

BDK3-05

High Ho Silver

A One Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1.0

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The forces of Cranzer have long held the silver mines in the Rift Barrens, but now is the chance for his enemies to strike back! An adventure for characters level 4 to 12.

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

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.

	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	

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
 1. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

It has come to the attention of Lord Mortoth of Rookroost that his rival Cranzer will be shipping a large quantity of silver ore from the Rift Barrens. Nothing would please him more than to snatch that wealth from Cranzer, and lay the blame fully on some unsuspecting heroes.

Mortoth has tasked one of his trusted lieutenants Vanidus with finding a suitable group of adventurers and convincing them to raid the shipment and to hand it over to him. Vanidus has chosen to employ a spymaster named Mirelle Do'verser to contact heroes and arrange the drop off.

Mirelle is a freelancer and not directly associated with the Lord of Rookroost. She has never worked for Vanidus in the past, but discretion is a valuable commodity in her line of work. Mirelle does not ask questions beyond what she is offered and takes all steps necessary to protect her patron's identity (what little of it she knows.)

Mirelle will make contact with the PCs and offer them a job based on the party's level. APL's 4 and 6 will be given Decoy Duty while APL's 8-12 will get to raid Cranzer's caravan.

The decoy's will make hit and run attacks against Cranzer's cavalry forces in an attempt to draw them away from the caravan. They will be required to lead them on a wild goose chase for a minimum of twelve hours. It is very important to note that the party is not expected to WIN against these odds. But merely to run away, escape pursuit, and make it back to the arranged meeting point.

The raiders will wait in ambush at one of two sites that are recommended by Mirelle. After the caravan arrives, they are to eliminate all of the guards and then make off with as much of the caravan of silver that they can to the arranged meeting point.

After escaping the cavalry or liberating the silver caravan, the party will head to the arranged meeting spot. Decoy parties will be given thanks and payment if they performed well, or chastised if they failed. Raider parties will be given the opportunity to hide the silver caravan at a nearby cave and then make their escape.

Any heroes that remain in the area to see what happens to the silver are shocked to discover that they have been duped and witness the arrival of extraplanar forces to pickup the caravan's cargo.

Those foolish enough to take the job are also under risk of discovery by Cranzer as he is busy trying to scry for his stolen silver. Any characters spotted have the joy of being wanted by Cranzer.

Introduction

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather what will be the ramifications of any decisions I make? Whose bad side do I not want to be on, and when will I need to call in a favor? Remember, everything's negotiable, and some things are more negotiable than others.

Encounter One Job Faire

The weather has been miserable of late with storm clouds brewing and threatening to burst at any hint of a dry spot forming. Seeking shelter here in Rookroost, a stop at the Dancing Dragon Inn sounds just fine. Crossing through the doorway, a pungent smoky smell fills the air, and a smiling barmaid invites you over to take a seat at the one table with empty chairs.

Luckily, a minstrel has taken up basking near the hearth, juggling and singing songs to drown out the dreary storm outside. Looking around the room you see a few familiar faces, and perhaps some new ones.

Allow the players to introduce and describe their characters.

The barmaid, a pretty brunette, named Hilda comes along side your table happily asking if anyone would care for some dinner as the lamb is nearly done.

Give the players time to roleplay dinner, no more than five minutes as this is a combat intensive round.

Hilda returns after your meal is finished and looks very pleased to say "You have a patron who has paid your tab in full, and would like to meet up with the lot of you later on today."

If asked, Hilda will provide a description of Mirelle with a DC 20 Diplomacy check. Each gold offered will grant a +2 circumstance bonus to the roll. Besides Mirelle's description, she knows nothing else other than to offer the heroes a sealed envelope should they agree to meet their patron.

If the party agrees to meet:

Hilda smiles again and with a small flourish places a sealed velum envelope on the table and heads back to the kitchens.

Give the party the Player Handout.

If the party declines the meeting:

Hilda nods and shrugs and bids goodbye to you as she wanders about the tables finishing her rounds. No more than two minutes later, a fair young lass approaches the table. Upon second look, it is the minstrel who had been playing previously by the hearth.

“Might I congratulate you on turning down suspicious offers from unknown patrons. If you would care to know more, I’m sure we could find a suitable arrangement.”

If the party accepts:

The minstrel smiles and produces an envelope which she slips onto the table, then winks and heads around the room once more seeking donations for her playing.

Give the party the Player Handout.

If the party blows her off or declines her offer, Mirelle will graciously bow to the party and return to her stool near the fire. The adventure has passed them by (pass out the AR’s) and they are free to enjoy the rest of their day in the tavern.

When the party has finished in the Inn allow them two hours about town before they head to Encounter Two.

If the party wishes, they may spend that time attempting to gather information. Refer to Appendix II for the DC’s and results.

🔮 **Mirelle Do’Verser**, female Human Rog4/Clr3/Spy9 of Olidammara: hp 87, see Appendix I.

Encounter Two The Blind Orc Inn

The exterior of The Blind Orc Inn leaves little to the imagination as to how it got its name. This ramshackle hovel on the west edge of Rookroost appears to have employed blind Orcs for the carpentry work. Nary a straight board seems to have been used and wormholes are aplenty. In fact, the building seems to have a slight sway each time the main door opens.

Before reaching the doorway a shrill whistle pierces the air as a figure two buildings over waves subtly to your group, then fades into the alleyway.

Note to DM: Mirelle never goes inside the Blind Orc Inn and is the figure waiting in the alleyway. Parties that refuse to follow miss out on their chance at adventure.

Avoiding the foulest portions of the street littered with refuse and three day old garbage you manage to glimpse a cloaked figure turning the corner down the alleyway ahead of you. Quickening your step you round the corner and see a cloaked figure with a finger to its lips motion you all closer.

Without a single word, your guide turns around and starts off through the back ways and side passages that exist to travel when eyes are watching the streets. Nearly thirty minutes later a halt is called as your guide places a slender hand along a stone wall to reveal a hidden doorway. Ducking low she enters first, then beckons you all follow.

After all have entered, your Guide closes the door and lights a candle in the center of the room.

Once lit, the candle acts as a scroll used to cast *false vision* as a 9th level cleric, causing individuals scrying the room to believe it is empty. (The candle was created by an Olidammara acquaintance of Mirelle.)

“Thank you for coming. I am Mirelle Do’Verser and I’m sure you have plenty of questions to ask of me, but first things first.

The things that I do, and you might be asked to do, require absolute secrecy and discretion. Before we go any further I must have your vow that nothing said inside this room will leave it upon penalty of death, or worse. And yes, there is worse.

I hold no ill will to any who can’t make such a vow, but they must leave before we can continue.”

Any PCs that will not agree will be asked to leave and Mirelle will not continue until they depart. After all remaining PCs have agreed to her vow, she will go on.

“I seek assistance in a plan that will cause Cranzer extreme displeasure. The silver mines of the Rift have long supplied him with wealth and power at the expense of others.

Through the efforts of many, we have obtained information of the route to be taken by this month’s only silver caravan. The loss of that caravan would inflict a blow to Cranzer that he will not soon forget and cause him untold problems when his next tithe to the Old One is due.

Here comes the best part - Cranzer's own silver will be put right back into use against him. I offer you the gratitude of my organization and the joy of smiting Cranzer as payment. The silver is spoken for, but anything his guards carry is yours for the taking.

What say you? Are you up to the task?"

Mirelle will answer a few questions at this point before going on.

If asked for the name of her organization:

"I will not speak that name until after we succeed in our tasks and are bonded in common cause."

If asked if she works for General Hok:

"One should never be so direct or bold with names in my line of work."

If asked who she works for:

"I ask you to do a dangerous task so I will grant you some small token of my trust. I am employed by Vanidus. Of him I will speak no more, but if you are resourceful I'm sure you will find rumor of him"

If asked how dangerous the raid is

"Very. Cranzer will not easily part with his silver."

Once all questions are done Mirelle checks that everyone is willing to go on the raid

"Now, onto the details of our task. There are actually two groups going on this raid. One group will attack the caravan's scouts and draw off the cavalry to create a diversion while the other group ambushes the caravan and takes out the remaining guards.

APL 4 and 6 Only

"Your part is to setup that diversion. After traveling to the Rift Barrens, you will need to discover and eliminate as many scouting parties for the caravan as you can in two days.

On the third day, the caravan will arrive. Attract the attention of the cavalry and draw them off for as long as you can. Twelve hours will guarantee that the raiding group has long enough to hide their tracks and make off with the silver.

