natural, +4 armor]]; Base Atk +9/+4; Grp +21; Atk +16 melee (1d6+8, claw); Full Atk 2 x +16 melee (1d6+8, claw) and +11 melee (1d6+4, bite); Space/Reach 10ft/10ft; SA Improved grab, rage 1/day, rake 1d6+8, rend 2d6+12, spell-like abilities; SQ Darkvision 90 ft., uncanny dodge, DR 2/bludgeoning, Mind Blank, SR 21; AL CE; SV Fort +9, Ref +6, Will +6; Str 26, Dex 12, Con 14, Int 13, Wis 13, Cha 10.

Skills and Feats: Bluff +8, Climb +12, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +8, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude, Power Attack

Possessions: large chain shirt

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +16 melee, damage 1d6+8. Amore can attack a grappled foe with both claws at no penalty.

Rend (Ex): If Amore hits with both claw attacks she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Mind Blank (Sp): Amore is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Londa, Green Hag Druidess:** Green Hag Drd2; CR 7; Medium Monstrous Humanoid; HD 11d8+22; hp 72; Init +2; Spd 30 ft.; AC 27 (touch 12, flat-footed 25) [[+2 Dex, +11 natural, +4 armor]]; Base Atk +10/+5; Grp +15; Atk +16 melee (1d6+8, +1 *scimitar*) OR +15 melee (1d4+5, claw); Full Atk +16/+11 melee (1d6+8, +1 *scimitar*) OR 2 x +15 melee (1d4+5, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., nature sense, wild empathy, woodland stride, Mind Blank, SR 18; AL CE; SV Fort +10, Ref +8, Will +12; Str 20, Dex 14, Con 14, Int 13, Wis 17, Cha 14.

Skills and Feats: Concentration +11 (+15 casting on the defensive), Knowledge (nature) +7, Handle Animal +4, Hide +8, Listen +13, Spellcraft +6, Spot +11, Survival +5, Swim +9; Alertness, Blind-Fight, Combat Casting, Great Fortitude

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—*create water*, *detect magic*, *flare*, *resistance*, 1st—*faerie fire*, *magic fang*, *obscuring mist*.

Possessions: spell component pouch, *hide armor* +1, +1 *scimitar*

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Mind Blank (Sp): Londa is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Eylse (Crocodile, Animal Companion):** CR n.a.; Medium Animal; HD 3d8+9; hp 22; Init +1; Spd 20 ft., Swim 30ft.; AC 15 (touch 11, flat-footed 15) [[+1 Dex, +4 natural]]; Base Atk +2; Grp +6; Atk +6 melee (1d8+6, bite) OR +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite) OR +6 melee (1d12+6, tail slap); SA Improved grab; SQ Hold breath, link, low-light vision, shared spells, tricks: Attack, Come, Down, Guard; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

➤ **Truu, Sea Hag Sorceress:** Sea Hag Sor2, CR 6; Medium Monstrous Humanoid; HD 3d8+2d4+8; hp 26; Init +1; Spd 30 ft.; AC 14 (touch 12, flat-footed 14) [[+1 Dex, +3 natural]]; Base Atk +4; Grp +9; Atk +9 melee (1d4+5, claw); Full Atk 2 x +9 melee (1d4+5, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 16; AL CE; SV Fort +4, Ref +4, Will +8; Str 20, Dex 12, Con 12, Int 13, Wis 15, Cha 18.

Skills and Feats: Concentration +6, Hide +5, Knowledge (arcana) +4, Listen +7, Spellcraft +5, Spot +7, Swim +13; Alertness, Toughness;

Spells Known (5/5; base DC = 14 + spell level): 0—*acid splash, detect magic, flare, read magic, touch of fatigue*; 1st—*mage armor, ray of enfeeblement*;

Possessions: spell component pouch, *wand of web, scroll of shield*

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 16 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 16 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 16 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank (Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

Frisk, (Rat, Familiar): CR n.a.; Tiny Animal; HD 2d8; hp 13; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15 (touch 14, flat-footed 13) [[+2 Dex, +1 natural, +2 size]]; Base Atk +4; Grp -6; Atk +8 melee (1d3-4, bite); Full Atk +8 melee (1d3-4, bite); SQ Empathic link, improved evasion, low-light vision, Mind Blank (see Truu), scent, share spells; AL N; SV Fort +4, Ref +6, Will +7; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +12, Concentration +5, Hide +18, Knowledge (arcana) +1, Listen +4, Move Silently +10, Spellcraft +2, Spot +4, Swim +10; Alertness, Weapon Finesse(bite);

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HAG COVEY

Spell-Like Abilities: 3/day—*animate dead, bestow curse* (DC 17), *control weather, dream, forcecage, mind blank, mirage arcana* (DC 18), *polymorph, veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Encounter 15

➤ **Certhaione:** Female elven ghost/Clr7 (Sehantine Moonbow); CR 9; Medium Undead [incorporeal]; HD 7d12; hp 54; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 14 (touch 14, flat-footed 12) [[+2 Dex, +2 deflection]]; Base Atk +5; Grp +5; Atk +7 melee (1d6, incorporeal touch); Full Atk +7 melee (1d6, incorporeal touch); SA draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +5, Ref +4, Will +8; Str —, Dex 14, Con —, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +7, Decipher Script +3, Hide +10, Knowledge (arcana) +6, Knowledge (history) +4, Knowledge (religion) +7, Listen +11, Search +9, Spellcraft +7, Spot +11; Improved Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*create water, cure minor wounds, detect*

magic, guidance, resistance, virtue, 1st—*bane***, *command***, *divine favor, doom, longstrider**, *shield of faith*; 2nd—*detect thoughts**, *hold person***, *shatter, silence, spiritual weapon*; 3rd—*bestow curse, clairaudience/clairvoyance**, *dispel magic, prayer***; 4th—*dimension door**, *poison*.

*Domain spell. *Domains*: Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 7 rounds per day, Survival is a class skill).

**Enchantment spell. DC = 15 + spell level

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefor is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she drains 1d4 points from the target's Wisdom score. On each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a *hallucinatory terrain* spell (caster level 9th) in the same location.

APPENDIX 5: APL 10

Encounter 1

☛ **Ley:** Female human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers(3), lockpicks.

☛ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

☛ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

☛ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

☛ **Robalaan, Attloi captain:** Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged

(1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

☛ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge(arcana) +7, Knowledge(local) +6, Knowledge(planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level):
0—*detect magic, detect poison, light, mending, message, read magic, resistance*; 1st—*alarm, comprehend languages, detect undead, identify, sleep*; 2nd—*detect thoughts, hypnotic pattern, see invisibility*; 3rd—*bestow curse, clairaudience/clairvoyance*.

Encounter 5

☛ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60 gp in gems.

☛ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr9; CR 9; Medium humanoid (human); HD 9d10+27; hp 84; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [[+1 Dex, +9 armor, +1 natural]]; Base Atk +9/+4; Grp +13; Atk +17 melee (2d6+9+1d6 fire/17-20, +1 flaming greatsword) or +11 ranged (1d8/x3, longbow); Full Atk +17/+12 melee (2d6+9+1d6 fire/17-20, +1 flaming greatsword) or +11/+6 ranged (1d8/x3, longbow); AL LN; SV Fort +8, Ref +4, Will +4; Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +10, Listen +7, Ride +9, Speak Language (elf), Sense Motive +4, Spot +7; Cleave, Combat Reflexes, Greater Weapon Focus

(greatsword), Improved Critical (greatsword), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: *amulet of natural armor* +1, *full plate* +1, +1 *flaming greatsword*, cold iron short sword, silver dagger, long bow, 20 arrows, thunderstone, *potion of cure moderate wounds* (x2), *potion of cure serious wounds*.

☛ **Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) Ftr7; CR 7; Medium humanoid (human); HD 7d10+17; hp 63; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [[+1 Dex, +9 armor, +3 shield]]; Base Atk +7/+2; Grp +10; Atk +12 melee (1d8+6/19-20, +1 *longsword*) or +8 ranged (1d8/x3, shortbow); Full Atk +12/+7 melee (1d8+6/19-20, +1 *longsword*) or +8/+3 ranged (1d6/x3, shortbow); AL LN; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +5, Spot +5; Improved Initiative, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: *full plate* +1, +1 *longsword*, *heavy steel shield* +1, dagger, short bow, 20 arrows, *potion of cure moderate wounds*.

☛ **Alamanha:** Female human (Baklun) Sor9; CR 9; Medium humanoid (human); HD 9d4+18; hp 46; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14)) [[+3 Dex, +4 armor]]; Base Atk +4; Grp +3; Atk +3 melee (1d6-1, staff) or +7 ranged (1d8, light crossbow); Full Atk +3 melee (1d6-1, staff) or +7 ranged (1d8, light crossbow); AL LE; SV Fort +7, Ref +8, Will +9; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 19.

Skills and Feats: Bluff +13, Diplomacy +6, Listen +5, Knowledge(arcana) +11, Spellcraft +15, Spot +3; Alertness, Dodge, Mobility, Improved Initiative, Spell Focus (Invocation), Improved Spell Focus (Invocation);

Possessions: staff, light crossbow, 10 bolts, spell component pouch, *cloak of resistance* +2, *scroll of expeditious retreat*, *scroll of mage armor*, ~~*scroll of mage armor*~~.

Spells Known (6/7/7/7/5; base DC = 14 + spell level): 0— *acid splash*, *daze*, *detect magic*, *flare***, *light*, *mage hand*, *ray of frost***, *touch of fatigue*, 1st— *enlarge person*, *magic missile***, *obscuring mist*, *ray of enfeeblement*, *shield*; 2nd— *false life*, *flaming sphere***, *glitterdust*, *invisibility*; 3rd— *dispel magic*, *fire shield***, *rage*; 4th— *greater invisibility*, *wall of ice***.

**Invocation spell. DC = 16 + spell level

☛ **Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 9d8; hp 23; Init +2; Spd 30 ft., climb 30 ft.; AC 19 (touch 14, flat-footed 17) [[+2 Dex, +5 natural, +2 size]]; Base Atk +4; Grp -8; Atk +8 melee (1d3-4, bite); Full Atk +8 melee (1d3-4, bite); SQ Deliver touch

spells, empathic link, improved evasion, low-light vision, share spells, speak with master, speak with monkeys; AL N; SV Fort +5, Ref +7, Will +7; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff +6, Climb +10, Diplomacy -1, Hide +10, Listen +3, Knowledge(arcana) +10, Spellcraft +14, Spot +3; Weapon Finesse(bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

☛ **Nycintu ("Tasali"):** Female human Brd6/Rog5; CR 11; Medium humanoid (human); HD 11d6+11; hp 57; Init +4; Spd 30 ft.; AC 19 (touch 16, flat-footed 19)) [[+4 Dex, +3 armor, +2 deflection]]; Base Atk +7/+2; Grp +7; Atk +8 melee (1d6+1/15-20, +1 *keen rapier*) or +11 ranged (1d4/19-20, dagger); Full Atk +8/+3 melee (1d6+1/15-20, +1 *keen rapier*) or +11 ranged (1d4/19-20, dagger); SA Sneak attack +3d6; SQ Bardic music, bardic knowledge, countersong, evasion, fascinate, inspire competence, inspire courage +1, trap sense +1, uncanny dodge; AL CN; SV Fort +4, Ref +13, Will +7; Str 10, Dex 18, Con 12, Int 14, Wis 13, Cha 18.

Skills and Feats: Bluff +18, Decipher Script +9, Diplomacy +15, Disable Device +11, Disguise +22 (+27 to pass off as Tasali, +37 with *alter self* or *veil* up), Escape Artist +11, Forgery +4, Gather Information +11, Knowledge(arcana) +10, Knowledge(local) +10, Knowledge(history) +4, Knowledge(nobility & etiquette) +8, Perform +18, Sense Motive +14, Speak Language (Elf, Baklunish, Draconic, Old Oeridian), Spellcraft +14, Tumble +18; Combat Reflexes, Combat Expertise, Dodge, Elusive Target, Mobility;

Possessions: noble's outfit, jewelry, dagger, signet ring, spell component pouch, *gloves of dexterity* +2, *leather armor* +1, +1 *keen rapier*, *ring of protection* +2, *Thrall Medallion*.

Spells Known (3/4/3; base DC = 14 + spell level): 0— *daze*, *detect magic*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st— *charm person*, *expeditious retreat*, *sleep*, *Tasha's hideous laughter*; 2nd— *alter self*, *invisibility*, *suggestion*.

