

ULP5I-02

When Rivers Run Dry

**A One-Round D&D LIVING GREYHAWK[®]
Principality of Ulek Interactive Adventure**

Version 1.0

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<http://www.rgaming.org>

The idyllic town of Riverton's annual Spring Festival draws people from far and near to sample the local delicacies and enjoy the renewal of the land's bounty. This year, however, something is different... cows go missing in the field, dark shapes glide by the windows and the smell of burning ash fills the air. Will the town be able to survive when the river runs dry? A Principality of Ulek regional adventure for APLs 2-10.

Introduction

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, but the actual playing time will be closer to three and a half hours. 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 table tracking form, 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 four 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.

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): Determine the character level for each of the PCs participating in the adventure.

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.

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

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. 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.

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

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 move 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 One-Round Interactive adventure, set in The Principality of Ulek. Characters native to The Principality of Ulek 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 Background

Fifty years ago a journeyman potter was on his way to make his trade in the grand city of Jurnre in the County of Ulek. Travelling from his home city of Eastpass, young Toren Durrand and his family looked forward to beginning their life's work. His party consisted of his wife Mirra, his daughter Faerelinn, and his brother, Borsel, a scout for the Principality of Ulek Royal Army. Also along to provide protection was Dagnar Ungart, an old friend of Borsel's and a paladin of Ulaa.

Gifted and skilled, Borsel unfortunately still led the small party off-course. Embarrassed after realizing they were headed well south of where they were to cross safely, the small party eventually found themselves along the banks of the Old River. Well overdue to begin his final apprenticeship with a master potter, Toren sighed and sat on the banks, head in his hands. Removing his well-worn boots, he lazily chewed a stalk of grass and squished his toes in the supple clay. After a few heavy sighs he lay down and began to relax before sitting bolt upright and scrambling to his feet. As his friends and family looked up from where they rested, he cackled wildly and dug his hands into the rich, grey clay. Concerned, his wife wandered over, wondering what he had found.

"What is it, love? What... what is it?" her voice breaking, Faerelinn wondered if perhaps her husband had gone crazy.

"What have I found? What have I found? Look. Look at this stone!" Carefully pulling out a quantity of very hard but oddly malleable stone, Toren grinned in maniacal glee. "Hurry! We have a lot of work to do before it sets!" Quickly calming their nerves and convincing them he had not gone crazy Toren unpacked his wheel and had Dagnar build a small primitive kiln while Borsel built up a fire. Working the clay, he formed a quantity into a wedge, purifying the regular dirt and sand out of it. Soon, he had a small round ball of pure stone which he threw on the wheel as his daughter turned. Around and around it spun. Hands flying, Toren forced the clay into the desired shape. Soon, a perfectly formed shield made of rapidly-drying clay lay before him. Placing the shield inside the kiln, Toren stepped back and watched, instructing Borsel into increasing the fire, hotter and hotter it burned, well into the night. Making camp, an exhausted party, a trifle unnerved by their leader's actions, set a fitful watch as Toren guided his creation. The next morning, the party awoke to Toren's frantic cutting of a nearby tree. "More! It needs more! Quickly... Borsel... Dagnar! Help me!" Shaking their heads, but complying, the three rapidly cut down some trees and fed the fire, keeping it going for three days. On the third day, Toren judged it done and allowed the fire to go out, letting it cool and set.

"Now... Dagnar... try it..." So saying he lifted the shield and handed it to the paladin. Astounded, Dagnar hefted the shield. "Hmph... seems good enough." The dwarf strapped it to his arm. "Arright, Bors, let's give it a whack and see this here thing fall apart..." Borsel, grinning, drew his longsword and made a few half-hearted passes at the shield, each one rebounding.

"Elukian Clay... I can't believe. I'd heard stories but never imagined..."