There should be no more than four scouting parties out at a time. If you can destroy two, that allow you to escape from the cavalry with little fear of ambush.

Two sets of mounts will be provided for you to place along the way. I advise you to make use of them.

Be mindful to not outrun the cavalry, for they could lose interest and return in time to rescue the caravan.

DO NOT engage the cavalry or become caught in a fixed battle. You will become surrounded and all hope of escape will be closed off.

If all seems hopeless use this Scent Breaker bag to help throw the cavalry off course.

I have prepared a map of the area with the caravan's route and possible ambush sites marked on it. The scouts will be scouring the hills and forests along the route. If all goes well, I will meet you later at the rendezvous point.

Do you have any questions?"

Give the party the overview map

If asked what forces the scouts comprise of:

"My sources indicate that a large portion of the guard is comprised of goblins with worg support."

If asked about the mounts provided:

"The horses are swift of foot and will provide you the speed needed to outrun the cavalry.

I have them stabled at the Blind Orc Inn. Take them with you when you leave the city, and secret them in the Rift Barrens for use in your escape from the cavalry. Use them wisely, slower mounts could get you all killed"

If asked what forces the cavalry comprise of:

"The cavalry is a heavy unit of goblins mounted on wolves. I'd stay clear of them at all cost."

If asked about the rendezvous point:

"The rendezvous point marked is in a secluded valley near a hill formation. By the time you reach it, the silver will have already arrived and a modest portion of the caravan loot will be yours as payment.

Note: The rendezvous point is near a cave intended to hold the silver. Mirelle will not volunteer this information but any party that explores the area will surely find it and can use it for a campsite if they wish.

After all questions have been answered as best she can, Mirelle bids farewell to the party.

"The Rift Barrens are two days ride from here, and you can only raise suspicion if you leave this evening. Depart in the morning and ride slowly till out of site of the town. Good luck on your hunting and I will see you in five days."

APL 8, 10 and 12 Only

"Your part is to ambush the caravan itself. After traveling to the Rift Barrens, you will have two days to scout the terrain and prepare an ambush. On the third day, the caravan is due. Ensure that their cavalry is not with them before you attack as you could not win against those odds and still have working wagons.

After defeating the remaining guards, you will have no more than twelve hours to move the caravan's cargo to the rendezvous point.

I will meet you there and provide assistance with hiding the wagons and silver. I have prepared a map of the area with the caravan's route, rendezvous point, and possible ambush sites marked on it. Pick an ambush site of your own if you wish, but you could miss the caravan entirely if you choose poorly.

Give the party the overview map

If asked what forces the guards consist of:

"Cranzer often employs guards that are able to do double duty, loading and unloading. I would hazard to guess that ogres would fit the bill nicely. Also take care with the wagon drivers. They are often simple slaves but could assist you greatly in escaping with the wagons."

If asked about the wagons:

"Take care to not destroy the wagons or kill the horses. Without them you will have to abandon much of the silver."

If asked what forces the cavalry comprise of:

"The cavalry is a heavy unit of goblins mounted on wolves. I'd stay clear of them at all cost."

If asked about the rendezvous point:

"The rendezvous point marked is in a secluded valley near a hill formation. Once you arrive I will show you where to hide the wagons and silver.

Note: The rendezvous point is near a cave intended to hold the silver. Mirelle will not volunteer this information but any party that explores the area will surely find it and can use it for a campsite if they wish.

After all questions have been answered as best she can, Mirelle bids farewell to the party.

"The Rift Barrens are two days ride from here, and you can only raise suspicion if you leave this evening. Depart in the morning and ride slowly till out of site

of the town. Good luck on your hunting and I will see you in five days."

Encounter Three Have Party, Will Travel

On the way to the Rift Barrens, PCs will spend two nights camping in the Wild. The first day and night is uneventful. On the morning of the second day read the following.

The next morning finds you once again on the road, having made an early start to get the most travel out of this dreary day. Dark clouds heavy with rain follow in your wake, and eventually overtake your party by mid morning. Stingy beams of sunlight pierce through once in a while but the day is mostly a dingy gray.

Staying off the roads as much as possible to avoid patrols, your group manages to avoid any contact with the forces of Iuz as you close in on the Barrens. Just before the sun winds down below the horizon, casting an eerie orange swath across the clouds, you come across a copse of trees with a small brook alongside them. Tomorrow starts your hunt for the caravan, and this appears a good place to wait out the night.

At midnight, have anyone awake make Listen checks (DC 15) to hear the approach of the hydra. Anyone that makes the check will get to act in the surprise round before the hydra arrives.

Once combat has started, anyone still asleep can make Listen checks (DC 10) to wake up on their own, or DC 5 Listen checks to wake up if someone yells at them. Shaking a person wakes them up automatically.

APL 4 [EL 6]

👉 **Five-Headed Cryohydra:** hp 55; see Monster Manual.

APL 6 [EL 7]

👉 **Six-Headed Cyrohydra:** hp 66; see Monster Manual.

APL 8 [EL 9]

👉 **Eight-Headed Cryohydra:** hp 87; see Monster Manual.

APL 10 [EL 11]

👉 **Ten-Headed Cryohydra:** hp 108; see Monster Manual.

APL 12 [EL 12]

➤ **Nine-Headed Cryohydra of Legend:** hp 157; see Appendix III.

Tactics: Use the surprise round to quickly bring the Hydra in among the sleeping party. The hydra will try to catch the party in its breath weapon as often as it can. Have it maneuver so that as many party members are affected as possible. Remember each head can swing its breath weapon into a different arc so it is possible to cover a large area with reduced damage. When the breath weapon is unavailable, split melee attacks between all players in range

Encounter Four Off to the Races

APL 4 and 6 ONLY

Having survived the night, and its unwelcome visitor, you find the Rift Barrens stretching out before you. After a few moments you start to see landmarks that help orient yourself to the map provided by Mirelle. Somewhere out in this wilderness are the forces of Cranzer, and you won't find them sitting here in camp. It's time to start moving and search for signs of their passage along the caravan route.

Starting with the morning after the cryohydra encounter, the party has two days to track down and eliminate both scouting parties.

In order to find the scouting groups, the party will need to make three tracking checks in a row at DC 15 at the location indicated. Each tracking check takes 1 hour to complete. Add +2 to the roll if the party has any flying scouts

Do not make the party waste time with tracking checks not at Ambush point A or B. Let them roll and indicate that there are either no tracks in the area, or that the tracks lead back towards Ambush point A or B

If the party does not succeed within 10 hours, the scout group will find the party first and will engage them with a chance of surprise (Listen check DC 15 to avoid surprise).

The goblin scouts are willing to take captives. Any party member that surrenders is taken captive and held for interrogation. See conclusion for results of captured characters.

Description of Ambush point A

The caravan route is well worn into the grasses and even a blind man could follow the ruts worn several inches deep. The route has wandered along course for

the past few miles but finally has veered sharply west to avoid the slopes of a small set of hills. Nestled among the hills are a few small shrubs and trees but most of it is lichen covered rock or sparse grass.

Description of Ambush point B

Previously the caravan route has avoided heavy forest and turned aside to go around its edges, but this time it has traveled straight through. The trail through this section of forest has been widened by something capable of uprooting trees whole. The tree stumps that remain have been flattened into the ground. Whatever did this found the forty foot tall trees no obstacle.

Description of Ambush point C

Springing up from the grasses along the east side of the road stand two sections of forest. The tall trees are mainly evergreens that have just shed their needles creating a blanket along the ground beneath their branches.

Description of rendezvous point

If not for the wandering forces of Cranzer in the area, this would be a near perfect location to build a cabin or hunting lodge. There is a small brook that runs along the bottom of this valley and collects into a pool with flowering plants along its edges. The hillsides are gently sloping with little exposed rock and are covered in lush grasses. Following the brook back upstream reveals the entrance to a natural cavern into the hillside.

Cave Description

The entrance to the cavern is just about ten feet wide and appears to be all natural. The roof is only six feet tall at the entrance but twenty feet in the floor starts to slope downwards and it expands to ten feet high. There is a musty smell of some animal that used this for a den once, perhaps a bear or pack of wild dogs.

The cavern extends back into an oval thirty feet wide and nearly 100 feet deep. Far into the back a passage large enough for a small creature to fit comfortably begins and travels another 30 feet before turning off to the side.