Veiled (Sp): *Veil* or *alter self* add a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

☛ **Bebilith:** CR 10; Huge Outsider (Chaotic, Extraplanar, Evil); HD 12d8+96; hp 150; Init +5; Spd 40 ft., climb 20 ft.; AC 22 (touch 9, flat-footed 21) [[(-2 size, +1 Dex, +13 natural)]; Base Atk +12; Grp +29; Atk +19 melee (2d6+9+poison, bite) or +11 ranged (web); Full Atk +19 melee (2d6+9+poison, bite) and x2 +14 melee (1d4+4, claw) or +11 ranged (web); AL CE; Space/Reac: 15 ft./10 ft.; SA Poison, rend armor, web; SQ DR 10/good, darkvision 60 ft., planeshift, scent,

telepathy 100 ft.; SV Fort +16, Ref +9, Will +9; Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13.

Skills and Feats: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks); Cleave, Improved Initiative, Improved Grapple, Power Attack, Track.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) Ftr7; CR 7; Medium humanoid (human); HD 7d10+17; hp 63; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [[+1 Dex, +9 armor, +3 shield]]; Base Atk +7/+2; Grp +10; Atk +12 melee (1d8+6/19-20, +1 *longsword*) or +8 ranged (1d8/x3, shortbow); Full Atk +12/+7 melee (1d8+6/19-20, +1 *longsword*) or +8/+5 ranged (1d6/x3, shortbow); AL LN; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +5, Spot +5; Improved Initiative, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: *full plate +1, +1 longsword, heavy steel shield +1, dagger, short bow, 20 arrows, potion of cure moderate wounds.*

➤ **Villagers (8):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or

shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogre Barbarians (2):** Ogre Bbn3/Ftr2; CR8, Large giant; HD 4d8+3d12+2d10+27; hp 79; Init -1; Spd 40 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +5 armor]]; Base Atk +8/+3; Grp +18; Atk +14 melee (2d8+9, large greatclub) or +6 ranged (1d8+6, large javelin); Full Atk +14/+9 melee (2d8+9, large greatclub) or +6/+1 ranged (1d8+6, large javelin); Space/Reach 10ft/10ft; SA Rage 1/day; SQ Darkvision 60', low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +6, Spot +5; Cleave, Combat Brute, Improved Toughness, Improved Sunder, Power Attack, Weapon Focus (greatclub).

Possessions: Large chainmail armor, large greatclub, 2 large javelins.

➤ **Ogre Adept:** Ogre Adept6; CR7, Large giant; HD 4d8+6d6+23; hp 65; Init -1; Spd 30 ft.; A AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +3 armor, +2 shield]]; Base Atk +6/+1; Grp +15; Atk +11 melee (2d6+5, large morningstar) or +4 ranged (1d8+5, large javelin); Full Atk +11/+6 melee (2d6+5, large morningstar) or +4/-1 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +8, Ref +2, Will +10; Str 20, Dex 8, Con 14, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +5, Listen +3, Spell craft +5, Spot +4; Endurance, Toughness, Weapon Focus (greatclub), Iron Will.

Spells Prepared (3/3/2; base DC = 12 + spell level): 0—*detect magic, guidance, touch of fatigue*, 1st—*bleed, cure light wounds, protection from good*; 2nd—*mirror image, scorching ray*.

Possessions: Large hide armor, large heavy wooden shield, large morningstar, 2 large javelins, spell component pouch.

Encounter 9

➤ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

➤ **Rutthead:** Male half-orc Ftr4/Bbn5; CR 9; Medium-sized Humanoid (half-orc); HD 4d10+5d12+9; hp 75; Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +9 armor]]; Base Atk +9/+4; Grp +13; Atk +16 melee (2d4+10+1d6 electrical, +1 *shock spiked chain*); Full Atk +16/+11 melee (2d4+10+1d6 electrical, +1 *shock spiked chain*); SA Rage 2/day; SQ Improved uncanny dodge (can't be flanked), uncanny dodge, trap sense +1; AL CN; SV Fort +8, Ref +5, Will +2; Str 20, Dex 14, Con 13, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +7, Intimidate +9, Jump +7, Spot +1, Ride +4; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: *gauntlets of ogre power*, *spiked full plate* +1, +1 *shock spiked chain*, short sword, dagger, *potion of cure moderate wounds*.

➤ **Thugs (3-5):** Male human Ftr2/Rog3; CR 5; Medium-sized Humanoid (human - Mixed); HD 2d10+3d6+8; hp 42; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 18) [[+2 Dex, +6 armor, +2 shield]]; Base Atk +4; Grp +6; Atk +8 melee (1d6+3/18-20, +1 *scimitar*) OR +7 ranged (1d8/19-20, light crossbow); Full Atk +8 melee ((1d6+3/18-20, +1 *scimitar*) OR +7 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack +2d6; SQ Evasion, trap sense +1; SV Fort +5, Ref +5, Will +0; Str 15, Dex 14, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Hide +1, Intimidate +8, Ride +4, Listen +6, Spot +7, Survival +3; Combat Reflexes, Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (scimitar).

Possessions: masterwork heavy wooden shield, dagger, masterwork light crossbow, bolts, *chain mail* +1 +1 *scimitar*, *potion of cure light wounds*.

➤ **Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [[-2 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

➤ **Nyn:** female human (Oeridian) Com1; CR ½; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [[-3 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge(religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

➤ **R'lehandor Rocx:** Vampire half-elf Div7; CR 9; Medium Undead; HD 7d12; hp 54; Init +8; Spd 30 ft.; AC 24 (touch 16, flat-footed 20) [[+4 Dex, +8 natural, +2 deflection]]; Base Atk +3; Grp +6; Atk +6 melee (1d6+4+energy drain, slam); Full Atk +6 melee (1d6+4+energy drain, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, low light vision, +4 turn resistance, DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +2, Ref +8, Will +7; Str 16, Dex 18, Con —, Int 18, Wis 15, Cha 14.

Skills and Feats: Climb +3, Concentration +13, Bluff +10, Diplomacy +4, Gather Information +6, Hide +12, Jump +3, Knowledge(arcana) +14, Knowledge(History) +9, Knowledge(nobility & etiquette) +9, Listen +17, Move Silently +12, Search +15, Sense Motive +10, Spellcraft +16 (+18 Divination), Spot +15; Alertness^B, Combat Reflexes^B, Dodge^B, Improved Counterspell, Improved Initiative^B, Investigator, Lightning Reflexes^B, Scribe Scroll, Skill Focus (Concentration), Spell Mastery;

Possessions: rapier, spell component pouch, *amulet of natural armor* +2 (Bleak Academy amulet), *scroll of animate dead*, *scroll of knock*, *scroll of legend lore*, *scroll of magic circle against evil*, *brooch of shielding*, *ring of protection* +2

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level): 0—*detect magic*, *flare*, *mage hand*, *mending*, *read magic*; 1st—*alarm*, *comprehend languages*, *magic missile* (x2), *ray of enfeeblement*, *true strike*; 2nd—*arcane lock*, *blindness/deafness*, *detect thoughts*, *see invisibility*, *web*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *haste*, *tongues*; 4th—*enervation*, *lesser globe of invulnerability*, *scrying*.

Spellbook: 0—all *cantrips except Enchantment*; 1st—*alarm*, *comprehend languages*, *identify*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd—*arcane lock*, *blindness/deafness*, *detect thoughts*, *locate object*, *misdirection*, *see invisibility*, *web*; 3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *illusory script*, *exploding runes*, *haste*, *tongues*; 4th—*arcane eye*, *detect scrying*, *enervation*, *lesser globe of invulnerability*, *Otiluke's resilient sphere*, *scrying*, *summon monster IV*

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures

arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominare (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 15 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.)

Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Sheek, (Bat, Familiar): CR n.a.; Diminutive Animal; HD 7d8; hp 27; Init +2; Spd 5 ft., fly 40 ft (good); AC 20 (touch 16, flat-footed 18) [[+2 Dex, +4 natural, +4 size]]; Base Atk +3; Grp -14; Atk +5 melee (1d2-5, bite); Full Atk +5 melee (1d2-5, bite); SQ Blindsight 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with bats, speak with master; AL N; SV Fort +2, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 4.

Skills and Feats: Concentration +10, Gather Information -1, Hide +14, Knowledge(arcana) +9, Knowledge(history) +4, Knowledge(nobility & etiquette) +4, Listen +10, Move Silently +6, Spellcraft +11, Spot +10; Alertness;

Blindsight (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Casphyr: male human ghost/Clr6 (Nerull); CR 7; Medium Undead; HD 10d12; hp 71; Init +8; Spd 30 ft.; AC 24 (touch 14, flat-footed 20) [[+4 Dex, +6 natural, +4 armor]]; Base Atk +6/+1; Grp +9; Atk +9 melee (1d8+3+paralysis, bite); Full Atk +9 melee (1d8+3+paralysis, bite) and 2 x +7 melee (1d4+1+paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +6, Ref +7, Will +11; Str 17, Dex 18, Con —, Int 13, Wis 15, Cha 16.

Skills and Feats: Balance+8, Climb +9, Hide +10, Jump +9, Knowledge (religion) +6, Move Silently +10, Spellcraft +8, Spot +8; Ability Focus (Stench), Dodge, Improved Initiative, Multi Attack;

Spells Prepared (5/5/5/3; base DC = 12 + spell level): 0—*detect magic, guidance (x2), resistance (x2)*; 1st—*bane, cause fear*, command, doom, shield of faith*; 2nd—*bull's strength, death knell, desecrate**; 3rd—*animate undead*, contagion, magic circle against good*.

*Domain spell. **Domains:** Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: spell component pouch, 25 gp in silver dust, augury tokens, vial of unholy water, rusted morning star, rusted chain shirt, *amulet of natural armor* +2 (also functioning as a holy symbol of Nerull),

6 onyx gems worth 100 gp each, *scroll of invisibility* *purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 20 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

➤ **Ghoul rogues (4):** Ghoul Rog4; CR 5; Medium Undead; HD 6d12; hp 41; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 21) [[+3 Dex, +4 natural, +4 armor]]; Base Atk +4; Grp +5; Atk +8 melee (1d6+1+paralysis, bite); Full Atk +8 melee (1d6+1+paralysis, bite) and 2 x +6 melee (1d3+paralysis, claw); SA Ghoul fever, paralysis, sneak attack +2d6; SQ Darkvision 60 ft., evasion, trap finding, trap sense +1, uncanny dodge, undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +7, Will +6; Str 13, Dex 16, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +8, Climb +6, Escape Artist +8, Hide +11, Jump +6, Listen +8, Move Silently +11, Spot +9, Tumble +12; Multi Attack, Weapon Finesse(bite), Weapon Focus(bite);

Possessions: rusty chain shirt, *amulet of natural armor* +2 (shaped like a holy symbol of Nerull)

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Encounter 14

➤ **Amore, Annis Barbarian:** Annis Bbn2/Ftr2; CR 10; Large Monstrous Humanoid; HD 7d8+2d12+2d10+22; hp 79; Init +1; Spd 50 ft.; AC 25 (touch 10, flat-footed 25) [[-1 size, +1 Dex, +10 natural, +5 armor]]; Base Atk +11/+6; Grp +23; Atk +19 melee (1d6+8/19-20, claw); Full Atk 2 x +19 melee (1d6+8/19-20, claw) and +13

melee (1d6+4, bite); Space/Reach 10ft/10ft; SA Improved grab, rage 1/day, rake 1d6+8/19-20, rend 2d6+12, spell-like abilities; SQ Darkvision 90 ft., uncanny dodge, DR 2/bludgeoning, Mind Blank, SR 23; AL CE; SV Fort +12, Ref +6, Will +6; Str 26, Dex 12, Con 14, Int 13, Wis 13, Cha 10.

Skills and Feats: Bluff +8, Climb +12, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +10, Listen +11, Spot +11; Alertness, Blind-Fight, Great Fortitude, Improved Critical (claw), Power Attack, Weapon Focus (claw)

Possessions: *large chain shirt* +1

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +18 melee, damage 1d6+8/19-20. Amore can attack a grappled foe with both claws at no penalty.

Rend (Ex): If Amore hits with both claw attacks she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Mind Blank (Sp): Amore is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Londa, Green Hag Druidess:** Green Hag Drd4; CR 9; Medium Monstrous Humanoid; HD 13d8+26; hp 86; Init +2; Spd 30 ft.; AC 27 (touch 12, flat-footed 25) [[+2 Dex, +11 natural, +4 armor]]; Base Atk +12/+7/+2; Grp +17; Atk +18 melee (1d6+8+*touch of idiocy*, +1 *spell storing scimitar*) OR +17 melee (1d4+5, claw); Full Atk +18/+13/+8 melee (1d6+8+*touch of idiocy*, +1 *spell storing scimitar*) OR 2 x +17 melee (1d4+5, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., nature sense, resist nature's lure, trackless step, wild empathy, woodland stride, Mind Blank, SR 22; AL CE; SV Fort +11, Ref +9, Will +13; Str 20, Dex 15, Con 14, Int 13, Wis 17, Cha 14.