Convincing Borsel to head straight back to Eastpass with the shield and a number of other items sculpted from the clay, Toren stayed and when Borsel came back with interested settlers the small group quickly formed a village. Dagnar retired from adventuring and opened an inn, Borsel met and married an Ehlonna priestess and Toren and his family became very rich creating specialized arms and armor out of the clay. When their daughter Faerelinn was joined by a brother, Doren, it was Doren who learned at his father's side and who still lives in what came to be called Riverton to this day. Not as shrewd a businessman as his father, his business has fallen off somewhat, supplanted by the arrival 20 years ago of a young miller and his family, together with a group of bakers. Fed by the Old River, the crops of wheat, barley, and corn in Riverton all provide high-quality stock to the bakers and it is this new influx of talent which has given rise to the Spring Festival every year.

For the last ten years or so, Riverton has hosted a Spring Festival to celebrate the good fortune of their village. People from far and wide come to eat, drink and participate in games and entertainment. Renowned for their confections, the bakers take special care the days before the festival, each trying to outdo the other.

But in the last two months, things have not been so well for the usually upbeat population. First, the local priestess Ehlonna took ill. She recovered, but wanders frequently leaving the village for sometimes days at a time. Then the miller's daughter, Violet, fell in the river and was swept downstream. Two days later, she was found alive, but acting strangely and speaking of a lady under the water. Most folk believe it is the spirit of her dead mother, who drowned in the same stream just one year before. Then, recently, bandits have been spotted along the road to Eastpass. The sheriff had sent for help, but with the recent battles on the eastern front, there was no one to spare, and he and then men of the village have done the best they could.

In reality, two factions have recently discovered the sleepy little village. One is the Cult of the Earth Dragon. They have come to discover the secret of the elukian clay, for anything worked of the earth is precious to them. The other is a band of gnolls led by a ferocious gnoll druid. After the two bands fought a pitched battle far outside of town, the Cultists decided to instead work with the druid and, if necessary, go along with the druid's plans for the town's destruction. To that end, the Cultists poisoned the cleric of Ehlonna, allowing the druid to use his "Thousand Faces" ability and infiltrate the town. The cultists are posing as bandits, waylaying caravans, searching for the secret of the clay.

Meanwhile, Gniirash, the gnoll druid has grown tired of sharing his cave with the cultists and even more tired of the villagers chasing off the wolves he has been summoning. With the death of the cleric, and his subsequent infiltration, he has learned of the upcoming festival. He has also learned of the potter, but keeps this secret close in order to get the Cultists to do as he wills.

He has decided to set fire seeds in the buildings around town and to ignite them during the celebration. He is hoping not only to destroy as many

buildings as possible, but to also demoralize the villagers into packing up and leaving. He realizes that some "adventurers" may come into the village, and is hoping to use the cultists as a buffer in the final battle.

Unbeknownst to everyone, the reason for the Elukian clay being near this particular shore is that this tributary of the Old River is caused by the presence of a Water Weird. It is exposure to her conduit to the Elemental Plane of Water which has forever altered this tiny stretch of land. Nobody in town knows of her existence save for the daughter of the miller. She accidentally fell in the river last a week prior to the festival and was rescued by an elemental summoned by the Weird. The little girl, Violet, has won the heart of the Weird with her wit and innocence, this will come into play later, as the weird will summon an elemental to spirit the girl away, and an elemental to fight the fire elemental summoned by the gnoll druid.

Adventure Summary

INTRODUCTION

The tables will self-muster or be mustered by the con coordinator into groups of six.

ENCOUNTER ONE

As the tables draw close to Riverton, bandits will step out and attack the party. The bandits will try to keep the people from going to Riverton... and will also try to get the secret of the Elukian Clay if they feel anyone may know of it.

ENCOUNTER TWO

After surviving the bandit's attack, the tables will disperse and enter the hamlet of Riverton. They will find many different games and shops to explore and shop at. There are a couple of clues here to the impending gnoll attack. First, the temple of Ehlonna is 'closed' and the 'priestess' will not let anyone enter, saying that everyone should be out 'enjoying the bounty of nature'; second, the 'priestess' will be placing holly (fireseeds) on every building.