Encounter 4A

This scout party will be found at ambush point A.

Start Syllis and his animal companions about 45 feet from the party in light hills and some trees.

If the party finds the scouts before the ten hours are up, read the following.

Finally, you have managed to catch up to your quarry. Ahead you spot a figure just cresting a hill. It appears to be a goblin dressed in browns and greens and hard to spot among the sparse brush. He makes eye contact, barks a command then quickens his pace in your direction.

If the scouts come across the party after the ten hours have passed, read the following.

The trail has grown cold, and a safe campsite would be a welcome find. As you gather to discuss your next direction, a sharp bark pierces the air and fills your ears.

Listen check DC 15 to avoid surprise

Erupting from the hills near you appears a Goblin dressed in browns and greens. He bears a crooked grin as he rushes towards your position.

APL 4 [EL 6]

☛ **Sylis, male Goblin Drd6:** hp 28; see Appendix IV.

☛ **Warwolf (2):** hp 30; see Appendix IV.

APL 6 [EL 9]

☛ **Sylis, male Goblin Drd9:** hp 57; see Appendix IV.

☛ **Dire Warboar:** hp 88; see Appendix IV.

Tactics: Sylis will start combat with Briar web, then follow up with creeping colds. His bark was to let his animal companions know to not charge the party. Sylis and the animals will work to keep the party in the Briar and hold them in the spell as long as they can. Sylis will prefer to target the creeping colds on a party member NOT in heavy armor first.

Encounter 4B

This scout party will be found at ambush point B.

Start the goblin scouts about 45 feet from the party in light cover from some trees and the rubble.

If the Party finds the scouts before the ten hours are up, read the following.

Distracted for a moment by the wreckage of the uprooted trees you lose sight of the tracks that were ahead of you and see movement in the brush ahead. Trotting slowly a pair of goblins mounted on worgs appear about twenty feet deep into the forest. The riders each scan about and soon catch site of your party and urge forth their mounts towards you.

If the scouts come across the party after the ten hours have passed, read the following.

Distracted for a moment by the wreckage of the uprooted trees you lose sight of the tracks that were ahead of you. A rabbit bolts from hiding near the edge of the trees.

Listen check DC 15 to avoid being surprised

Sprinting from the trees, mere seconds behind the rabbit are a pair of worgs with their goblin riders. They quickly adjust from their pursuit of dinner towards your direction

APL 4 [EL 6]

☛ **Goblin Scouts, Goblin Bbn1/Rog1 (2):** hp 17; see Appendix IV.

☛ **Worgs (2):** hp 30; see Monster Manual.

Tactics: The goblin scouts will rage on their first action and charge the party. When possible they will attempt a free dismount and flank with their worg or each other.

APL 6 [EL 8]

☛ **Hyugo, Goblin Sor6:** hp 18; see Appendix IV.

☛ **Kratchet, Goblin Ftr6:** hp 57; see Appendix IV.

☛ **Worgs (2):** hp 30; see Monster Manual.

Tactics: Hyugo will have his mage armor precast. He will start combat with an *ice burst* and then attempt to dismount his worg. The second round he will try to blind the party with *glitterdust*.

Kratchet and the worgs will start combat charging in towards the nearest party members. But stopping short of the *ice burst* range. They will attempt to stay between the party and Hyugo to provide him some cover and protection.

Encounter 4C

Distract the Heavy Cavalry

This, your third morning in the Rift Barrens, could well prove the most dangerous. Today you will attempt to lead Cranzer's cavalry on a chase away from the caravan they guard. A good hiding place and a plan for escape will serve you well.

Let the party choose any hiding spot they wish along the caravan route. They will begin hiding at 10am, and the caravan will reach them 1d6 hours later. The sun will set at 7pm.

When the caravan comes into view.

Your first indication of the approaching caravan is the rising cloud of dust that slowly moves across the horizon. As it nears, figures start to take shape. A pack of large white wolves, thick with muscle and sporting a coat of dense fur, leads the way. Following the pack and walking with a lumbering gait could only be a pack of giants. Creaks and groans start to reach your ears as the wagons come into view two abreast and five deep. As they near, smaller figures now start to take shape. Each of the wolves has a goblin mounted and there is a pair of goblins driving each wagon. The caravan has arrived and now is the moment of opportunity.

The lead elements of the cavalry will be 200 feet from the party at this time. Allow the party to act and try to gain the attention of the cavalry. Any loud, flashy, sudden movements, or attacks will immediately be noticed and warrant an investigation from a single unit of cavalry. If at least half the party acts, the entire cavalry will react.

One unit reacts

Your diversion seemed to be effective as a unit of cavalry has pulled ahead of the main herd and is sprinting at you. Perhaps something more drastic would encourage the rest to follow you as well.

Entire cavalry reacts

As one, the entire cavalry wheels and starts pursuit. The pounding of hooves creates a thunderous din and the cloud of dust kicked up is quite impressive. Now that you have their attention, make sure that you don't lose it.

Once the entire cavalry has started to give pursuit take the party out of initiative order and begin to use the chase rules below.

Remind the party that if they are not in combat with the cavalry they can break off pursuit by using the scentbreaker bag.

Each hour every rider must make a DC 15 Ride check. The Ride check will be modified by terrain and mount fatigue.

The terrain modifier will change randomly. Roll a 1d6 to determine that hour's terrain

Die	Terrain	Ride Check Adjustment
1	Grassland	+2
2	Light Forest	+1
3	Stream Crossing	-1
4	Heavy Forest	-2
5	Ravines	+1
6	River Crossing	-3

Mount Fatigue modifiers

For each hour past the first on the same mount -1

Two riders on one mount -2

Mount has been injured -1

Ride Check Results

Result	Effect
Wins	+2 on next Ride Check
Ties	No Effect
Fails	-2 on Next Ride Check
Fails by 5	Engaged by Cavalry

Any player that fails their ride check by 5 or more falls behind and is engaged by one unit of cavalry.

Start the cavalry unit 60 feet away from the players that fell behind and begin combat. Combat will end when all players are at least 200 feet from the closest cavalry unit.

If the party stays to engage the cavalry unit instead of running, one additional cavalry unit joins the combat each round after the first.

APL 4

Cavalry unit consists of

Goblin Rider and **Winter Wolf** see Appendix IV and Monster Manual (20 total units)

APL 6

Cavalry unit consists of

Goblin Rider (2) and **Winter Wolf (2)** see Appendix IV and Monster Manual (40 total units)

Tactics: The Goblin Riders will fight defensively and use their actions to help protect their mount by using their mounted combat feat.

The Winter Wolves will target mounts first to slow down the party.

Once the party has broken contact with the Cavalry

It has been twenty minutes since your last glimpse of the cavalry. By now they have probably lost their interest in catching so elusive a prey as your group and are on their way back to the caravan. Lets just hope that your efforts gave the ambush team enough time to complete their mission. A final meeting with Mirelle at the rendezvous and you will know for sure.

Encounter Five Sitting Ducks

APL 8, 10, 12 ONLY

Having survived the night, and its unwelcome visitor, you find the Rift Barrens stretches out around you. After a few more moments you start to see landmarks that help orient yourself to the map provided by Mirelle. Three days from now you will ambush the silver caravan, but sitting here in camp won't help you prepare for that task. It might be best to see for yourself the sites that Mirelle recommended.

The party has several days to scout the terrain and choose where they will ambush the caravan. Let them setup where they will and give them bonuses to their hide skills based on their creativity. The two days of preparation time will be uneventful.

Description of Ambush point A

The caravan route is well worn into the grasses and even a blind man could follow the ruts worn several inches deep. The route has wandered along course for the past few miles but finally has veered sharply west to avoid the slopes of a small set of hills. Nestled among the hills are a few small shrubs and trees but most of it is lichen covered rock or sparse grass.

Description of Ambush point B

Previously the caravan route has avoided heavy forest and turned aside to go around its edges, but this time it has traveled straight through. The trail through this section of forest has been widened by something capable of uprooting trees whole. The tree stumps that remain have been flattened into the ground. Whatever did this found the forty foot tall trees no obstacle.

Description of Ambush point C

Springing up from the Grasses along the east side of the road stand two sections of forest. The tall trees are mainly evergreens that have just shed their needles creating a blanket along the ground beneath their branches.