Skills and Feats: Concentration +13 (+17 casting on the defensive), Knowledge (nature) +9, Handle Animal +4, Hide +8, Listen +13, Spellcraft +8, Spot +13, Survival +7, Swim +9; Alertness, Blind-Fight, Combat Casting, Combat Expertise, Great Fortitude

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—*create water*, *detect magic*, *detect poison*, *flare*, *resistance*, 1st—*charm animal*, *faerie fire*, *magic fang*, *obscuring mist*; 2nd—*barkskin*, *chill metal*, *summon swarm*.

Possessions: spell component pouch, *rhino hide*, +1 *spell storing scimitar* (with *touch of idiocy*), *wand of flaming sphere*

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Mind Blank (Sp): Londa is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Eylse (Crocodile, Animal Companion):** CR n.a.; Medium Animal; HD 5d8+20; hp 43; Init +1; Spd 20 ft., Swim 30ft.; AC 17 (touch 11, flat-footed 27) [[+1 Dex, +6 natural]]; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, bite) OR +8 melee (1d12+7, tail slap); Full Atk +8 melee (1d8+7, bite) OR +8 melee (1d12+7, tail slap); SA Improved grab; SQ Hold breath, evasion, link, low-light vision, shared spells, tricks: Attack, Come, Down, Defend, Guard; AL N; SV Fort +8, Ref +5, Will +2; Str 20, Dex 13, Con 18, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7, Listen +5, Spot +5, Swim +13; Alertness, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

➤ **Truu, Sea Hag Sorceress:** Sea Hag Sor4, CR 8; Medium Monstrous Humanoid; HD 3d8+4d4+10; hp 35; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [[+1 Dex, +3 natural, +1 deflection]]; Base Atk +5; Grp +10; Atk +10 melee (1d4+5, claw); Full Atk 2 x +10 melee (1d4+5, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 18; AL CE; SV Fort +5, Ref +5, Will +9; Str 20, Dex 12, Con 12, Int 13, Wis 15, Cha 18.

Skills and Feats: Concentration +8, Hide +5, Knowledge (arcana) +6, Listen +7, Spellcraft +7, Spot

+7, Swim +13; Alertness, Practiced Spellcaster*, Toughness;

Spells Known (6/7/4; base DC = 14 + spell level):
0— *acid splash, detect magic, flare, ray of frost, read magic, touch of fatigue*, 1st—*charm person, mage armor, ray of enfeeblement*, 2nd—*scorching ray*

*All spells are cast as if Truu is a 7th level caster

Possessions: spell component pouch, *ring of protection +1, wand of web, scroll of blink, scroll of shield*

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 17 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 17 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank (Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Frisk, (Rat, Familiar):** CR n.a.; Tiny Animal; HD 4d8; hp 17; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16 (touch 14, flat-footed 14) [[+2 Dex, +2 natural, +2 size]]; Base Atk +5; Grp -7; Atk +9 melee (1d3-4, bite); Full Atk +9 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, Mind Blank (see Truu), scent, share spells; AL N; SV Fort +5, Ref +7, Will +8; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +12, Concentration +7, Hide +18, Knowledge (arcana) +3, Listen +4, Move Silently +10, Spellcraft +4, Spot +4, Swim +10; Alertness, Weapon Finesse(bite);

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HAG COVEY

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Encounter 15

☛ **Certhaione:** Female elven ghost/Clr9 (Sehanine Moonbow); CR 11; Medium Undead [incorporeal]; HD 9d12; hp 68; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 14 (touch 14, flat-footed 12) [[+2 Dex, +2 deflection]]; Base Atk +6/+1; Grp +6; Atk +8 melee (1d6+1d4 Wis, incorporeal touch); Full Atk +8 melee (1d6+1d4 Wis, incorporeal touch); SA corrupting / draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +6, Ref +5, Will +10; Str —, Dex 14, Con —, Int 12, Wis 18, Cha 14.

Skills and Feats. Concentration +9, Decipher Script +4, Hide +10, Knowledge (arcana) +8, Knowledge (history) +4, Knowledge (religion) +7, Listen +12, Search +9, Spellcraft +7, Spot +12; Dodge, Improved Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (6/6/6/5/4/2; base DC = 14 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *resistance*, *virtue*, 1st—*bane***, *command***, *divine favor*, *doom*, *longstrider**, *shield of faith*, 2nd—*detect thoughts**, *hold person***(x2), *shatter*, *silence*, *spiritual weapon*, 3rd—*bestow curse*, *clairaudience/clairvoyance**, *dispel magic*, *searing light*, *prayer***, 4th—*dimension door**, *poison*, *inflict critical wounds*; 5th—*greater command*, *true seeing**.

*Domain spell. **Domains:** Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 9 rounds per day, Survival is a class skill).

**Enchantment spell. DC = 16 + spell level

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefor is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Corrupting/Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she does 1d6 hitpoints damage, and also

drains 1d4 points from the target's Wisdom score. On each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a *hallucinatory terrain* spell (caster level 9th) in the same location.

APPENDIX 6: APL 12

Encounter 1

☛ **Ley:** Female human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers(3), lockpicks.

☛ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

☛ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

☛ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

☛ **Robalaan, Attloi captain:** Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged

(1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

☛ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge(arcana) +7, Knowledge(local) +6, Knowledge(planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level): 0—*detect magic, detect poison, light, mending, message, read magic, resistance*, 1st—*alarm, comprehend languages, detect undead, identify, sleep*, 2nd—*detect thoughts, hypnotic pattern, see invisibility*, 3rd—*bestow curse, clairaudience/clairvoyance*.

Encounter 5

☛ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60 gp in gems.

☛ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr11; CR 11; Medium humanoid (human); HD 11d10+33; hp 102; Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [[+1 Dex, +10 armor, +1 natural]]; Base Atk +11/+6; Grp +15; Atk +19 melee (2d6+9+1d6 fire/17-20, +1 *flaming greatsword*) or +13 ranged (1d8/x3, longbow); Full Atk +20/+14 melee (2d6+9+1d6 fire/17-20, +1 *flaming greatsword*) or +13/+8 ranged (1d8/x3, longbow); AL LN; SV Fort +10, Ref +5, Will +5; Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Intimidate +12, Listen +8, Ride +9, Speak Language (elf), Sense Motive +5, Spot +8;

Cleave, Combat Reflexes, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Initiative, Improved Toughness, Improved Sunder, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: cold iron short sword, silver dagger, long bow, 20 arrows, thunderstone, *amulet of natural armor +1*, *cloak of resistance +1*, *full plate +2*, *+1 flaming greatsword*, *potion of cure moderate wounds (x2)*, *potion of cure serious wounds*.

✦**Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) Ftr9; CR 9; Medium humanoid (human); HD 9d10+21; hp 79; Init +5; Spd 20 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +9 armor, +4 shield]]; Base Atk +9/+4; Grp +12; Atk +15 melee (1d8+6/19-20, *+1 longsword*) or +10 ranged (1d8/x3, shortbow); Full Atk +15/+10 melee (1d8+6/19-20, *+1 longsword*) or +10/+5 ranged (1d6/x3, shortbow); AL LN; SV Fort +8, Ref +4, Will +3; Str 16, Dex 12, Con 15, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +6, Spot +6; Improved Initiative, Power Attack, Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Overrun, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: *full plate +1*, *+1 longsword*, *heavy steel shield +2*, dagger, short bow, 20 arrows, *potion of cure moderate wounds*.

✦**Alamanha:** Female human (Baklun) Sor11; CR 11; Medium humanoid (human); HD 11d4+22; hp 56; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14)) [[+3 Dex, +4 armor]]; Base Atk +5; Grp +4; Atk +4 melee (1d6-1, staff) or +8 ranged (1d8, light crossbow); Full Atk +4 melee (1d6-1, staff) or +8 ranged (1d8, light crossbow); AL LE; SV Fort +7, Ref +8, Will +10; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 19.

Skills and Feats: Bluff +14, Diplomacy +7, Listen +6, Knowledge(arcana) +11, Spellcraft +17, Spot +3; Alertness, Dodge, Mobility, Improved Initiative, Spell Focus (Invocation), Improved Spell Focus (Invocation);

Possessions: staff, light crossbow, 10 bolts, spell component pouch, *cloak of resistance +2*, *scroll of expeditious retreat*, *scroll of mage armor*, ~~*scroll of mage armor*~~.

Spells Known (6/7/7/7/7/4; base DC = 14 + spell level): 0—*acid splash*, *daze*, *detect magic*, *disrupt undead*, *flare***, *light***, *mage hand*, *ray of frost***, *touch of fatigue*, 1st—*enlarge person*, *magic missile***, *obscuring mist*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *flaming sphere***, *glitterdust*, *invisibility*, *scorching ray***, 3rd—*dispel magic*, *fire shield***, *ice storm***, *rage*; 4th—*greater invisibility*, *lesser globe of invulnerability*, *wall of ice***; 5th—*baleful polymorph*, *cone of cold***.

**Invocation spell. DC = 16 + spell level

✦**Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 11d8; hp 28; Init +2; Spd 30 ft., climb 30 ft.; AC 20 (touch 14, flat-footed 18) [[+2 Dex, +6 natural, +2 size]]; Base Atk +5; Grp -7; Atk +9 melee (1d3-4, bite); Full Atk +9 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master, speak with monkeys, SR 16; AL N; SV Fort +5, Ref +7, Will +8; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff +7, Climb +10, Diplomacy +0, Hide +10, Listen +4, Knowledge(arcana) +10, Spellcraft +16, Spot +3; Weapon Finesse(bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

✦**Nycintu ("Tasali"):** Female human Brd7/Rog5/Arcane Trickster 1; CR 13; Medium humanoid (human); HD 12d6+1d4+13; hp 66; Init +8; Spd 30 ft.; AC 19 (touch 16, flat-footed 19)) [[+4 Dex, +3 armor, +2 deflection]]; Base Atk +8/+3; Grp +8; Atk +9 melee (1d6+1/15-20, *+1 keen rapier*) or +12 ranged (1d4/19-20, dagger); Full Atk +9/+4 melee (1d6+1/15-20, *+1 keen rapier*) or +12 ranged (1d4/19-20, dagger); SA Sneak attack +3d6; SQ Bardic music, bardic knowledge, countersong, evasion, fascinate, inspire competence, inspire courage +1, trap sense +1, uncanny dodge; AL CN; SV Fort +5, Ref +15, Will +9; Str 10, Dex 18, Con 12, Int 14, Wis 13, Cha 19.

Skills and Feats: Balance +8, Bluff +18, Decipher Script +9, Diplomacy +19, Disable Device +11, Disguise +24 (+29 to pass off as Tasali, +39 with *alter self* or *veil* up), Escape Artist +18, Forgery +8, Gather Information +11, Knowledge(arcana) +10, Knowledge(local) +10, Knowledge(history) +8, Knowledge(nobility & etiquette) +8, Perform +18, Sense Motive +14, Speak Language (Elf, Baklunish, Draconic, Old Oeridian), Spellcraft +14, Tumble +18; Combat Expertise, Combat Reflexes, Dodge, Elusive Target, Improved Initiative, Mobility;

Possessions: noble's outfit, jewelry, dagger, signet ring, spell component pouch, *gloves of dexterity +2*, *slick leather armor +1*, *+1 keen rapier*, *ring of protection +2*, *Thrall Medallion*.

Spells Known (3/4/4/2; base DC = 14 + spell level): 0—*daze*, *detect magic*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st—*charm person*, *expeditious retreat*, *sleep*, *Tasha's hideous laughter*; 2nd—*alter self*, *invisibility*, *mirror image*, *suggestion*; 3rd—*gaseous form*, *haste*, *slow*.