ENCOUNTER THREE

During this time various NPCs will come up to the "Mayor" and tell him of their problems. The "Mayor" will then go and gather a group of 'likely' heroes to take care of the problem.

ENCOUNTER FOUR

During the festival, a mid-level group of PCs will be gathered by the Mayor as he has seen a water elemental grab one of the village children and run off.

This portion has the chance to get a bit chaotic, as no doubt many 'heroes' will want to run off and save the girl. However, this is also when...

ENCOUNTER FIVE

Seeing the confusion as the perfect chance, the 'priestess' of Ehlonna, in reality the gnoll druid, will cast Summon Nature's Ally 7 to summon a single greater fire elemental.

The second round a wide variety of gnolls will descend upon the town from the North, South and West. Also during the second round the 'priestess' will throw a fire elemental gem, commanding it to attack the nearest building.

At this point the druid's animal companion will emerge from the temple, attacking the nearest PC.

It will be the "Mayor" who will marshal people into tables.

Introduction: Road to Nowhere

As you have traveled in the Northfeld province of the Principality of Ulek, you have heard of a large Spring Festival being held in the village of Riverton, situated on a tributary of the Old River. Making your way as normal, you have encountered and befriended a group of individuals that have heard the same thing you have and are headed the same way. With spring dawning a chance to rest, relax and enjoy the bounty of nature's harvest seems like the perfect way to begin a new season.

Have the PCs do character introductions. If they ask, anyone with Bardic Knowledge or Knowledge: Sheldomar can roll and learn a bit about the hamlet of Riverton.

DC 10 Riverton is a small hamlet known for producing fine baked goods.

DC 15 Riverton is a relatively new community, having been founded less than 50 years ago.

DC 20 Riverton used to be the home of a famous sculptor and potter who made many wondrous items out of a special kind of clay.

DC 30 The clay the potter used was Elukian Clay.

Encounter 1: Slippery People

Cresting the hill as you continue down the road, you see four figures dressed in rags gathered around a broken down push cart. Sacks and barrels are piled in the back.

These are actually bandits in disguise. Sense Motive DC 15+APL to determine that they are nervous about something. They were not expecting a group of heavily armed adventurers to be heading down the road. They can also make spot checks DC 25 to notice that underneath their "rags" some of

the bandits are wearing armor or have weapons hidden.

As you approach the group, one of them moves forward to speak to you.

“Ahoy hoy, any you fellers or ladies know anythin’ about fixing a cart? We was lookin’ ta get some o’ that famous clay they make hereabouts.”

The bandits will watch their reactions very closely. Should it be obvious that the PCs know nothing about any clay, then they will attack.

APL 2 (EL 3)

Aidan and Benre, Human War1; hp 11, 11; see *Appendix 2*

Coiran, Human Wiz1; hp 7; see *Appendix 2*

Daern, Human Ftr1; hp 13; see *Appendix 2*

APL 4 (EL 5)

Aidan and Daern, Human Ftr1; hp 13, 13; see *Appendix 2*

Benre, Human Rog2; hp 12; see *Appendix 2*

Coiran, Human Wiz3; hp 19; see *Appendix 2*

APL 6 (EL 7)

Aidan, Human Mnk3; hp 24; see *Appendix 2*

Benre, Human Rog3; hp 20; see *Appendix 2*

Coiran, Human Wiz5; hp 31; see *Appendix 2*

Daern, Human Ftr3; hp 28; see *Appendix 2*

APL 8 (EL 9)

Aidan, Human Mnk5; hp 38; see *Appendix 2*

Benre, Human Rog5; hp 30; see *Appendix 2*

Coiran, Human Wiz7; hp 39; see *Appendix 2*

Daern, Human Ftr5; hp 44; see *Appendix 2*

APL 10 (EL 11)