Description of Rendezvous point

If not for the wandering forces of Cranzer in the area, this would be a near perfect location to build a cabin or hunting lodge. There is a small brook that runs along the bottom of this valley and collects into a pool with flowering plants along its edges. The

hillsides are gently sloping with little exposed rock and are covered in lush grasses. Following the brook back upstream reveals the entrance to a natural cavern into the hillside.

Cave Description

The entrance to the cavern is just about ten feet wide and appears to be all natural. The roof is only six feet tall at the entrance but twenty feet in the floor starts to slope downwards and it expands to ten feet high. There is a musty smell of some animal that used this for a den once, perhaps a bear or pack of wild dogs.

The cavern extends back into an oval thirty feet wide and nearly 100 feet deep. Far into the back a passage large enough for a small creature to fit comfortably begins and travels another 30 feet before turning off to the side.

When the party is ready, advance them to day 3 and their ambush positions.

This, your third morning in the Rift Barrens, could well prove the most dangerous. Today you will attempt to ambush the silver caravan and make off with the wagons and their contents. Getting in position early to avoid detection by the advance scouts paid off well it seems.

As the sun peaks at mid-day you still have seen no sign of the caravan or its guards. A few more tense hours pass and hunger starts to raise its head.

Your first indication of the approaching caravan is the rising cloud of dust that slowly moves across the horizon. As it nears, figures start to take shape. A pack of large white wolves, thick with muscle and sporting a coat of dense fur leads the way. Following the pack and walking with a lumbering gait could only be a pack of giants. Creaks and groans start to reach your ears as the wagons come into view two abreast and five deep.

As they near, smaller figures now start to take shape. Each of the wolves has a goblin mounted upon it and a pair of goblins drives each wagon.

You watch the caravan approach at its turtle pace, sweat glistening from your brow and wait in anticipation for the distraction that will draw off the heavy cavalry. After another mile down the route, a loud flash and bang reaches you and the cavalry scrambles to reassemble itself as a fireball erupted in its midst.

As one, the entire Cavalry wheels and starts to give pursuit. The pounding of hooves creates a thunderous din and the cloud of dust kicked up is quite impressive. A small party of fellow adventurers

flees for their lives followed by over three dozen cavalry. A moments thought to wish them luck is all you can spare them. The caravan is about to arrive, and its time to earn your keep.

Describe the remaining guards to the party as appropriate to the APL.

Hill Giants

These giants have an oddly simian appearance, with overlong arms, stooped shoulders, low foreheads, and thick, powerful limbs.

Stone Giants

These giants resemble a lean, muscular human. Their hard, hairless flesh is smooth and gray. Their gaunt facial features and deep-sunken, black eyes make them seem grim.

Dire War Rhinos

These massive beasts make the cavalry mounts look puny by comparison. Barding covers their thick gray skin and a single horn gleams from their head.

Wagon Description

Each wagon driven by a pair of goblins and pulled by a team of draft horses. They are full to the brim with boxes, most likely full of silver ore.

Make Spot and Listen checks as appropriate for the remaining guards. The goblin drivers are non-combatants and will try to flee with their wagons if able to. Any guards that fail their checks are surprised.

Be sure to consider the damage that any area of effect spell could cause on the horses, drivers, and wagons.

Arrange the guards from wave one as appropriate around the ten wagons.

Wave One

APL 8

➤ **Hill Giant** (4): hp ; see Monster Manual.

Tactics: The hill giants are not patient and will wade into the party to engage the first target they come across.

APL 10

➤ **Stone Giant Ftr2** (2): hp ; see Appendix V

Tactics: The stone giants are used to working together. They will attempt to close with each other to provide support and make use of their reach and large and in charge feats to keep the party members at bay when they can.

APL 12

➤ **Stone Giants Ftr2** (2): hp ; see Appendix V.

➤ **Dire War Rhinoceros** (2): hp ; see Appendix V.

Tactics: The stone giants are used to working together. They will attempt to close with each other to provide support and make use of their reach and large and in charge feats to keep the party members at bay when they can.

The dire war rhinoceros will try to trample each round after the last combatant from Wave One has been defeated. Allow the party two rounds to begin healing before Wave Two engages.

Allow the party Spot and Listen checks at DC 20 to notice Wave Two as it arrives. Anyone that makes either check is not surprised and has a partial action in the surprise round.

Wave Two

Vexsel was sent by Cranzer to aid the Caravan after the cavalry was drawn off. She has been observing the party during the entire combat and pre-casting buffs so she can unleash her wrath on the party. She will start the encounter altered into a goblin and not reveal her shape shifting ability to the party.

APL 8

➤ **Vexsel**, female Rakshasa Sor1: see Appendix V.

Tactics: Vexsel will remain flying for as long as possible to avoid melee with the party and target any flying characters with dispel magic as preference. Vexsel's first action will be to *glitterdust* as many of the party as possible.

Precast Spells:

Mage Armor

Overland Flight from Arcane Scroll

See Invisibility

Preferred Buff Order

Round one Improved Invisibility

Round two Shield

Round three Spectral Hand

Round four Shield of Faith

Round five Divine Favor

Round six Bless

APL 10

➤ **Vexsel**, female Rakshasa Sor3: see Appendix V

Tactics: Vexsel will remain flying for as long as possible to avoid melee with the party and target any flying characters with dispel magic as targets of preference. Vexsel's first action will be to *glitterdust* as many of the party as possible.

Precast Spells:
Mage Armor
Fly
See Invisibility
Stone Skin

Preferred Buff Order
Round one Improved Invisibility
Round two Shield
Round three Spectral Hand
Round four Shield of Faith
Round five Divine Favor
Round six Bless

APL 12

➤ **Dragonflesh Golem:** see Appendix V
➤ **Vexsel,** female Rakshasa Sor3: see Appendix V

Tactics: Vexsel will remain flying for as long as possible to avoid melee with the party and target any flying characters with dispel magic as targets of preference. Vexsel's first action will be to *glitterdust* as many of the party as possible.

Precast Spells:
Mage Armor
Fly
See Invisibility
Stone Skin

Preferred Buff Order
Round one Improved Invisibility
Round two Shield
Round three Spectral Hand
Round four Shield of Faith
Round five Divine Favor
Round six Bless

The dragonflesh golem will start combat flying in from above to expose the party to its frightful presence ability. Subsequent rounds the golem will choose a party member to engage and not switch targets unless Vexsel instructs it to.

After Wave Two is defeated
With the last of the caravan guards and their reinforcements defeated your job has hardly just

started. Its time to inspect the cargo and get it moved to the rendezvous before the cavalry makes it back.

Allow the party to round up the wagons that have scattered and try to repair/mend any that they might have broken.

Each wagon contains 4,000 pounds of silver ore that is split into 16 boxes of 250 pounds each. The carrying capacity of each wagon is 7000 pounds before they will break. A DC 12 Handle Animal or Profession (Merchant or Teamster) will inform the PCs of this fact.

The wagons will take 3 hours for a one-way trip from the ambush site to the rendezvous point. Note, the party will have 11 hours from the start of combat until the heavy cavalry arrives back from their chase.

Less than twenty minutes after the last of the wagons arrived in the valley, you hear the approach of a single rider.

Conclusion

Mirelle is here as promised, and has an anxious look about her. She waves you forward and begins to address you.

APL 4 and 6

If the party succeeded in distracting the cavalry away from the caravan for 6 hours or more

"Well done friends, my faith in you was well rewarded. The caravan was easy pickings for the raiders with the cavalry out of the way."

Time is short and Cranzer will be looking hard for us. The last team is well on its way here to pick up the silver, and for your safety I recommend that we go our separate ways as quietly as possible and leave this area. "

Oh, yes I almost forgot, I owe each of you a boon. Rest assured that I always pay my debts. I'm sure that I can help you in the future should you but ask."

At this Mirelle gets on her horse and rides off.

APL 4 and 6

If the party failed to distract the cavalry for 6 hours

"Well, I see that I misjudged you and set you on a task beyond your means. We took heavy losses on the strike team, but they managed to escape with several wagons".

Time is short and Cranzer will be looking hard for us. The last team is well on its way here to pick up the silver, and for your safety I recommend that we go our separate ways as quietly as possible and leave this area. "

At this Mirelle gets on her horse and starts to head off, calling back to you, "I'm not ready to abandon you yet, you still could be of use. Come find me once again when you have gained more prowess."

APL 8, 10, and 12

If the party succeeded in bringing the caravan

"Well done friends, my faith in you was well rewarded."

There is a small cave a few miles from here. Drive the wagons inside and then seal it shut with the deadfall above it. The horses are yours to keep.