Veiled (Sp): *Veil* or *alter self* add a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

✦**Hezrou:** CR 11; Large Outsider (Chaotic, Extraplanar, Evil); HD 10d8+93; hp 138; Init +0; Spd 30

ft.; AC 23 (touch 9, flat-footed 23) [[(-1 size, +14 natural)]; Base Atk +10; Grp +19; Atk +14 melee (4d4+5, bite); Full Atk +14 melee (4d4+5, bite) and 2x +9 melee (1d8+2, claw); AL CE; Space/Reach: 10 ft./10 ft.; SA Spell-like abilities, stench, improved grab, summon demon; SQ DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 19, telepathy 100 ft.; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings); Blind-Fight, Cleave, Power Attack, Toughness.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) Ftr9; CR 9; Medium humanoid (human); HD 9d10+21; hp 79; Init +5; Spd 20 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +9 armor, +4 shield]]; Base Atk +9/+4; Grp +12; Atk +15 melee (1d8+6/19-20, +1 longsword) or +10 ranged (1d8/x3, shortbow); Full Atk +15/+10 melee (1d8+6/19-20, +1 longsword) or +10/+5 ranged (1d6/x3, shortbow); AL LN; SV Fort +8, Ref +4, Will +3; Str 16, Dex 12, Con 15, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +6, Spot +6; Improved Initiative, Power Attack, Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Overrun, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: full plate +1, +1 longsword, heavy steel shield +2, dagger, short bow, 20 arrows, *potion of cure moderate wounds*.

➤ **Villagers (8):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogre Barbarians (2):** Ogre Bbn3/Ftr4; CR10, Large giant; HD 4d8+3d12+4d10+31; hp 95; Init -1; Spd 40 ft.; AC 19 (touch 8, flat-footed 19) [[-1 size, -1 Dex, +5 natural, +6 armor]]; Base Atk +10/+5; Grp +20; Atk +16 melee (2d8+9, large greatclub) or +8 ranged (1d8+6, large javelin); Full Atk +16/+11 melee (2d8+9, large greatclub) or +8/+3 ranged (1d8+6, large javelin); Space/Reach 10ft/10ft; SA Rage 1/day; SQ Darkvision 60', low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +13, Ref +2, Will +3; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +6, Spot +6; Cleave, Combat Brute, Improved Toughness, Improved Sunder, Power Attack, Weapon Focus (greatclub).

Possessions: large greatclub, 2 large javelins, *large chainmail armor* +1.

➤ **Ogre Adept:** Ogre Adept8; CR9, Large giant; HD 4d8+8d6+27; hp 77; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +3 armor, +2 shield]]; Base Atk +7/+2; Grp +16; Atk +12 melee (2d6+5, large morningstar) or +5 ranged (1d8+5, large javelin); Full Atk +12/+7 melee (2d6+5, large morningstar) or +5/+0 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +8, Ref +2, Will +11; Str 20, Dex 8, Con 14, Int 8, Wis 15, Cha 11.

Skills and Feats: Climb +5, Listen +3, Spell craft +7, Spot +4; Die Hard, Endurance, Toughness, Weapon Focus (greatclub), Iron Will.

Spells Prepared (3/3/3/0; base DC = 12 + spell level): 0—*detect magic, guidance, touch of fatigue*, 1st—*bleed, cure light wounds, protection from good*; 2nd— *bull's strength, mirror image, scorching ray*.

Possessions: Large hide armor, large heavy wooden shield, large morningstar, 2 large javelins, spell component pouch.

Encounter 9

➤ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain

club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

✦**Rutthead:** Male half-orc Ftr6/Bbn5; CR 11; Medium-sized Humanoid (half-orc); HD 6d10+5d12+11; hp 89; Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +9 armor]]; Base Atk +11/+6/+1; Grp +16; Atk +19 melee (2d4+12+1d6 electrical, +1 *shock spiked chain*); Full Atk +19/+14/+9 melee (2d4+12+1d6 electrical, +1 *shock spiked chain*); SA Rage 2/day; SQ Improved uncanny dodge (can't be flanked), uncanny dodge, trap sense +1; AL CN; SV Fort +9, Ref +6, Will +3; Str 22, Dex 14, Con 13, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +7, Intimidate +11, Jump +7, Spot +1, Ride +4; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Power Attack, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: *belt of giant strength* +4, *spiked full plate* +1, +1 *shock spiked chain*, short sword, dagger, *potion of cure serious wounds*.

✦**Thugs (3-5):** Male human Ftr4/Rog3; CR 7; Medium-sized Humanoid (human - Mixed); HD 4d10+3d6+10; hp 56; Init +6; Spd 20 ft.; AC 21 (touch 12, flat-footed 19) [[+1 Dex, +6 armor, +3 shield]]; Base Atk +6/+1; Grp +8; Atk +11 melee (1d6+5/18-20, +1 *scimitar*) OR +9 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d6+5/18-20, +1 *scimitar*) OR +9 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack +2d6; SQ Evasion, trap sense +1; SV Fort +6, Ref +6, Will +1; Str 15, Dex 14, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +2, Hide +1, Intimidate +8, Ride +4, Listen +6, Spot +7, Survival +3; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: dagger, masterwork light crossbow, bolts, *chainmail* +1, +1 *scimitar*, *heavy wooden shield* +1, *potion of cure moderate wounds*.

✦**Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [-2 Dex]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

✦**Nyn:** female human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [-3 Dex]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge(religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

✦**R'lehandor Rocx:** Vampire half-elf Div9; CR 11; Medium Undead; HD 9d12; hp 68; Init +8; Spd 30 ft.; AC 24 (touch 16, flat-footed 20) [[+4 Dex, +8 natural, +2 deflection]]; Base Atk +4; Grp +7; Atk +7 melee (1d6+4+energy drain, slam); Full Atk +7 melee (1d6+4+energy drain, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, low light vision, +4 turn resistance, DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +3, Ref +9, Will +9; Str 16, Dex 18, Con —, Int 20, Wis 16, Cha 14.

Skills and Feats: Climb +3, Concentration +15, Bluff +10, Diplomacy +4, Gather Information +6, Hide +12, Jump +3, Knowledge(arcana) +17, Knowledge(History) +11, Knowledge(nobility & etiquette) +11, Listen +18, Move Silently +12, Search +16, Sense Motive +10, Spellcraft +19 (+21 Divination), Spot +16; Alertness^B, Combat Reflexes^B, Dodge^B, Empower Spell, Improved Counterspell, Improved Initiative^B, Investigator, Lightning Reflexes^B, Scribe Scroll, Skill Focus (Concentration), Spell Mastery;

Possessions: rapier, spell component pouch, gem worth 100 gp, *amulet of natural armor* +2 (Bleak Academy amulet), *headband of intellect* +2, *scroll of animate dead*, *scroll of knock*, *scroll of legend lore*, *scroll of magic circle against evil*, *brooch of shielding*, *ring of protection* +2

Spells Prepared (5/6/6/5/4/3; base DC = 15 + spell level): 0—*detect magic*, *flare*, *mage hand*, *mending*, *read magic*; 1st—*alarm*, *comprehend languages*, *magic missile* (x2), *ray of enfeeblement*, *true strike*; 2nd—*arcane lock*, *blindness/deafness*, *detect thoughts*, *see invisibility*, *spectral hand*, *web*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *haste*, *tongues*, *vampiric touch*; 4th—*enlarged mass reduce person*, *enervation*, *lesser globe of invulnerability*, *scrying*; 5th—*feeblemind*, *magic jar*, *Rary's telepathic bond*.

Spellbook: 0—all *cantrips* except *Enchantment*; 1st—*alarm*, *comprehend languages*, *identify*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd—*arcane lock*, *blindness/deafness*, *detect thoughts*, *locate object*, *misdirection*, *see invisibility*, *spectral hand*, *web*; 3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *illusory script*, *exploding runes*, *haste*, *tongues*, *vampiric touch*; 4th—*arcane eye*, *detect scrying*, *enervation*, *lesser globe of invulnerability*, *Otiluke's resilient sphere*, *scrying*, *summon monster*

IV; 5th—*feeblemind*, *magic jar*, *prying eyes*, *Rary's telepathic bond*, *sending*.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 16 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural

weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

➤ **Sheek, (Bat, Familiar):** CR n.a.; Diminutive Animal; HD 9d8; hp 34; Init +2; Spd 5 ft., fly 40 ft (good); AC 21 (touch 16, flat-footed 19) [[+2 Dex, +5 natural, +4 size]]; Base Atk +4; Grp -13; Atk +6 melee (1d2-5, bite); Full Atk +6 melee (1d2-5, bite); SQ Blindsense 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with bats, speak with master; AL N; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 4.

Skills and Feats: Concentration +12, Gather Information -1, Hide +14, Knowledge(arcana) +12, Knowledge(history) +6, Knowledge(nobility & etiquette) +6, Listen +11, Move Silently +6, Spellcraft +12, Spot +11; Alertness;

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

➤ **Casphyr:** male human ghost/Clr8 (Nerull); CR 9; Medium Undead; HD 12d12; hp 85; Init +8; Spd 30 ft.; AC 24 (touch 14, flat-footed 20) [[+4 Dex, +6 natural, +4 armor]]; Base Atk +8/+3; Grp +11; Atk +11 melee (2d6+3+paralysis, bite); Full Atk +11 melee (2d6+3+paralysis, bite) and 2 x +9 melee (1d4+1+paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +7, Ref +7, Will +13; Str 17, Dex 18, Con —, Int 13, Wis 16, Cha 16.

Skills and Feats: Balance+8, Climb +9, Hide +11, Jump +9, Knowledge (religion) +7, Move Silently +11,

Spellcraft +9, Spot +9; Ability Focus (Stench), Dodge, Improved Initiative, Multi Attack, Improved Natural Attack (bite);

Spells Prepared (6/6/5/5/3; base DC = 13 + spell level): 0—*detect magic, guidance (x2), resistance (x2)*; 1st—*bane, cause fear*, command, doom, inflict light wounds, shield of faith*; 2nd—*bull's strength, death knell, desecrate*, hold person, silence, spiritual weapon*; 3rd—*animate undead*, blindness/deafness, contagion, invisibility purge, magic circle against good*; 4th—*divine power, poison, unholy blight**.

*Domain spell. **Domains:** Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: spell component pouch, 25 gp in silver dust, augury tokens, vial of unholy water, rusted morning star, rusted chain shirt, *amulet of natural armor* +2 (also functioning as a holy symbol of Nerull), *pearl of power* (1st level), 6 onyx gems worth 100 gp each, *scroll of invisibility purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 20 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

➤ **Ghoul rogues (4):** Ghoul Rog6; CR 7; Medium Undead; HD 8d12; hp 55; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 21) [[+3 Dex, +4 natural, +4 armor]]; Base Atk +5; Grp +7; Atk +10 melee (1d6+2+paralysis, bite); Full Atk +10 melee (1d6+2+paralysis, bite) and 2 x +8 melee (1d3+1+paralysis, claw); SA Ghoul fever, paralysis, sneak attack +3d6; SQ Darkvision 60 ft., evasion, trap finding, trap sense +2, uncanny dodge, undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +8, Will +7; Str 14, Dex 16, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +10, Climb +9, Escape Artist +10, Hide +13, Jump +9, Listen +10, Move

Silently +13, Spot +11, Tumble +14; Multi Attack, Weapon Finesse(bite), Weapon Focus(bite);

Possessions: rusty chain shirt, *amulet of natural armor* +2 (shaped like a holy symbol of Nerull)

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Encounter 14

➤ **Amore, Annis Barbarian:** Annis Bbn2/Ftr4; CR 12; Large Monstrous Humanoid; HD 7d8+2d12+4d10+26; hp 95; Init +1; Spd 50 ft.; AC 27 (touch 10, flat-footed 27) [[-1 size, +1 Dex, +11 natural, +6 armor]]; Base Atk +13/+8/+3; Grp +25; Atk +21 melee (1d8+10/19-20, claw); Full Atk 2 x +21 melee (1d8+10/19-20, claw) and +16 melee (1d6+4, bite); Space/Reach 10ft/10ft; SA Improved grab, rage 1/day, rake 1d8+10/19-20, rend 2d6+12, spell-like abilities; SQ Darkvision 90 ft., uncanny dodge, DR 2/bludgeoning, Mind Blank, SR 25; AL CE; SV Fort +13, Ref +7, Will +8; Str 26, Dex 12, Con 14, Int 13, Wis 14, Cha 10.

Skills and Feats: Bluff +8, Climb +12, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +12, Listen +13, Spot +13; Alertness, Blind-Fight, Great Fortitude, Improved Critical (claw), Improved Natural Attack (claw), Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Possessions: *amulet of natural armor* +1, *large chain shirt* +2

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +20 melee, damage 1d8+10/19-20. Amore can attack a grappled foe with both claws at no penalty.

Rend (Ex): If Amore hits with both claw attacks she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Spell-Like Abilities: 3/day—*disguise self, fog cloud*. Caster level 8th.