Aidan, Human Mnk7; hp 52; see *Appendix 2*

Benre, Human Rog7; hp 40; see *Appendix 2*

Coiran, Human Wiz9; hp 46; see *Appendix 2*

Daern, Human Ftr7; hp 60; see *Appendix 2*

Encounter 2: This Must Be The Place (Naive Melody)

Having dealt with the bandits attempt to waylay anyone entering the village, you are greeted heartily by the common folk as you enter the

small hamlet. A tributary of the Old River sparkles in the morning sun and men, women, and children hurry about on their appointed tasks. A burly elderly dwarf calls out for people to get ready and keep moving. His tone is gruff, but his wide smile belies his stern demeanor. As you approach the center of town you see many buildings festooned in bits of holly and herbs. Spring flowers complete the decorations and their perfume brightens the festival atmosphere.

Music rolls across the center of the village from a small stage where a five piece band plays sprightly music. It's simple harmonies blending into the cacophony of a village celebration.

A number of people are already sitting at long trestle tables eating their fill. Nearby, games of chance and skill are being played including hog calling, pole climbing, log rolling and many others. Warm smiles greet you as you enter and are asked if you'd care to join in.

The PCs will now be able to enter the town proper and see that festivities are in full swing. There is food, games and dancing. On top of all that, a number of shops are open and are offering "specials" to all out of town visitors.

The 'priestess' of Ehlonna is saying 'blessings' over holly berries and attaching them to the eaves of every building. In actuality, this is the gnoll druid attaching his "Fire Seeds" which explode in the final encounter.

Places and Shops of Interest

Temple to Ehlonna

The temple is currently closed up tight, as the priestess has been killed and her place taken over by the gnoll druid in encounter 5.

The Children of the Potter's

Several weeks ago, well before the Cult or the gnoll druid arrived, the Potter's business burned down due to his negligence. This building is a ruin now, but many of the items survived and he is slowly rebuilding. He has set up a large block of Elukian clay and is making a sculpture out of it now. He has some items he "rescued" before it all burned down. These include an Elukian clay breastplate, tower shield, and mace. Unlike his father, he has never really thought of making armor and weapons, hence his less than successful endeavor.

General Store

The general store is run by Tinya, a gnome female. She handles many of the town's business needs and acts as their bank as well as their store. She has a small coop outside.

The Ruby Heart Inn

Run by Dagnar Ungart, a retired paladin of Ulaa. He is a very elderly dwarf who had a crisis of faith many years ago, retiring to the far edges of Ulek and opening an inn. He acts as the village's unofficial mayor.

Youndalla's Bountiful Bakery

Wilby Hilltopple is the owner of this very fine bakery. All manner of specialized baked goods can be found within. His wife, Marin, and his seven children all help out in any way they can.

Mill

Pol and Tabbe Miller are the owners of the mill. They have two older boys and one daughter, Randa. Randa has befriended the water weird who's pool lies at the end of the tributary.

Spring Festival Games

ONE: Log Rolling

A large log is situated on the bank of the river. The object of this game is to keep your balance the longest.

Two opponents face each other on top of the log. Each roll initiative. The person who wins makes a Balance check. This check sets the Reflex of the opponent. First to fail a Reflex save will fall in the water.

The "ringer" is Darrfin, a sailor (Expert 5). His Balance Check is 13. His Reflex save is +7.

Anyone with 2 ranks of Profession: Sailor will receive a +2 bonus to both Balance and Reflex saves... including Darrfin.

TWO: Log Sawing

A cut tree lies in long pieces. A set of hand saws lie nearby. The object of this game is to cut through your piece of log the quickest, while keeping the blade straight.

The logs have 10 HP. Opponents make opposed Strength checks. Whoever wins the strength check does a point of damage to his or her log.

The "ringer" is Mordechai, local carpenter. His strength check is +4. He and anyone else with 2 ranks of Profession: Carpenter, gets +2.

THREE: Pole Climbing

Six large poles are set into the ground. One set is rough hewn and 20' tall. The second is smooth and 30' tall. The final set is smooth and glistens with some kind of oil and stretches up 40' tall.