Time is short and Cranzer will be looking hard for us. The last team is well on its way here to pickup the silver, and for your safety I recommend that we go our separate ways as quietly as possible and leave this area with all haste.

Oh, yes I almost forgot, I owe each of you a boon. Rest assured that I always pay my debts. I'm sure that I can help you in the future should you but ask.

Go to the Epilogue if any party members stay to watch over the silver.

If the party failed (APL 8, 10, and 12)

"Well, I see that I misjudged you and set you on a task beyond your means".

"Time is short and Cranzer will be looking hard for us. For your safety I recommend that we go our separate ways as quietly as possible and leave this area with all haste."

At this, Mirelle gets on her horse and starts to head off, calling back over her shoulder, "I'm not ready to abandon you yet, you still could be of use. Come find me once again when you have gained more prowess."

For characters captured by forces of Cranzer:

After being captured, you were moved to the silver mines of the Rift Barrens for interrogation by the forces of Cranzer. They have an interesting choice for you - work the mines till you talk, or talk now and possibly earn your freedom and some small boon.

Characters that work the mines receive whip scars and escape after 1 TU. Players that choose to tell Cranzer all they know are let go and given the Favor of Cranzer.

For characters that warn Cranzer about the raid:

Cranzer is very appreciative of the information you gave him. You have earned his favor and have access to some potent clerical healing. Of course with every favor you earn somebody will be mad. You wonder who Mirelle worked for.

For Characters foolish enough to stay and see who picks up the silver

Less than an hour after Mirelle departs you spot a portal to a dark and burning land open in the distance. The smell of smoke and brimstone waft your way on the fierce hot winds that stream forth from it. After a moment you notice a sharp burning in your lungs and your eyes start stinging.

Stepping through the portal you see more than a dozen figures appear. The first you notice looks like a cross between a large human and a vulture, with a long neck and vast feathered wings. It is followed by another seven of similar shape. Behind them stalk four creatures that resemble nothing more than a huge toad that walks upright. The toad creatures spread out and peer around for a moment then look back toward the portal. Emerging next is a woman of unearthly beauty, yet something is not quite right. She seems to slither instead of walk and you notice the handles of six swords crossed across her back. The last to come through the gate is a towering humanoid with huge bat wings and lurid flames that dance over its skin. Its massive clawed hands bear a whip of pure flame and a sword of impressive sharpness.

The forces that come through the gate are

1 Balor, 1 Marilith, 4 Hezrous, 8 Vrocks

At this time all of the demons roll Spot checks for each PC present. The Balor and Merilith have *true seeing* and will notice any invisible creatures in range.

If any PC's are seen, stop all talking at the table and read the following to the members.

As one the creatures stop their tasks and turn their heads to look directly at you.

Ask each person there to write on a sheet of paper what IMMEDIATE action they will take. Any action other than fleeing will cause the PC to become captured.

Players that have been captured by the demons have been cursed to always answer any question from a cleric of Iuz directly and honestly, and are then released (the players receive *Under Iuz's Dread Gaze* on their AR).

The End

Experience Point Summary

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

Encounter One

Meet your patron

APL4 25 xp; APL6 25 xp; APL8 25 xp;
APL10 25 xp; APL12 25 xp.

Encounter Two

Meet with Mirelle

APL4 25 xp; APL6 25 xp; APL8 25 xp;
APL10 25 xp; APL12 25 xp.

Encounter Three

Defeat the Hydra

APL4 180 xp; APL6 210 xp; APL8 240 xp;
APL10 300 xp; APL12 360 xp.

Encounter Four

Defeat the first scouting group

APL4 180 xp; APL6 270 xp.

Defeat the second scouting group

APL4 180 xp; APL6 240 xp.

Escape the cavalry

APL4 85 xp; APL6 130 xp.

Encounter Five

Defeat the first wave

APL8 330 xp; APL10 390 xp; APL12 450 xp.

Defeat the second wave

APL8 330 xp; APL10 390 xp; APL12 450 xp.

Escape with Silver Ore (25 xp per wagon, up to max listed below)

APL8 175 xp; APL10 225 xp; APL12 250 xp.

Total Possible Experience:

APL4 615 xp; APL6 900 xp; APL8 1125 xp;
APL10 1350 xp; APL12 1560 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.

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

Encounter Four: Off to the Races

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 4: L: 5 gp; C: 0 gp; M: bronzewood breastplate (356 gp), masterwork silver sickle (33 gp), masterwork cold iron shortsword (2 @ 26 gp each), large darkwood shield (2 @ 21 gp each).

APL 6: L: 13 gp; C: 0 gp; M: bronzewood breastplate (356 gp), +1 silver sickle (200 gp), +1 morningstar (192 gp).

Encounter Five: Sitting Ducks

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 8: L: 0 gp; C: 600 gp; M: *cloak of charisma* +2 (333 gp), *arcane scroll of overland flight* (93 gp).

APL 10: L: 50 gp; C: 85 gp; M: *+1 huge spiked chain* (3 @ 195 gp each), *potion of blur* (3 @ 25 gp each), *cloak of charisma +4* (1,332 gp).

APL 12: L: 123 gp; C: 53 gp; M: *+1 huge spell storing spiked chain* (2 @ 696 gp), *potion of blur* (2 @ 25 gp each), *cloak of charisma +4* (1,332 gp).

Conclusion

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

Items found during the Adventure:

Cross off all items NOT found

APL4

Masterwork Silver Sickle (Adventure, PHB)

Bronzewood Breastplate (Adventure, see above)

Masterwork Cold Iron Shortsword (Adventure, DMG)

Large Darkwood Shield (Adventure, DMG)

APL 6 (All of APL 4 plus the following)

+1 Silver Sickle (Adventure, DMG)

APL 8

Cloak of Charisma +2 (Adventure, DMG)

Arcane Scroll of Overland Flight (Adventure, DMG)

APL 10

Cloak of Charisma +4 (Adventure, DMG)

APL 12 (All APL 10 plus the following)

+1 spell storing spiked chain (Adventure, DMG)

Special

Favor of Mirelle: Mirelle will facilitate the casting for one of the following spells from a 10th level caster at regular cost anywhere in the Bandit Kingdoms

Raise Dead, Remove Curse, Restoration, Break Enchantment, Remove Disease, or Remove Blindness/Deafness

Disfavor of Mirelle: Mirelle will not deal with the PC in question until they have gained a level since obtaining this disfavor. If a PC levels on this adventure they still have the disfavor until they level again.

Favor of Cranzer: The Boneheart Cranzer will facilitate the casting of one of the following spells from a 10th level caster at regular cost anywhere in the Bandit Kingdoms

Raise Dead, Remove Curse, Restoration, Break Enchantment, Remove Disease, or Remove Blindness/Deafness

Whip Scars: You have survived tenure in the silver mines of the Rift. Your body has not been left unmarked however, as you bear the whip scars of a former slave.

Under Iuz's Dread Gaze: Demonic forces loyal to Iuz captured the character. After a period of torture and interrogation under the watchful eye of the Old One's priests, you were let loose with a curse that has turned you into a informant for the forces of evil.

The character is under a *curse* that will cause them to answer any question asked by a Cleric of Iuz directly and honestly. Besides removing the curse (which requires a 15th or higher level caster), only the *glibness* spell will allow a character to speak a falsehood to any Cleric of Iuz.

Bronzewood Breastplate: This exceptional armor is crafted from a very hard and durable wood. The bronzewood breastplate weighs less and is less obtrusive than one crafted of metal. The armor check penalty for the breastplate does not affect Hide checks made in woodland environments.

Bronzewood has a hardness of 10 and 20 hp per inch of thickness.

Marketprice: 4,350 gp; Weight: 27 lb. (*Arms and Equipment Guide*)

Appendix I: Mirelle Do'Verset

☛ **Mirelle Do'Verset, Human Female**
Rog4/Clr3/Spy9 of Olidammara: CR 16; Medium Humanoid; HD 4d6+11d8+16; hp 87; Spd 30ft.; Init +6; AC 19 [+2 dex, +5 Elven Chain, +2 large shield]; Atk +10/+5/+0 melee (1d6 [18-20/x2], rapier); SA Sneak Attack +5d6; SQ Undetectable Alignment, Quick Change, Slippery Mind, Spot Scrying, Deep Cover, Hear Subharmonics, Evasion, Uncanny Dodge; AL CN; SV Fort +7, Ref +13, Will +14; Str 8, Dex 14, Con 12, Int 14, Wis 14, Cha 18. *Skills and Feats:* Bluff +26, Concentration +4, Disguise +21, Forgery +17, Gather Information +21, Hide +20, Innuendo +9, Knowledge (History) +9, Knowledge (Local – Bandit Kingdoms) +9, Move Silently +17, Perform (lute) +12, Sense Motive +17, Spot +10, Tumble +15; Dodge, Iron Mind, Improved Initiative, Mobility, Skill Focus (Bluff), Spring Attack.