Mind Blank (Sp): Amore is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Londa, Green Hag Druidess:** Green Hag Drd6; CR 11; Medium Monstrous Humanoid; HD 15d8+30; hp 98; Init +2; Spd 30 ft.; AC 28 (touch 12, flat-footed 26) [[+2 Dex, +11 natural, +5 armor]]; Base Atk +13/+8/+3; Grp +18; Atk +19 melee (1d6+8+*touch of idiocy*, +1 *spell storing scimitar*) OR +18 melee (1d4+5, claw); Full Atk +19/+14/+9 melee (1d6+8+*touch of idiocy*, +1 *spell storing scimitar*) OR 2 x +18 melee (1d4+5, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., nature sense, resist nature's lure, trackless step,

wild empathy, wild shape 2/day; woodland stride, Mind Blank, SR 24; AL CE; SV Fort +12, Ref +10, Will +14; Str 20, Dex 15, Con 14, Int 13, Wis 17, Cha 14.

Skills and Feats: Concentration +15 (+19 casting on the defensive), Knowledge (nature) +9, Handle Animal +6, Hide +8, Listen +15, Spellcraft +10, Spot +15, Survival +7, Swim +9; Alertness, Blind-Fight, Combat Casting, Combat Expertise, Great Fortitude, Natural Spell

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—*create water, detect magic, detect poison, flare, resistance*; 1st—*charm animal, faerie fire, magic fang, obscuring mist*; 2nd—*barkskin, bull's strength, chill metal, summon swarm*; 3rd—*contagion, poison, protection from energy*

Possessions: spell component pouch, *rhino hide*, +1 spell storing scimitar (with touch of idiocy), wand of flaming sphere

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Mind Blank (Sp): Londa is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Eylse (Crocodile, Animal Companion):** CR n.a.; Medium Animal; HD 7d8+28; hp 61; Init +2; Spd 20 ft., Swim 30ft.; AC 19 (touch 12, flat-footed 19) [[+2 Dex, +8 natural]]; Base Atk +5; Grp +10; Atk +10 melee (2d6+7, bite) OR +10 melee (1d12+7, tail slap); Full Atk +10 melee (2d6+7, bite) OR +10 melee (1d12+7, tail slap); SA Improved grab; SQ Hold breath, devotion, evasion, link, low-light vision, shared spells, tricks: Attack, Come, Down, Defend, Guard, Stay; AL N; SV Fort +9, Ref +7, Will +3; Str 21, Dex 14, Con 18, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +8, Listen +6, Spot +6, Swim +13; Alertness, Skill Focus (Hide), Improved Natural Attack (bite).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

➤ **Truu, Sea Hag Sorceress:** Sea Hag Sor6, CR 10; Medium Monstrous Humanoid; HD 3d8+6d4+12; hp 43; Init +1; Spd 30 ft.; AC 16 (touch 13, flat-footed 15) [[+1 Dex, +3 natural, +2 deflection]]; Base Atk +6; Grp +11; Atk +11 melee (1d4+5, claw); Full Atk 2 x +11 melee (1d4+5, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 20; AL CE; SV Fort +6, Ref +6, Will +10; Str 20, Dex 12, Con 12, Int 13, Wis 15, Cha 19.

Skills and Feats: Concentration +10, Hide +5, Knowledge (arcana) +8, Listen +7, Spellcraft +9, Spot +7, Swim +13; Alertness, Practiced Spellcaster*, Ability Focus (horrific appearance), Toughness;

Spells Known (6/7/6/4; base DC = 14 + spell level): 0—*acid splash, detect magic, flare, ray of frost, read magic, resistance, touch of fatigue*; 1st—*charm person, mage armor, magic missile, ray of enfeeblement*; 2nd—*scorching ray, touch of idiocy*; 3rd—*haste*

*All spells are cast as if Truu is a 9th level caster

Possessions: spell component pouch, *ring of protection +2, wand of web, scroll of shield, scroll of blink, scroll of baleful polymorph, scroll of wall of ice*

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 20 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 18 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 18 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank (Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

Frisk, (Rat, Familiar): CR n.a.; Tiny Animal; HD 6d8; hp 21; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (touch 14, flat-footed 15) [[+2 Dex, +3 natural, +2 size]]; Base Atk +6; Grp -6; Atk +10 melee (1d3-4, bite); Full Atk +10 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, Mind Blank (see Truu), scent, share spells, speak with master; AL N; SV Fort +6, Ref +8, Will +9; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +12, Concentration +9, Hide +18, Knowledge (arcana) +6, Listen +4, Move Silently +10, Spellcraft +7, Spot +4, Swim +10; Alertness, Weapon Finesse(bite);

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HAG COVEY

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Encounter 15

☛**Certhaione:** Female elven ghost/Clr11 (Sehanine Moonbow); CR 13; Medium Undead [incorporeal]; HD 11d12; hp 82; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 14 (touch 14 flat-footed 12) [[+2 Dex, +2 deflection]]; Base Atk +8/+3; Grp +8; Atk +10 melee (1d6+1d4 Wis, incorporeal touch); Full Atk +10 melee (1d6+1d4 Wis, incorporeal touch); SA corrupting / draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +7, Ref +5, Will +11; Str —, Dex 14, Con —, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +11, Decipher Script +4, Hide +10, Knowledge (arcana) +8, Knowledge (history) +6, Knowledge (religion) +7, Listen +12, Search +9, Spellcraft +9, Spot +12; Dodge, Improved Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (6/7/6/6/5/3/2; base DC = 14 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *resistance*, *virtue*, 1st—*bane***, *bless*, *command***, *divine favor*, *doom*, *longstrider**, *shield of faith*; 2nd—*detect thoughts**, *hold person***(x2), *shatter*, *silence*, *spiritual weapon*; 3rd—

bestow curse, *clairaudience/clairvoyance**, *dispel magic*, *magic vestment*, *searing light*, *prayer***, 4th—*dimension door**, *divine power*, *inflict critical wounds*, *poison*; 5th—*flame strike*, *greater command*, *true seeing**, 6th—*find the path*, *harm*.

*Domain spell. **Domains:** Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 11 rounds per day, Survival is a class skill).

**Enchantment spell. DC = 16 + spell level

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefor is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Corrupting/Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she does 1d6 hitpoints damage, and also drains 1d4 points from the target's Wisdom score. On each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a *hallucinatory terrain* spell (caster level 9th) in the same location.

APPENDIX 7: APL 14

Encounter 1

☛ **Ley:** Female human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 armor]]; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Appraise +3, Balance +7, Bluff +2, Climb +4, Escape Artist +7, Hide +7, Open Lock +6, Move Silently +7, Sleight of Hand +7, Tumble +7; Dodge, Mobility;

Possessions: leather armor, daggers(3), lockpicks.

☛ **Durn, Almor, and Reaven, Farmers (3):** Male human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club); Full Atk +1 melee (1d6+1, club); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer) +4; Endurance, Toughness;

Possessions: club.

☛ **Flash and Vicious, Dogs (2):** CR 1/2; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (touch 14, flat-footed 12) [[+3 Dex, +1 size, +1 natural]]; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track;

Encounter 4

☛ **Attloi guards (8):** Male human (Attloi) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 23; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/x3, shortbow); Full Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Jump +3, Listen +3, Spot +3, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse;

☛ **Robalaan, Attloi captain:** Male human (Attloi) Ftr5; CR 2; Medium humanoid (human); HD 5d10+10; hp 47; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [[+3 Dex, +3 armor]]; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/18-20, rapier) or +8 ranged (1d8/x3, shortbow); Full Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged

(1d6/x3, shortbow); AL N; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Jump +6, Listen +3, Knowledge (geography) +3, Knowledge (local) +3, Perform +4, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse;

☛ **Enda:** female human (Attloi) Sor7; CR 7; Medium humanoid (human); HD 7d4-7; hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d2-1/19-20, dagger); Full Atk +2 melee (1d2-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +9; Str 8, Dex 11, Con 8, Int 14, Wis 15, Cha 17.

Skills and Feats: Diplomacy +5, Heal +6, Knowledge(arcana) +7, Knowledge(local) +6, Knowledge(planes) +6, Sense Motive +7, Spellcraft +11; Brew Potion, Craft Wondrous Item, Iron Will, Leadership;

Spells Known (6/7/7/4; base DC = # + spell level):
0—*detect magic, detect poison, light, mending, message, read magic, resistance*; 1st—*alarm, comprehend languages, detect undead, identify, sleep*;
2nd—*detect thoughts, hypnotic pattern, see invisibility*; 3rd—*bestow curse, clairsentience/clairvoyance*.

Encounter 5

☛ **Gadhein:** Male human (Attloi) Rog1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [[+2 Dex, +3 Armor]]; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); Full Atk +3 melee (1d6+2/18-20, rapier) or +3 ranged (1d6, hand crossbow); SA sneak attack +1d6; SQ detect traps; AL CN; SV Fort +2, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Spot +4, Tumble +6; Dodge, Weapon Focus (rapier);

Possessions: studded leather armor, rapier, dagger, hand crossbow, 10 bolts, 60gp, 60 gp in gems.

☛ **Hulan, Mercenary Captain:** Male human (Oeridian) Ftr13; CR 13; Medium humanoid (human); HD 13d10+37; hp 120; Init +5; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [[+1 Dex, +10 armor, +2 natural, +1 deflection]]; Base Atk +13/+7/+2; Grp +17; Atk +21 melee (2d6+11+1d6 fire/17-20, +1 *flaming greatsword*) or +15 ranged (1d8/x3, longbow); Full Atk +21/+15/+10 melee (2d6+11+1d6 fire/17-20, +1 *flaming greatsword*) or +15/+10/+5 ranged (1d8/x3, longbow); AL LN; SV Fort +12, Ref +7, Will +7; Str 18, Dex 12, Con 16, Int 13, Wis 12, Cha 14.

Skills and Feats: Intimidate +14, Listen +9, Ride +9, Speak Language (elf), Sense Motive +6, Spot +9;

Cleave, Combat Expertise, Combat Reflexes, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Improved Toughness, Improved Sunder, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: cold iron short sword, silver dagger, long bow, 20 arrows, thunderstone, *amulet of natural armor* +2, *cloak of resistance* +2, *full plate* +2, +1 *flaming greatsword*, *ring of protection* +1, *potion of cure moderate wounds* (x2), *potion of cure serious wounds*.

➤ **Jalissa, Verek, and Zorn, Mercenaries (3):** Male/female human (Mixed) Ftr11; CR 11; Medium humanoid (human); HD 11d10+25; hp 95; Init +5; Spd 20 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +9 armor, +4 shield]]; Base Atk +11/+6; Grp +13; Atk +18 melee (1d8+7/19-20, +2 *longsword*) or +12 ranged (1d8/x3, shortbow); Full Atk +18/+13 melee (1d8+7/19-20, +2 *longsword*) or +12/+7 ranged (1d6/x3, shortbow); AL LN; SV Fort +9, Ref +4, Will +3; Str 16, Dex 12, Con 15, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +7, Spot +7; Improved Initiative, Power Attack, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Overrun, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: *full plate* +1, +2 *longsword*, *heavy steel shield* +2, dagger, short bow, 20 arrows, *potion of cure moderate wounds*.

➤ **Alamanha, 'Ountsy tax officer':** Female human (Baklun) Sor13; CR 13; Medium humanoid (human); HD 13d4+26; hp 6*6; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14)) [[+3 Dex, +4 armor]]; Base Atk +6; Grp +5; Atk +5 melee (1d6-1, staff) or +9 ranged (1d8, light crossbow); Full Atk +5 melee (1d6-1, staff) or +9 ranged (1d8, light crossbow); AL LE; SV Fort +8, Ref +9, Will +11; Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 20.

Skills and Feats: Bluff +16, Diplomacy +8, Listen +7, Knowledge(arcana) +13, Spellcraft +19, Spot +3; Alertness, Dodge, Mobility, Improved Initiative, Spell Focus (Invocation), Spell Focus (Transmutation), Improved Spell Focus (Invocation);

Possessions: staff, light crossbow, 10 bolts, spell component pouch, ivory statuette worth 1500 gp, *cloak of resistance* +2, *scroll of expeditious retreat*, *scroll of mage armor*, ~~*scroll of mage armor*~~.

Spells Known (6/7/7/7/7/6/4; base DC = 15 + spell level): 0—*acid splash*, *daze*, *detect magic*, *disrupt undead*, *flare***, *light***, *mage hand*, *ray of frost***, *touch of fatigue*, 1st—*enlarge person***, *magic missile***, *obscuring mist*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *flaming sphere***, *glitterdust*, *invisibility*, *scorching ray***, 3rd—*dispel magic*, *fire shield* **, *ice storm***, *rage*; 4th—*dimension door*,

greater invisibility, *lesser globe of invulnerability*, *wall of ice***, 5th—*baleful polymorph***, *break enchantment*, *cone of cold***, 6th—*flesh to stone***, *contingency***;

**Invocation spell. DC = 17 + spell level

***Transmutation spell. DC = 16 + spell level

Contingency: Whenever Alamanha is affected by an enchantment spell, such as *hold person*, *dominate person*, etc, a *break enchantment* spell is cast that target's the enchantment effect.

➤ **Mr. Squint, (Monkey, Familiar):** CR n.a.; Tiny Animal; HD 13d8; hp 32; Init +2; Spd 30 ft., climb 30 ft.; AC 21 (touch 14, flat-footed 19) [[+2 Dex, +7 natural, +2 size]]; Base Atk +6; Grp -6; Atk +10 melee (1d3-4, bite); Full Atk +10 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scry on familiar, share spells, speak with master, speak with monkeys, SR 18; AL N; SV Fort +6, Ref +8, Will +9; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 5.

Skills and Feats: Balance +10, Bluff +8, Climb +10, Diplomacy +0, Hide +10, Listen +5, Knowledge(arcana) +13, Spellcraft +19, Spot +3; Weapon Finesse(bite);

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Encounter 6

➤ **Nycintu ('Tasali'):** Female human Brd7/Rog5/Arcane Trickster 3; CR 13; Medium humanoid (human); HD 12d6+3d4+15; hp 74; Init +8; Spd 30 ft.; AC 20 (touch 17, flat-footed 20)) [[+5 Dex, +3 armor, +2 deflection]]; Base Atk +9/+4; Grp +9; Atk +10 melee (1d6+1/15-20, +1 *keen rapier*) or +14 ranged (1d4/19-20, dagger); Full Atk +10/+5 melee (1d6+1/15-20, +1 *keen rapier*) or +14/+9 ranged (1d4/19-20, dagger); SA Sneak attack +4d6; SQ Bardic music, bardic knowledge, countersong, evasion, fascinate, inspire competence, impromptu sneak attack 1/day, inspire courage +1, ranged legerdemain 1/day, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +16, Will +10; Str 10, Dex 18, Con 12, Int 14, Wis 13, Cha 20.

Skills and Feats: Balance +8, Bluff +20, Decipher Script +9, Diplomacy +20, Disable Device +11, Disguise +25 (+30 to pass off as Tasali, +40 with *alter self* or *veil up*), Escape Artist +20, Forgery +13, Gather Information +14, Knowledge(arcana) +10, Knowledge(local) +10, Knowledge(history) +8, Knowledge(nobility & etiquette) +8, Perform +19, Sense Motive +16, Speak Language (Elf, Baklunish, Draconic, Old Oeridian), Spellcraft +16, Tumble +20; Combat Expertise, Combat Reflexes, Dodge, Elusive Target, Improved Initiative, Mobility, Spring Attack;

Possessions: noble's outfit, jewelry, signet ring, dagger, spell component pouch, *gloves of dexterity* +4,

slick leather armor +1, +1 keen rapier, ring of protection +2, Thrall Medallion.

Spells Known (3/4/4/3/1; base DC = 15 + spell level): 0—*daze, detect magic, flare, mage hand, message, prestidigitation*; 1st—*charm person, expeditious retreat, sleep, Tasha's hideous laughter*; 2nd—*alter self, invisibility, mirror image, suggestion*; 3rd—*confusion, gaseous form, haste, slow*; 4th—*dimension door, greater invisibility*.

Veiled (Sp): *Veil* or *alter self* add a +10 bonus to the disguise skill to impersonate Tasali. A *veil* spell is cast each morning by the hags. It is a 9th lvl spell effect and lasts 9 hours.

➤ **Glabrezu:** CR 13; Huge Outsider (Chaotic, Extraplanar, Evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft.; AC 27 (touch 8, flat-footed 27) [[(-2 size, +19 natural)]; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk 2 x +20 melee (2d8+10, pincers) and 2 x +18 melee (1d6+5, claws) and +18 melee (1d8+5, bite); AL CE; Space/Reach: 15 ft./15 ft.; SA Improved grab, spell-like abilities, summon demon; SQ DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 21, telepathy 100 ft., true seeing; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks); Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic, mirror image, reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrock with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use true seeing as the spell (caster level 14th).

➤ **Hueg, 'Frosty', Bereedi, Mercenaries (3):** Male/female human (Mixed) Ftr11; CR 11; Medium humanoid (human); HD 11d10+25; hp 95; Init +5; Spd 20 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +9 armor, +4 shield)]; Base Atk +11/+6; Grp +13; Atk +18 melee (1d8+7/19-20, +2 longsword) or +12 ranged (1d8/x3, shortbow); Full Atk +18/+13 melee (1d8+7/19-20, +2 longsword) or +12/+7 ranged (1d6/x3,

shortbow); AL LN; SV Fort +9, Ref +4, Will +3; Str 16, Dex 12, Con 15, Int 9, Wis 11, Cha 8.

Skills and Feats: Listen +7, Spot +7; Improved Initiative, Power Attack, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Overrun, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: *full plate +1, +2 longsword, heavy steel shield +2, dagger, short bow, 20 arrows, potion of cure moderate wounds.*

➤ **Villagers (8):** Male/female human (Oeridian/Suel) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d6, club or shortspear); Full Atk +0 melee (1d6, club or shortspear); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 8, Wis 10, Cha 9.

Skills and Feats: Handle Animal +3, Profession (farmer/fisher) +4; Animal Affinity, Athletic;

Possessions: club or shortspear.

Encounter 7

➤ **Ogre Barbarians (2):** Ogre Bbn5/Ftr4; CR12, Large giant; HD 4d8+5d12+4d10+48; hp 126; Init -1; Spd 40 ft.; AC 19 (touch 8, flat-footed 19) [[-1 size, -1 Dex, +5 natural, +6 armor)]; Base Atk +12/+7/+2; Grp +22; Atk +19 melee (2d8+12, +1 large greatclub) or +10 ranged (1d8+6, large javelin); Full Atk +19/+12/+7 melee (2d8+12, +1 large greatclub) or +10/+3 ranged (1d8+6, large javelin); Space/Reach 10ft/10ft; SA Rage 2/day; SQ Darkvision 60', improved uncanny dodge, low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +15, Ref +2, Will +3; Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +8, Spot +7; Cleave, Combat Brute, Improved Toughness, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: 2 large javelins, *large chainmail armor +1, +1 large greatclub.*

➤ **Ogre Adept:** Ogre Adept10; CR11, Large giant; HD 4d8+10d6+31; hp 89; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +5 natural, +3 armor, +2 shield)]; Base Atk +8/+3; Grp +17; Atk +13 melee (2d6+5, large morningstar) or +6 ranged (1d8+5, large javelin); Full Atk +13/+8 melee (2d6+5, large morningstar) or +6/+1 ranged (1d8+5, large javelin); Space/Reach 10ft/10ft; SQ Darkvision 60', low-light vision; AL CE; SV Fort +9, Ref +3, Will +12; Str 20, Dex 8, Con 14, Int 8, Wis 15, Cha 11.

Skills and Feats: Climb +5, Listen +3, Spell craft +9, Spot +4; Die Hard, Endurance, Toughness, Weapon Focus (greatclub), Iron Will.

Spells Prepared (3/3/3/1; base DC = 12 + spell level): 0—*detect magic, guidance, touch of fatigue*; 1st—*bless, cure light wounds, protection from good*;

2nd— *bull's strength, mirror image, scorching ray*;
3rd— *lightning bolt*.

Possessions: Large hide armor, large heavy wooden shield, large morningstar, 2 large javelins, spell component pouch, three onyx gems (200 gp each).

Encounter 9

✦ **Uther Lodwag:** Male human (Oeridian) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [[+1 Dex]]; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, chain club); Full Atk +1 melee (1d6+1, chain club); AL LN; SV Fort -1, Ref +3, Will +0; Str 12, Dex 13, Con 9, Int 11, Wis 10, Cha 7.

Skills and Feats: Craft (carpenter) +4, Disable Device +7, Handle Animal +2, Knowledge (local) +4, Listen +6, Open Lock +7, Spot +6; Alertness, Nimble Fingers;

Encounter 10

✦ **Rutthead:** Male half-orc Ftr6/Bbn7; CR 13; Medium-sized Humanoid (half-orc); HD 6d10+7d12+26; hp 118; Init +1; Spd 20 ft.; AC 22 (touch 12, flat-footed 22) [[+2 Dex, +10 armor]]; Base Atk +13/+8/+3; Grp +18; Atk +21 melee (2d4+12+1d6 electrical, +1 *shock spiked chain*); Full Atk +21/+16/+11 melee (2d4+12+1d6 electrical, +1 *shock spiked chain*); SA Rage 2/day; SQ Improved uncanny dodge (can't be flanked), uncanny dodge, trap sense +2, DR 1/-; AL CN; SV Fort +11, Ref +7, Will +4; Str 22, Dex 14, Con 14, Int 9, Wis 8, Cha 10.

Skills and Feats: Climb +7, Intimidate +13, Jump +9, Spot +2, Ride +4; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Power Attack, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack.

Possessions: *belt of giant strength* +4, *spiked full plate* +2, +1 *shock spiked chain*, short sword, dagger, *potion of cure serious wounds*.

✦ **Thugs (3-5):** Male human Ftr4/Rog5; CR 9; Medium-sized Humanoid (human - Mixed); HD 4d10+5d6+12; hp 66; Init +6; Spd 20 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +6 armor, +3 shield]]; Base Atk +7/+2; Grp +9; Atk +14 melee (1d6+7/18-20, +2 *scimitar*) OR +10 ranged (1d8/19-20, light crossbow); Full Atk +14/+9 melee (1d6+7/18-20, +2 *scimitar*) OR +11 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack +3d6; SQ Evasion, trap sense +1, uncanny dodge; SV Fort +6, Ref +7, Will +1; Str 16, Dex 14, Con 12, Int 9, Wis 8, Cha 9.

Skills and Feats: Climb +5, Hide +7, Intimidate +10, Ride +6, Listen +8, Spot +9, Survival +3; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: dagger, masterwork light crossbow, bolts, chainmail +1, +2 *scimitar*, heavy wooden shield +1, *potion of cure moderate wounds*.

✦ **Tasali Bregohan:** Female human (Mixed) Ari1; CR 1/2; Medium humanoid (human); HD 1d8; hp 3 (8); Init -2; Spd 15 ft.; AC 8 (touch 8, flat-footed 8) [[-2 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL CN; SV Fort +0, Ref -2, Will +6; Str 2 (8), Dex 7 (13), Con 7 (11), Int 15, Wis 14, Cha 17.

Skills and Feats: Appraise +5, Diplomacy +9, Knowledge (local:TSS) +6, Knowledge (nobility & etiquette) +6, Listen +4, Ride +0, Sense Motive +8, Speak Language (elf, halfling) Spot +4; Iron Will, Negotiator;

✦ **Nyn:** female human (Oeridian) Com1; CR 1/2; Medium humanoid (human); HD 1d4; hp 0 (4); Init -3; Spd 30 ft.; AC 7 (touch 7, flat-footed 7) [[-3 Dex]]; Base Atk +0; Grp -4; Atk -4 melee (1d4-4, unarmed attack); Full Atk -4 melee (1d4-4, unarmed attack); AL N; SV Fort -2, Ref -3, Will +0; Str 2 (8), Dex 5 (11), Con 3 (10), Int 8, Wis 11, Cha 10.

Skills and Feats: Heal +4, Knowledge(religion) +1; Magical Aptitude, Self-sufficient;

Encounter 11

✦ **R'lehandor Rocx:** Vampire half-elf Div11; CR 13; Medium Undead; HD 11d12; hp 82; Init +8; Spd 30 ft.; AC 24 (touch 16, flat-footed 20) [[+4 Dex, +8 natural, +2 deflection]]; Base Atk +5; Grp +8; Atk +8 melee (1d6+4+energy drain, slam); Full Atk +8 melee (1d6+4+energy drain, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ alternate form, low light vision, +4 turn resistance, DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +3, Ref +9, Will +10; Str 16, Dex 18, Con —, Int 22, Wis 16, Cha 14.