Spells Prepared (4/4/3; DC 12 + spell level) 0 – [*detect magic, detect poison, light, cure minor wound*]; 1st — [*change self**, *comprehend languages, obscuring mist, shield of faith*]; 2nd — [*delay poison, invisibility**, *silence*]. * domain spell.

Possessions: Elven Chain, +1 Rapier, large wooden shield, *circlet of persuasion, bracers of health +2, potion of glibness* (2).

Description:

Mirelle is a slender woman of average height with green eyes and light auburn hair. She is dressed as a bard in fine clothes and carries a masterwork lute when first seen by the party. Her elven chain is hidden beneath a tunic to avoid unwanted notice.

Tactics: Mirelle is being duped as much as the party in that she does not know that she is working for Lord Mortoth. She checked up on Vanidus before accepting his patronage and found him to truly hate Cranzer. This eased her suspicions and convinced her to take the job.

Mirelle has a personal grudge against Cranzer. One of her younger brothers ran afoul of the Boneheart's guards and ended up as slave labor in the silver mines where he died before she could assist him.

Appendix II: Information Gathering

Gather Information rolls on the shipment

- DC 10: The shipments belong to Cranzer.
- DC 15: Shipments through the Rift Barrens are well guarded.
- DC 20: Cranzer employs Worgs as guards.
- DC 25: This is the only shipment this month.
- DC 30: Patrols usually scout the area before the wagons.
- DC 35: There are ten wagons in this shipment.

Gather Information rolls on Vanidus

- DC 15: Vanidus is a merchant
- DC 20: Vanidus normally operates along the Artonsamay River.
- DC 25: Vanidus is known to smuggle goods from time to time.
- DC 30: Vanidus smuggled in a large group of weapons a month back.
- DC 40: Vanidus has been involved in plots that have targeted Cranzer before.

Gather Information on Mirelle

- DC 15: Mirelle is a traveling bard.
- DC 20: Mirelle prefers to play the lute.
- DC 20: Mirelle has been in Rookroost for a month now.
- DC 30: Mirelle has been known to work for Vanidus.

Appendix III (Encounter 3)

☛ **Nine-Headed Cryohydra of Legend:** CR 12; Huge Outsider (Evil, cold); HD 9d10+90; hp 157; Init +8; Spd 20 ft., 20ft swim; AC 23 (touch 12, flat-footed 21) [[-2 size, +4 Dex, +11 natural]]; Atk +14 melee (2d6+10 and poison, bite x 9); Face / Reach: 20 ft. x 20 ft. / 10 ft.; SA Breath weapon; SQ Scent, Reflective Hide, Cold Subtype, Darkvision 60ft.; AL NE; SV Fort +19, Ref +13, Will +7; Str 31, Dex 18, Con 30, Int 5, Wis 12, Cha 13.

Skills and Feats: Listen +8, Spot +9; Combat Reflexes, Improved Initiative, Multi Attack.

Poison Bite (Ex): DC 28 Fort Save 1d6/1d6 STR,

Breath Weapon (Ex): These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 damage per head. A successful Reflex save halves the damage. The save DC is 28.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Reflective Hide (Su): The creature has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Appendix IV (Encounter 4)

Encounter 4A (Apl4)

☛ **Sylis, Goblin Drd6:** CR 6; Small Humanoid (Goblinoid); HD 6d8+6; hp 39; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 16) [[+2 Dex, +1 size, +5 Breastplate, +2 Large Shield]]; Atk +6 melee (1d6+2, silver sickle); SA Spells, SQ Darkvision 60ft., Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 2/day; AL NE; SV Fort +6, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Speak Language (Common, Druidic, Goblin), Concentration +10, Handle Animals +5, Knowledge (Nature) +4, Listen +9, Move Silently +6, Ride +6(+8)*, Spot +9; Combat Casting, Extend Spell, Mounted Combat. *includes bonus from warwolf's combative mount ability.

Spells Prepared (5/4/4/2; base DC = 12 + spell level): 0 — [detect magic, know direction, cure minor wounds, create water, purify food and drink;] 1st — [magic fang, cure light wounds, cure light wounds, entangle;] 2nd — [barkskin, briar web, might of the oak, creeping cold;] 3rd — [call lightning, cure moderate wounds]

Possessions: Masterwork silver sickle, small bronzewood breastplate, large wooden shield, holly and mistletoe.

☛ **Warwolf (2):** CR 2; Medium Animal; HD 3d8+12; HP 30; Init +2; Spd 60ft; AC 19 (touch 12, Flatfooted 16) [[+2 Dex, +2 Natural Armor, +5 Banded]]; Atk +7 melee (1d6+3, bite); SQ Combative Mount, Scent; AL N; SV Fort +7 Ref +5, Will +3; Str 16, Dex 14, Con 18, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +3, Listen +7, Move Silently +4, Spot +5, Wilderness Lore +1; Weapon Finesse (bite). *Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Combative Mount (Ex): Gives +2 circumstance bonus to Ride checks.

Encounter 4A (APL 6)

☛ **Sylis, male Goblin Drd9:** CR 9; Small Humanoid (Goblinoid); HD 9d8+9; hp 57; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [[+2 Dex, +1 size, +3 Hide Armor, +2 Large Shield]]; Atk +8 melee (1d6+1, +1 silver sickle); SA Spells, Wild Shape 3/day, SQ Darkvision 60ft., Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity, Freeze; AL NE; SV Fort +7, Ref +5, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 8.

Skills and Feats: Speak Languages (Goblin, Druidic), Concentration +8, Handle Animals +3, Listen +9, Move Silently +6, Riding +6(+8)*, Spot +9; Combat Casting, Extend Spell, Mounted Combat, Skill Focus (Concentration). * includes bonus from war boar's combative mount ability.

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0 — [cure minor wounds, create water, detect magic, know direction, purify food and drink;] 1st — [cure light wounds, cure light wounds, entangle, magic fang, magic fang;] 2nd — [barkskin, briar web, creeping cold, might of the oak;] 3rd — [call lightning, cure moderate wounds, extended creeping cold;] 4th — [flame strike, freedom of movement;] 5th — [animal growth].

Possessions: +1 Silver Sickle, bronzewood breastplate, large wooden shield.

☛ **Dire Warboar:** CR 5; Large Animal; HD 8d8+40; HP 88; Init +0; Spd 40ft.; AC 20 (touch 9, Flatfooted 20) [[-1 size, +6 Natural, +5 Banded Mail]]; Atk +15 melee (1d8+14, bite); SA Ferocity; SQ Combative Mount, Scent; Face / Reach: 5 ft. x 10 ft. / 5 ft.; AL N; SV Fort +10, Ref +5, Will +7; Str 30, Dex 10, Con 20, Int 2, Wis 15, Cha 8.

Skills and Feats: Listen +10, Spot +9.

Combative Mount (Ex): +2 circumstance bonus to riders Ride checks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Encounter 4B (APL 4)

☛ **Goblin Scouts, Goblin Bbn1/Rogr1 (2):** CR 2; Small Humanoid (Goblinoid); HD 1d12+1d6+2; hp 15; Spd 40 ft.; Init +3; AC 18 (touch 14, flatfooted 15) [[+1 size, +3 Dex, +3 studded leather, +2 darkwood shield]]; Atk +5 melee (1d6+1 [19-20/x2], shortsword); SA Rage 1/day, Sneak Attack +1d6; SQ Darkvision 60ft.; AL NE; SV Fort +3, Ref +5, Will +1; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Speak Language (Goblin), Handle Animal +1, Jump +5, Listen +5, Move Silently +6, Spot +5, Ride +7, Tumble +7; Weapon Focus (Shortsword).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 17, Con 17, hp 19, Fort +5, Will +3, AC 16, shortsword attack bonus +7, shortsword damage 1d6+3. This fit of rage lasts for 6

rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Studded leather, masterwork cold-iron shortsword, large darkwood shield.