Skills and Feats: Climb +3, Concentration +17, Bluff +10, Diplomacy +4, Gather Information +6, Hide +12, Jump +3, Knowledge(arcana) +20, Knowledge(History) +13, Knowledge(nobility & etiquette) +13, Listen +19, Move Silently +12, Search +17, Sense Motive +10, Spellcraft +22 (+24 Divination), Spot +17; Alertness^B, Combat Reflexes^B, Dodge^B, Enlarge Spell, Empower Spell, Improved Counterspell, Improved Initiative^B, Investigator, Lightning Reflexes^B, Scribe Scroll, Skill Focus (Concentration), Spell Mastery;

Possessions: rapier, spell component pouch, gem worth 100 gp, *amulet of natural armor* +2 (Bleak Academy amulet), *headband of intellect* +4, *scroll of animate dead*, *scroll of knock*, *scroll of legend lore*, *scroll of magic circle against evil*, *brooch of shielding*, *ring of protection* +2

Spells Prepared (5/6/6/6x/5/4x/xxx; base DC = 16 + spell level): 0—*detect magic*, *flare*, *mage hand*, *mending*, *read magic*; 1st—*alarm*, *comprehend languages*, *magic missile* (x2), *ray of enfeeblement*, *true strike*; 2nd—*arcane lock*, *blindness/deafness*, *detect*

thoughts, see invisibility, spectral hand, web, 3rd—arcane sight, clairaudience/clairvoyance, dispel magic, haste, tongues, vampirc touch; 4th—enlarged mass reduce person, enervation, lesser globe of invulnerability, Otiluke's resilient sphere, scrying; 5th—feeblemind, magic jar, Rary's telepathic bond, waves of fatigue, 6th—antimagic field, Tenser's transformation, true seeing.

Spellbook: 0—all cantrips except *Enchantment*, 1st—alarm, comprehend languages, identify, magic missile, ray of enfeeblement, true strike; 2nd—arcane lock, blindness/deafness, detect thoughts, locate object, misdirection, see invisibility, spectral hand, web, 3rd—arcane sight, clairaudience/clairvoyance, dispel magic, illusory script, exploding runes, haste, mass enlarge person, mass reduce person, tongues, vampirc touch; 4th—arcane eye, detect scrying, enervation, lesser globe of invulnerability, Otiluke's resilient sphere, scrying; 5th—feeblemind, magic jar, prying eyes, Rary's telepathic bond, sending, waves of fatigue; 6th—antimagic field, eyebite, legend lore, Tenser's transformation, true seeing.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 17 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn

of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. The DC is 17 for the Fortitude save to remove a negative level. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

➤ **Sheek, (Bat, Familiar):** CR n.a.; Diminutive Animal; HD 11d8; hp 41; Init +2; Spd 5 ft., fly 40 ft (good); AC 22 (touch 16, flat-footed 20) [[+2 Dex, +6 natural, +4 size]]; Base Atk +5; Grp -12; Atk +7 melee (1d2-5, bite); Full Atk +7 melee (1d2-5, bite); SQ Blindsight 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with bats, speak with master, SR 16; AL N; SV Fort +3, Ref +5, Will +9; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 4.

Skills and Feats: Concentration +14, Gather Information -1, Hide +14, Knowledge(arcana) +14, Knowledge(history) +7, Knowledge(nobility) &

etiquette) +7, Listen +12, Move Silently +6, Spellcraft +14, Spot +12; Alertness;

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

☛**Casphyr:** male human ghost/Clr10 (Nerull); CR 11; Medium Undead; HD 14d12; hp 99; Init +8; Spd 30 ft.; AC 24 (touch 14, flat-footed 20) [[+4 Dex, +6 natural, +4 armor]]; Base Atk +10/+5; Grp +13; Atk +13 melee (2d6+3+paralysis, bite); Full Atk +13 melee (2d6+3+paralysis, bite) and 2 x +11 melee (1d4+1+paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +8, Ref +8, Will +14; Str 17, Dex 18, Con —, Int 13, Wis 16, Cha 16.

Skills and Feats: Balance +8, Climb +9, Hide +12, Jump +9, Knowledge (religion) +7, Move Silently +12, Spellcraft +11, Spot +9; Ability Focus (Stench), Dodge, Improved Initiative, Multi Attack, Improved Natural Attack (bite);

Spells Prepared (6/6/6/5/4/3; base DC = 13 + spell level): 0—*detect magic, guidance (x2), resistance (x2)*; 1st—*bane, cause fear*, command, doom, inflict light wounds, shield of faith*; 2nd—*bull's strength, death knell, desecrate*, hold person, owl's wisdom, silence, spiritual weapon*; 3rd—*animate undead*, blindness/deafness, contagion, invisibility purge, magic circle against good*; 4th—*divine power, inflict critical wounds, poison, unholy blight**; 5th—*dispel good, righteous might, slay living**.

*Domain spell. **Domains:** Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Possessions: spell component pouch, 25 gp in silver dust, augury tokens, vial of unholy water, rusted morning star, rusted chain shirt, *amulet of natural armor* +2 (also functioning as a holy symbol of Nerull), *pearl of power* (2nd level), 6 onyx gems worth 100 gp each, *scroll of invisibility purge*

Ghoul Fever (Su): Disease—bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 21

Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

☛**Ghoul rogues (4):** Ghoul Rog8; CR 9; Medium Undead; HD 10d12; hp 69; Init +7; Spd 30 ft.; AC 21 (touch 13, flat-footed 21) [[+3 Dex, +4 natural, +4 armor]]; Base Atk +7/+2; Grp +9; Atk +12 melee (1d6+2+paralysis, bite); Full Atk +12 melee (1d6+2+paralysis, bite) and 2 x +10 melee (1d3+1+paralysis, claw); SA Ghoul fever, paralysis, sneak attack +4d6; SQ Darkvision 60 ft., evasion, improved uncanny dodge, trap finding, trap sense +2, uncanny dodge, undead traits, +2 turn resistance; AL CE; SV Fort +3, Ref +9, Will +8; Str 14, Dex 16, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +12, Climb +11, Escape Artist +12, Hide +15, Jump +11, Listen +12, Move Silently +15, Spot +13, Tumble +16; Improved Initiative, Multi Attack, Weapon Finesse(bite), Weapon Focus(bite);

Possessions: rusty chain shirt, *amulet of natural armor* +2 (shaped like a holy symbol of Nerull)

Ghoul Fever (Su): Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Encounter 14

☛**Amore, Annis Barbarian:** Annis Bbn2/Ftr6; CR 14; Large Monstrous Humanoid; HD 7d8+2d12+6d10+30; hp 112; Init +1; Spd 50 ft.; AC 27 (touch 10, flat-footed 27) [[-1 size, +1 Dex, +11 natural, +6 armor]]; Base Atk +15/+10/+5; Grp +27; Atk +23 melee (1d8+10/19-20, claw); Full Atk 2 x +23 melee (1d8+10/19-20, claw) and +20 melee (1d6+4, bite); Space/Reach 10ft/10ft; SA Improved grab, rage 1/day, rake 1d6+10, rend 2d6+12, spell-like abilities; SQ Darkvision 90 ft., uncanny dodge, DR 2/bludgeoning, Mind Blank, SR 27; AL CE; SV Fort +14, Ref +8, Will +9; Str 26, Dex 12, Con 14, Int 13, Wis 14, Cha 10.

Skills and Feats: Bluff +8, Climb +12, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +14, Listen +14, Spot +14; Alertness, Blind-Fight, Great Fortitude, Improved Critical (claw), Intimidating Rage, Improved Natural Attack (claw), Multi Attack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Possessions: *amulet of natural armor* +1, *large chain shirt* +2

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw

attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +20 melee, damage 1d8+10/19-20. Amore can attack a grappled foe with both claws at no penalty.

Rend (Ex): If Amore hits with both claw attacks she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Mind Blank (Sp): Amore is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Londa, Green Hag Druidess:** Green Hag Drd8; CR 13; Medium Monstrous Humanoid; HD 17d8+34; hp 112; Init +2; Spd 30 ft.; AC 28 (touch 12, flat-footed 26) [[+2 Dex, +11 natural, +5 armor]]; Base Atk +15/+10/+5; Grp +20; Atk +21 melee (1d6+9+*touch of idiocy*, +1 *spell storing scimitar*) OR +20 melee (1d4+5, claw); Full Atk +21/+16/+11 melee (1d6+9+*touch of idiocy*, +1 *spell storing scimitar*) OR 2 x +20 melee (1d4+5, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., nature sense, resist nature's lure, trackless step, wild empathy, wild shape 2/day, wildshape(large); woodland stride, Mind Blank, SR 26; AL CE; SV Fort +13, Ref +10, Will +16; Str 20, Dex 15, Con 14, Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +17 (+19 casting on the defensive), Knowledge (nature) +9, Handle Animal +8, Hide +8, Listen +18, Spellcraft +12, Spot +18, Survival +8, Swim +9; Alertness, Blind-Fight, Combat Casting, Combat Expertise, Great Fortitude, Natural Spell

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0—*create water*, *detect magic*, *detect poison*, *guidance*, *flare*, *resistance*; 1st—*charm animal*, *faerie fire*, *magic fang*, *obscuring mist*, *produce flame*; 2nd—*barkskin*, *bull's strength*, *chill metal*, *summon swarm*; 3rd—*contagion*, *poison*, *protection from energy*, *spike growth*; 4th—*flame strike*, *cure serious wounds*, *rusting grasp*

Possessions: spell component pouch, *rhino hide*, +1 *spell storing scimitar* (with *touch of idiocy*), *wand of flaming sphere*

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 20 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim

check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Mind Blank (Sp): Londa is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Eylse (Giant Crocodile, Animal Companion):** CR n.a.; Huge Animal; HD 7d8+28; hp 59; Init +1; Spd 20 ft., Swim 30ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, -2 size, +7 natural]]; Base Atk +5; Grp +21; Atk +11 melee (2d8+12, bite) OR +11 melee (1d12+12, tail slap); Full Atk +11 melee (2d8+12, bite) OR +11 melee (1d12+12, tail slap); SA Improved grab; SQ Hold breath, link, low-light vision, shared spells, tricks: Attack, Come, Down, Defend; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +1, Listen +5, Spot +5, Swim +16; Alertness, endurance, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

➤ **Truu, Sea Hag Sorceress:** Sea Hag Sor8, CR 12; Medium Monstrous Humanoid; HD 3d8+8d4+14; hp 51; Init +1; Spd 30 ft.; AC 16 (touch 13, flat-footed 15) [[+1 Dex, +3 natural, +2 deflection]]; Base Atk +7; Grp +12; Atk +12 melee (1d4+5, claw); Full Atk 2 x +12 melee (1d4+5, claw); SA Horrific appearance, evil eye; SQ Amphibious, Mind Blank, SR 22; AL CE; SV Fort +6, Ref +6, Will +10; Str 20, Dex 12, Con 12, Int 13, Wis 15, Cha 19.

Skills and Feats: Concentration +12, Hide +5, Knowledge (arcana) +8, Listen +7, Spellcraft +11, Spot +8, Swim +13; Alertness, Practiced Spellcaster*, Ability Focus (horrific appearance), Toughness;

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0—*acid splash*, *detect magic*, *flare*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*charm person*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd—*blindness/deafness*, *scorching ray*, *touch of idiocy*; 3rd—*Evard's black tentacles*, *haste*; 4th—*fear*

*All spells are cast as if Truu is a 11th level caster

Possessions: spell component pouch, *ring of protection* +2, *staff of charming*, *wand of web*, *scroll of shield*, *scroll of blink*, *scroll of baleful polymorph*, *scroll of wall of ice*

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 21 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Mind Blank (Sp): Truu is protected from all devices and spells that detect, influence, or read emotions or thought. This is an ongoing spell effect that functions at Caster level 9th.

➤ **Frisk, (Rat, Familiar):** CR n.a.; Tiny Animal; HD 8d8; hp 25; Init +2; Spd 15 ft., climb 15 ft., climb 15 ft., swim 15 ft.; AC 18 (touch 14, flat-footed 16) [[+2 Dex, +4 natural, +2 size]]; Base Atk +7; Grp -5; Atk +11 melee (1d3-4, bite); Full Atk +11 melee (1d3-4, bite); SQ Deliver touch spells, empathic link, improved evasion, low-light vision, Mind Blank (see Truu), scent, share spells, speak with master; AL N; SV Fort +6, Ref +8, Will +10; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +12, Concentration +11, Hide +18, Knowledge (arcana) +6, Listen +4, Move Silently +10, Spellcraft +9, Spot +5, Swim +10; Alertness, Weapon Finesse(bite);

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HAG COVEY

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19),

vision. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Encounter 15

➤ **Certhaione:** Female elven ghost/Clr13 (Sehaneine Moonbow); CR 15; Medium Undead [incorporeal]; HD 13d12; hp 96; Init +2; Spd 30 ft., fly 30ft. (perfect); AC 14 (touch 14 lat-footed 12) [[+2 Dex, +2 deflection]]; Base Atk +9/+4; Grp +9; Atk +11 melee (1d6+1d4 Wis, incorporeal touch); Full Atk +11 melee (1d6+1d4 Wis, incorporeal touch); SA corrupting / draining touch, malevolence, manifestation; SQ allergens, eternal darkness in death, mirage, turn resistance +4, undead traits; AL CG/CN; SV Fort +8, Ref +6, Will +12; Str —, Dex 14, Con —, Int 12, Wis 18, Cha 15.

Skills and Feats: Concentration +11, Decipher Script +4, Hide +10, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (religion) +9, Listen +12, Search +9, Spellcraft +9, Spot +12; Dodge, Improved Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (6/7/7/6/6/4/3/2; base DC = 14 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *resistance*, *virtue*, 1st—*bane***, *bless*, *command***, *divine favor*, *doom*, *longstrider**, *shield of faith*; 2nd—*detect thoughts**, *hold person***(x2), *inflict moderate wounds*, *shatter*, *silence*, *spiritual weapon*; 3rd—*bestow curse*, *clairaudience* / *clairvoyance**, *dispel magic*, *magic vestment*, *searing light*, *prayer***, 4th—*dimension door**, *divine power*, *inflict critical wounds*, *poison*, *spell immunity*; 5th—*flame strike*, *greater command*, *insect plague*, *true seeing**, 6th—*animate objects*, *find the path*, *harm*; 7th—*legend lore*, *mass inflict serious wounds*.

*Domain spell. *Domains:* Knowledge (all knowledge skills are class skills, cast divination spells at +1 caster level); Travel (move freely as if affected by freedom of movement for 13 rounds per day, Survival is a class skill).

**Enchantment spell. DC = 16 + spell level

Allergens: the elven lightblade that slew Certhaione, while not magical of its own, can strike her as if it had the *ghost touch* ability. This ability only functions vs. Certhaione.

In addition, Certhaione is tied to the blade, and has to stay within 30ft of it.

Eternal Darkness in Death: Certhaione has no eyes and therefor is effectively blind. She does not suffer penalties to AC or speed, and can still use her Dex, but she cannot cast spells for which she requires line of sight, and while she can pinpoint any creatures within 10 feet, these creatures have full concealed to each attack.

Corrupting/Draining Touch (Su): When Certhaione hits a living target with her incorporeal touch attack, she does 1d6 hitpoints damage, and also drains 1d4 points from the target's Wisdom score. On

each such successful attack, she heals 5 points of damage to herself. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only (incorporated in stats).

Malevolence (Su): Once per round, Certhaione can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Certhaione must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Certhaione's malevolence for 24 hours, and she cannot enter the target's space. If the save fails, Certhaione vanishes into the target's body.

Manifestation (Su): As an ethereal creature, Certhaione cannot affect or be affected by anything in the material world. When she manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. Manifested, she can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and always moves silently. She remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

When Certhaione is not manifested and is on the Ethereal Plane, her spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When she manifests, her spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Her touch spells don't work on nonethereal targets.

Mirage (Sp): Once per day, as a standard action, Certhaione can create an effect similar to a *project image* spell (caster level 14th), but she can will that image to appear at any location within 10 miles. She can simultaneously invoke an effect similar to a *hallucinatory terrain* spell (caster level 9th) in the same location.

APPENDIX 8: DM'S AID

The Rynaster Library

A list of books that can be found in the Rynaster Library is listed below.

While none of the books are magical, and unsuitable as spellbooks, a number have detailed description of arcane spells in them. Wizards can use these to learn spells as if they were learning from a spellbook.

A Guide To Rel Deven

Against Nyron

An Age of Great Sorrow

The Alchemical and Magical Properties of Meersalm, and the Painful Process of Embalment

Borwyn's Atlas of the East

The Celestial House of Cranden

The Celestial House of Darmen

The Celestial House of Rax

The Celestial House of Naelax

Courtesy and Manners in Royal Company

Defeating the Ur-Flan

(contains in a chapter on magic combat the spell *subvert planar essence*(CD))

Depths of The Solnor: a Jungle of Ships

(an obscure page in the introduction describes the spell *water breathing*)

The Encyclopediae Flannae (14 parts)

The Faith of Pholtus

The Founding of the See of Medegia

The Gods of Oerth

The Golden League

Heroic Deeds: The Knight Protectors of the Great Kingdom

Ivid The Undying

A Journal on Acerak's Tomb and the Horrors Encountered Within

(contains in an appendix the spell *undeath to death*)

The Kings of Aerdy: From Mikar to Ivid

Lands of the Iron League

Legends and Laws of the Arch-Paladin

The Malachite Throne

A Moral Treatise on the Use of Lower Humanoids in War, and the Calamities Thereof

The Mysteries of Garasteth

(contains a few spells refined by the Garasteth : *detect thoughts*, *probe thoughts* (CD), and *hypnotism*)

Perils of the North: on the Ice Barbarians

(contains among text on the Ice Barbarian's use of sorcery the spells *heroism* and *greater heroism*)

Prophecies at Rauxes

The Red Death, 581CY

Religion and State

Rise and Fall of the Azal'han (Conflicts with Knurl)

Treasures of Rel Astra

The Twin Cataclysms

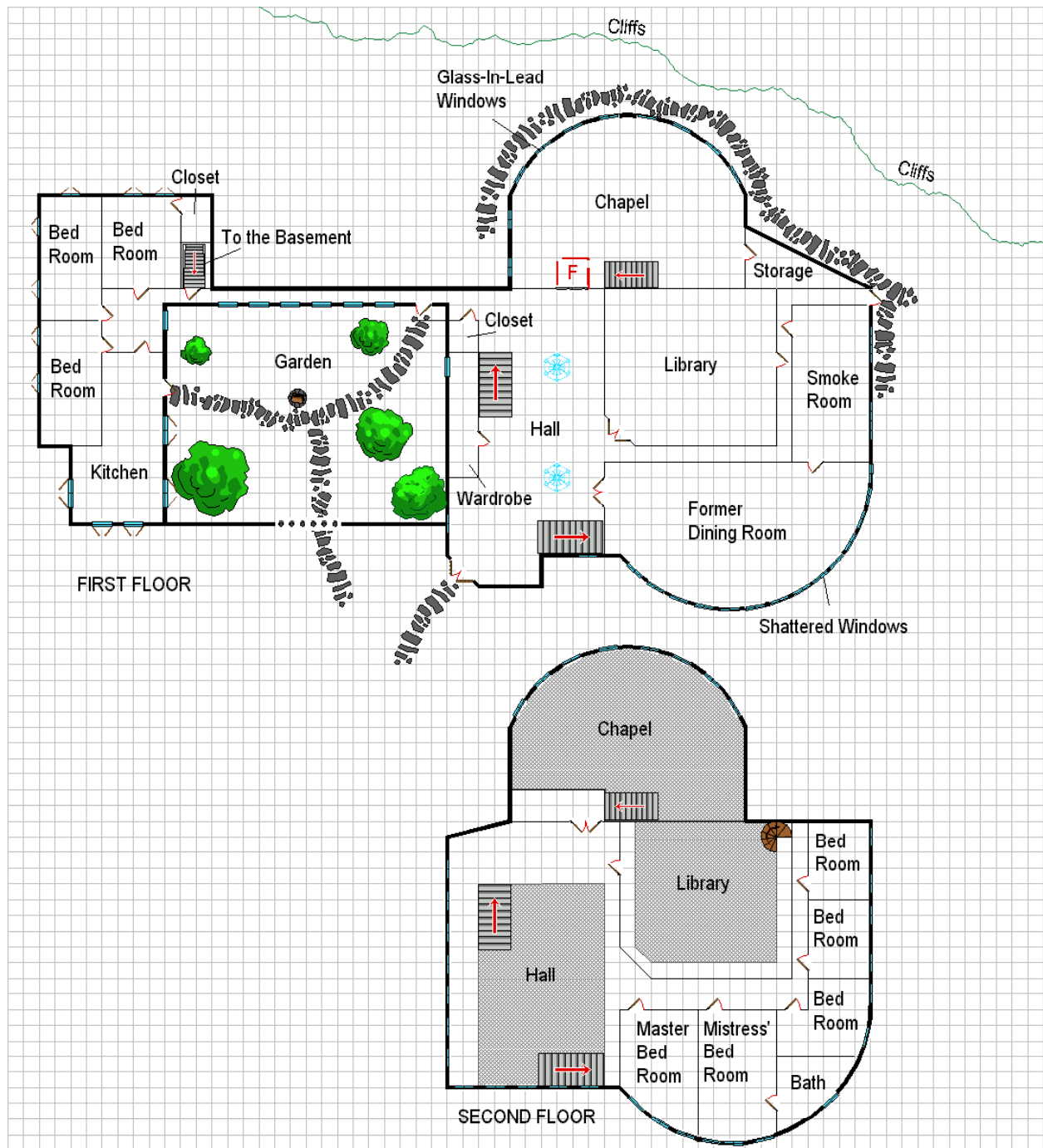
Two Brothers: on the worship of Heironeous and Hextor, and their impact on societity as a whole

War and Triumph: A Full History of the Great Kingdom

The Winnings of Zelcor

Zelradton

The Rynaster Estate



Ruian and Environs



1. Party Start Point (Certaione)
2. Encounter 1 (Durnst and Ley)
3. Durnst Farm
4. Brensen Farm
5. Encounter 5 (Meeting Point)
6. Attloi VCamp
7. Moorwych
8. Rynaster Estate

Moorwych

Cliffs

Cliffs

1

2

3

4

5

6

-
- The Voice of Reason*

APPENDIX 9: NEW RULES ITEMS

New Exotic Weapons

	Cost	Dmg(S)	Dmg(M)	Critical	Weight	Type
<i>Light Melee Weapons</i>						
Lightblade, elven	50 gp	1d4	1d6	18-20/x2	1lb.	Piercing

New Magic

Thrall Medallion: This medallion hangs on a silver chain, and has a small sculpture of a demon's face with a wide, gaping maw. While it does not detect as evil, anyone holding it is aware of a dark sentience, waiting inside the medallion.

To effectively use the medallion, one has to bind oneself to it, by letting a drop of blood (1 hp damage) fall in the demon's maw. Binding is an evil act as one purposefully allies oneself with an unknown evil power.

By using the command word, anyone holding the medallion can release the demonic creature(s) bound to it.

- APL 2: Dretch
- APL 4: Dretches (2)
- APL 6: Babau
- APL 8: Vrock
- APL 10: Bebilith
- APL 12: Hezrou
- APL 14: Glabrezu

The creature is free willed and attacks anyone in sight. Anyone holding the medallion is safe from it's attacks as long as it does not take any hostile action, and someone bound to the medallion can control the creature, commanding it for up to 11 continuous rounds after its release. The creature can only be called once.

The medallion also shields the wearer of any attempts to divine her alignment.

Moderate Conjuration, CL 11th; Caster must be evil, Craft Wondrous Item, *planar binding*, *undetectable alignment*; Price 4800 gp*; Weight 1lb.

*) Once the demon has been released, the medallion's value reduces to 1500 gp. The evil sentience, however, can still be felt.

New Weapon

Lightblade, elven: This rapier like weapon is the size of a short sword, but weighs only as much as a dagger. Dexterous elf fighters and rogues favor it. It's thin, flexible blade slips easily into the seams of armor or between the ribs of a foe. Some elf nobles carry a lightblade—often decorated with intricate filigree and tiny gemstones—as a sign of their station, even if they aren't proficient in its use.

New Special Material

Thinaun

This dark, glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously, this has application for melee weapons. If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one). *Raise dead*, *resurrection*, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer materials are required for such spells: *reincarnation*, *raise dead*, *resurrection*, and *true resurrection* require half as much of the required material component (unguents or diamonds) to cast if the soul is within a thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Type of Thinaun Weapon	Cost Modifier
Light weapon	+10,000 gp
One-handed weapon, or one head of a double weapon	+15,000 gp
Two-handed weapon, or both heads of a double weapon	+20,000 gp

New Feats

Combat Brute [Tactical]

You employ strength and leverage to great effect in battle

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush attempt moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would get a +2 bonus on attack

and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt. If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack role must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x3 if you are using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack role, you can deal an extra 9 points of damage or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats

Source: *Complete Warrior*, page 110

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The elusive Target Feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and it's ally is considered flat-footed. If the designated attacker is making a full attack against you, it's its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Special: A fighter may select Elusive Target as one of his fighter bonus feats

Source: *Complete Warrior*, page 110

Improved Toughness [General]

You are significantly tougher than normal

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently

Special: A fighter may select Improved Toughness as one of his fighter bonus feats

Source: *Complete Warrior*, page 101

Intimidating Rage [General]

Your rage engenders fear in your opponents

Prerequisites: Rage or frenzy ability

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Players Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Source: *Complete Warrior*, page 102

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster

Source: *Complete Divine*, page 82