Encounter 4B (APL 6)

☛ **Goblin Sor6:** CR 6; Small Humanoid (Goblinoid); HD 6d4+; hp 18; Init +0; Spd 30 ft.; AC 23 (touch 19, flat-footed 22) [[+1 Dex, +1 size, +4 Mage Armor, +7 Shield Spell]]; Atk +2 melee (1d6-1, club) or +2 ranged (1d8 [19-20/x2], light crossbow); SA Spells; SQ Darkvision 60ft; AL NE; SV Fort +2, Ref +2, Will +5; Str 9, Dex 10, Con 10, Int 10, Wis 10, Cha 17.

Skills and Feats: Speak Languages (Goblin), Concentration +11, Ride +7, Spell craft +9; Combat Casting, Mounted Combat, Silent Spell, Spell Focus (Conjuration). (Note: Mounted Combat feat and +6 Racial bonus to Ride when on Worgs.)

Spells Known (7/4/2/1; base DC = 13 + spell level; **15 + spell level for Conjuration spells**): Spells per day (6/7/6/4) 0 — [daze, detect magic, light, mage hand, open/close, ray of frost, read magic]; 1st — [color spray, mage armor, magic missile, shield]; 2nd — [glitterdust, invisibility]; 3rd — [ice burst].

Possessions: Club.

☛ **Goblin Ftr6:** CR 6; Small Humanoid (Goblinoid); HD 6d10+12; hp 57; Init +2; Spd 30 ft.; AC 18 (touch 19, flat-footed 22) [[+2 Dex, +1 size, +5 Chain]]; Atk +12/+7 (1d8+7, +1 morning star); SQ Dark vision 60ft; AL NE; SV Fort +4, Ref +3, Will +6; Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Speak Languages (Goblin), Listen +0, Ride +13, Spot +0; Dodge, Iron Will, Mounted Combat, Power Attack, Weapon Focus (Morning Star), Weapon Specialization (Morning Star). (Note: Mounted Combat feat and +6 Racial bonus to ride when on worgs)

Possessions: +1 Morning Star, chainmail.

Encounter 4C (APL4)

Goblin Rider, Goblin Ftr3: CR 3; Small Humanoid (Goblinoid); HD 3d10+6; HP 22; Spd 30 ft.; Init +2; AC 18 (touch 13, Flat footed 16) (+1 Size, +2 Dex, +2 Large shield, +3 Studded Leather); Atk +6 melee (1d6+1 [19-20/x2], short sword); SQ Darkvision 60 ft.; AL NE; SV

Fort +5, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Speak Language (Goblin), Ride +15*, Handle Animal +3; Mounted Combat, Ride-by Attack, Skill Focus (Ride), Trample. *includes bonus from rhino's combative mount ability.

Possessions: Masterwork studded leather, large wooden shield, masterwork shortsword, mount's bit & bridle, military saddle.

Encounter 4C (APL6)

☛ **Goblin Riders (2), Goblin Ftr3:** CR 3; Small Humanoid (Goblinoid); HD 3d10+6; HP 22; Spd 30 ft.; Init +2; AC 18 (touch 13, Flat footed 16) (+1 Size, +2 Dex, +2 Large shield, +3 Studded Leather); Atk +6 melee (1d6+1 [19-20/x2], short sword); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Speak Language (Goblin), Ride +13, Handle Animal +3; Mounted Combat, Ride-by Attack, Skill Focus (Ride), Trample.

Possessions: Masterwork studded leather, large wooden shield, masterwork shortsword, mount's bit & bridle, military saddle.

Appendix V (Encounter 5)

Encounter 5 Wave Two (APL8)

☛ **Vexsel, female Rakshasa Sor1:** CR 10; Medium Outsider (Evil, Lawful); HD 7d8+1d4+24; hp 69; Init +6; Spd 40 ft.; AC 21 (touch 12, flat-footed 19) [[+2 Dex, +9 natural]]; Atk +9 melee (1d4+1, claws x2) and +4 melee (1d6, bite); SA Detect thoughts; SQ Alternate form, spell immunity, vulnerable to blessed crossbow bolts, damage reduction 20/+3; AL LE; SV Fort +9, Ref +8, Will +9; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 18(20).

Skills and Feats: Speak Language (Common, Infernal, Undercommon), Bluff +21, Concentration +10, Disguise +18, Listen +11, Move Silently +11, Perform +13, Sense Motive +11, Spot +12; Alertness, Dodge, Improved initiative. *When using alternate form, it gains an additional +10 circumstance bonus to Disguise checks. If reading an opponent's mind, its circumstance bonus to Bluff and Disguise checks increases by a further +4.

Detect Thoughts (Su): A rakshasa can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 15). It can suppress or resume this ability as a free action.

Spells (Sp): A rakshasa casts spells as a 10th-level sorcerer, and can also cast 1st-level cleric spells as arcane spells.

Spells Known (8/5/3/2/1; base DC = 15 + spell level): Spells per day (6/8/7/6/4) 0 — [*detect magic, light, mage hand, open/close, prestidigitation, read magic, ray of frost, resistance,*] 1st — [*expeditious retreat, feather fall, lesser sonic orb, mage armor, shield;*] 2nd — [*glitterdust, see invisible, spectral hand;*] 3rd — [*dispel magic, vampiric touch;*] 4th — [*improved invisibility.*]

Alternate Form (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. This ability is similar to the *alter self* spell cast by an 18th-level sorcerer, but the rakshasa can remain in the new form indefinitely.

Spell Immunity (Su): Rakshasas ignore the effects of spells and spell-like abilities of 8th level or less, just as if the spellcaster had failed to overcome spell resistance.

Vulnerable to Blessed Crossbow Bolts (Ex): Any hit scored with a blessed crossbow bolt instantly slays a rakshasa.

Possessions: Cloak of Charisma +2, arcane scroll of overland flight, gem studded vest.

Encounter 5 Wave One (APL10)

☛ **Stone giant warriors, stone giant Ftr2 (3):** CR10; Large Giant; HD 14d8+2d10+64; hp 137; Init +2; Spd 40 ft.; AC 26 (Touch 11, Flatfooted 24) (-1 size, +2 Dex, +11 Natural, +4 Chain Shirt); Atks +20/+15/+10 melee (2d6+13, huge spiked chain) or +14/+9/+4 ranged (2d8+12, rock); Face / Reach 5ft. x 5ft. / 10 ft. (15 ft. w/ spiked chain); SQ Rock Throwing, Rock Catching; AL N; SV Fort +16, Ref +6, Will +4; Str 27, Dex 15, Con19, Int 10, Wis 10, Cha 11.

Skills and Feats: Speak Language (Common, Giant), Climb +10, Handle Animal +5, Hide +0, Jump +10, Ride +7, Spot +3; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Large and In Charge, Point Blank Shot, Power Attack, Power Lunge, Precise Shot.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment is 180 ft.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Possessions: +1 huge spiked chain, large chain shirt, potion of blur.

Encounter 5 Wave Two (APL10)

☛ **Vexsel, female Rakshasa Sor3:** CR 12; Medium Outsider (Evil, Lawful); HD 7d8+3d4+30; hp 81; Init +2; Spd 40 ft.; AC 21 (touch 12, flat-footed 19) [[+2 Dex, +9 natural]]; Atk +9 melee (1d4+1, claws x 2) and +4 melee (1d6, bite); SA Detect Thoughts, Spells; SQ Alternate form, spell immunity, vulnerable to blessed crossbow bolts, damage reduction 20/+3; AL LE; SV Fort +9, Ref +8, Will +9; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 18 (22).

Skills and Feats: Speak Language (Common, Infernal, Undercommon), Bluff +21, Concentration +12, Disguise +18, Listen +11, Move Silently +11, Perform +13, Sense Motive +11, Spot +12; Alertness, Dodge, Improved initiative.

Detect Thoughts (Su): A rakshasa can continuously detect thoughts as the spell cast by an

18th-level sorcerer (save DC 15). It can suppress or resume this ability as a free action.

Spells (Sp): A rakshasa casts spells as a 10th-level sorcerer, and can also cast 1st-level cleric spells as arcane spells.

Spells Known (9/5/4/2/2/1; base DC = 16 + spell level): Spells per day (6/8/8/7/6/4) 0 — [detect magic, disrupt undead, light, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance;] 1st — [expeditious retreat, feather fall, lesser sonic orb, mage armor, shield;] 2nd — [blur, glitterdust, see invisible, spectral hand;] 3rd — [dispel magic, fly, vampiric touch;] 4th — [improved invisibility, stonework;] 5th — [Bigby's interposing hand].

Alternate Form (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. This ability is similar to the *alter self* spell cast by an 18th-level sorcerer, but the rakshasa can remain in the new form indefinitely.

Spell Immunity (Su): Rakshasas ignore the effects of spells and spell-like abilities of 8th level or less, just as if the spellcaster had failed to overcome spell resistance.

Vulnerable to Blessed Crossbow Bolts (Ex): Any hit scored with a blessed crossbow bolt instantly slays a rakshasa.

Possessions: *Cloak of Charisma +4*, diamond dust worth 500gp.

Encounter 5 Wave One (APL12)

➤ **Stone giant warriors, Stone Giant Ftr2 (2):** CR10; Large Giant; HD 14d8+2d10+64; hp 137; Init +2; Spd 40 ft.; AC 26 (Touch 11, Flatfooted 24) (-1 size, +2 Dex, +11 Natural, + 4 Chain Shirt); Atks +20/+15/+10 melee (2d6+13, huge spiked chain) or +14/+9/+4 ranged (2d8+12, rock); Face / Reach 5ft. x 5ft. / 10 ft. (15 ft. w/ spiked chain); SQ Rock Throwing, Rock Catching; AL N; SV Fort +16, Ref +6, Will +4; Str 27, Dex 15, Con19, Int 10, Wis 10, Cha 11.

Skills and Feats: Speak Language (Common, Giant), Climb +10, Handle Animal +5, Hide +0, Jump +10, Ride +7, Spot +3; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Large and In Charge, Point Blank Shot, Power Attack, Power Lunge, Precise Shot.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment is 180 ft.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant

that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Possessions: +1 *huge spell-storing spiked chain* (contains *vampiric touch* cast by 10th level sorcerer), large masterwork chain shirt, potion of blur.

➤ **Dire War Rhinos (2):** CR10; Huge Animal; HD 18d8+189; hp 269; Init +1; Speed 40ft; AC 24 (Touch 9, Flatfooted 23) (-2 Size, +1 Dex, +12 Natural, +3 Studded Leather); Atks +23 melee (2d8+17 [17-20/x3], gore); Face / Reach: 15 ft. x 15 ft. / 10 ft.; SA Augmented Critical, Trample; SQ Combative Mount, Lowlight vision, Scent; AL N; SV Fort +21, Ref +13, Will +6; Str 33, Dex 13, Con 31, Int 2, Wis 13, Cha 10.

Skills and Feats: Hide -7, Listen +13, Spot +13; Alertness, Improved Bull Rush, Improved Critical (Gore), Lighting Reflexes, Weapon Focus (gore).

Trample (Ex): Trample Reflex DC 29 for half; Trample 2d12+17.

Combative Mount (Ex): Grants +2 circumstance bonus to Ride checks.

Encounter 5 Wave Two (APL12)

➤ **Dragon Flesh Golem:** CR 13; Large Construct; HD 30d10; hp 165; Init +0; Speed 40ft. (can't run), Fly 120ft. (poor); AC 23 [[-1size, +14 natural]], (Touch 9, flatfooted 23); Atks +27 melee (2d6+6, bite) and +22 melee (1d8+3, claws x 2) and +22 melee (1d6+3, wings x 2) and +22 melee (1d8+9, tail slap); Face / Reach: 5 ft. x 10 ft. / 10 ft.; SA Frightful Presence; SQ Blindsight 150ft, Construct traits, DR 15/+3, Magic Immunity; AL N; SV Fort +10, Ref +10, Will +13; Str 22, Dex 11, Con - , Int 4, Wis 17, Cha 17.

Frightful Presence (Ex): When a Dragon Golem charges, attacks or flies overhead, it inspires terror in all creatures within 30 feet that have fewer hit dice or levels than it has. Each potentially affected opponent must succeed at a Will check (DC 28) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to the Dragon Golem's presence for 24 hours.

Blind Sight (Ex): A Dragon Golem can ascertain its surroundings by non-visual means (mostly hearing scent, but also by noticing vibrations and other environmental clues). This ability enables it to discern objects and creatures within 150 feet. The Dragon golem usually does not need to make Spot or Listen checks to notice creatures within range of its blind sight.

Construct Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage energy drain, or death from massive damage.

Magic Immunity (Ex): A Dragon Golem is immune to all spells, spell like abilities, and supernatural effects, except as follows. Fire and cold base slow monster(as the slow spell) for 2d6 rounds, with no saving through. An electric effect breaks any slow spell effect on the dragon golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

☛ **Vexsel, female Rakshaha Sor3:** CR 12; Medium Outsider (Evil, Lawful); HD 7d8+3d4+30; hp 81; Init +2; Spd 40 ft.; AC 21 (touch 12, flat-footed 19) [[+2 Dex, +9 natural]]; Atk +9 melee (1d4+1, claws x 2) and +4 melee (1d6, bite); SA Detect Thoughts, Spells; SQ Alternate form, spell immunity, vulnerable to blessed crossbow bolts, damage reduction 20/+3; AL LE; SV Fort +9, Ref +8, Will +9; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 18 (22).

Skills and Feats: Speak Language (Common, Infernal, Undercommon), Bluff +21, Concentration +12, Disguise +18, Listen +11, Move Silently +11, Perform +13, Sense Motive +11, Spot +12; Alertness, Dodge, Improved initiative.

Detect Thoughts (Su): A rakshasa can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 15). It can suppress or resume this ability as a free action.

Spells (Sp): A rakshasa casts spells as a 10th-level sorcerer, and can also cast 1st-level cleric spells as arcane spells.

Spells Known (9/5/4/2/2/1; base DC = 16 + spell level): Spells per day (6/8/8/7/6/4) 0 — [detect magic, disrupt undead, light, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance;] 1st — [expeditious retreat, feather fall, lesser sonic orb, mage armor, shield;] 2nd — [blur, glitterdust, see invisible, spectral hand;] 3rd — [dispel magic, fly, vampiric touch;] 4th — [improved invisibility, stonesskin;] 5th — [Bigby's interposing hand].

Alternate Form (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. This ability is similar to the *alter self* spell cast by an 18th-level sorcerer, but the rakshasa can remain in the new form indefinitely.

Spell Immunity (Su): Rakshasas ignore the effects of spells and spell-like abilities of 8th level or less, just as if the spellcaster had failed to overcome spell resistance.

Vulnerable to Blessed Crossbow Bolts (Ex): Any hit scored with a blessed crossbow bolt instantly slays a rakshasa.

Possessions: Cloak of Charisma +4, diamond dust worth 500gp.

Appendix VI: Builder Book Rules

Large and In Charge [General]

You can prevent opponents from closing inside your reach.

Prerequisite: Reach (Large size or larger, Str 17+).

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with the attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category you are larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

(Source: *Sword and Fist* pg.61)

Power Lunge [General]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition the attacks damage. You provoke an attack of opportunity from the opponent you charged.

(Source: *Sword and Fist* pg.8)

Briar Web

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 Action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in a 40 ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes a thorn damage of 1d4 points +1 additional point per caster level and must make a successful Reflex save or be entangled (-2 on attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell within the area

must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one half for 10 feet of *briar web*, three-quarters for 15 feet, and total cover for 20 feet or more. (Source: *Masters of the Wild* pg.85)

Creeping Cold

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subjects sweat to ice, creating blisters as ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the first round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25gp filled with ice, snow, or water.

(Source: *Masters of the Wild* pg.86)

Lesser Sonic Orb

Evocation [Sonic]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of sonic energy about 2 inches across shoots from your palm at its target, dealing 1d8 points of sonic

damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike at a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

(Source: *Tome and Blood* pg.93)

Might of the Oak

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the quiet strength of a massive oak tree. The subject gains a +4 enhancement bonus to Strength and suffers a -2 enhancement penalty to Dexterity.

(Source: *Masters of the Wild* pg.91)

Player Handout: The Letter

Greetings friends,

I am in search of a stalwart band of adventurers for a mission most sensitive. It will tweak the nose of a common foe and possibly help turn the tides against him. If you are agreeable to meet and converse at more length in safer environs, meet my agent Mirelle Do'Verset at the Blind Orc Tavern in two hours. Do not tarry, as she will not wait before moving on. Mirelle will lead you to a secure location where more information will be forthcoming.

M