Opposed climb checks for each set. DC is 10 for the first set, DC 15 for the second. DC 25 for the third. Making the check allows you to move 5'. Failing the check you don't move at all this round. Failing by 5 or more means you slip and fall off!

The "ringer" is Farren, a spy for the Cult of the Earth Dragon. He is wearing a Ring of Climbing and has a total bonus of +15 to his Climb checks. He is there without anyone else's knowledge and will flee at the first sign of trouble.

FOUR: Pie Eating

Delicious pies of all flavors line a huge wooden table in front of this game. The goal here is to eat as many pies as possible in two minutes.

Pies have 8hp.

Constitution checks will determine 'damage' done to pies. The PC constitution bonus determines the amount of damage done. After 2 full pies are eaten, a Fort Save DC 10 must be made to continue. This increases by 3 after each pie. If you lose, you must skip 1d3 rounds as you recover. If you fail twice, you are disqualified because you've made a mess.

Halflings and anyone with 2 ranks of Profession: Cook or Profession: Baker will get a cumulative +2 bonus. Hence, the "ringer" in this event is Dorbert Hilltop, the local halfling baker. His total "bonus" is +8. (Con 18, 5 ranks is Profession: Baker).

FIVE: Hog Calling

This game will involve a series of Charisma checks. The PCs will choose between five different hogs, each with a different associated DC required to move the hogs.

Sweetpea DC 5

Bubbles DC 10

Spanky DC 15

Cranky DC 20

El Diablo DC 25

A successful Charisma check = 5' movement.

An unsuccessful Charisma check = No movement.

If the PC fails by 5, the hog will move backward 5'.

First to 30' wins.

NPC'S AND RUMORS

Each NPC will have a number of rumors that they can work in as natural.

Rumors:

"This crazy bard came through town last week, bein' chased by a bunch of the halfling slingers that scout for the army."

"Some noble out East was offering free land to anyone willing to work it. If I was younger, I'd think about it."

"That old rascal Pengellen has disappeared. Set out for Prinzfeld or something, so I heard tell."

"I swear I saw a party gnomes riding giant badgers pass thru the eastern side of town five nights back."

"One of the children said he saw a kobold carrying a pick head up to the old coal mine."

"The Church of Ulaa in Thunderstrike was attacked by ogres and all inside were killed."

"Don't trust them druids. The Emerald Conclave tried to strong arm a group of heroes into turning away from their allegiance from the Prince!"

"Many elves are up and leaving the Principality. I'm afraid that the elves, as a whole, might revolt soon if they are not treated better."

"Giant owls in Thrutch have been disappearing. That Temple up there is worried something has been eating them. What could eat a giant owl?!"

"Dagnar's getting old. He swears someone stole his axe, but it's my guess that he just misplaced it."

"Ever since his business burned down, the potter's been staying in his home... not sure what he's up to... but I sure hope he rebuilds."

"Haven't heard from my cousins who live in Catfish Cove. Sure hope they're all right..."

"Scary looking man, claiming to be a cleric of Pelor, was chased out of town. He looked like undead!"

"A red-eyed black THING was seen skulking on the outskirts of town. Carried a bow and killed a group of travellers two weeks ago..."

"Little Violet's been seen down by the river talking to a strange woman, and she won't say who or what it is. Man, is her dad angry!"

"Hill giants have been seen just outside of Eastpass. The villagers on the outskirts sure are worried."

"Someone painted all the doors with a big red stripe... but I don't want to talk about that..."

"Chickens have been going crazy all week, won't lay me no eggs, won't quick squawking... I hope that zombie fever I heard about ain't comin."

"Speaking of chickens, my dang rooster killed all his hens this morning. Strangest thing I ever heard..."

"You seen my dog? Dang thing ran out the door last night and I ain't seen it all day long."

Encounter 3a: Psycho Killer

The PCs at this table have been gathered together by request of the mayor of Riverton to investigate reports of an unearthed burial plot within the coalmine near town. Apparently, the apprentice blacksmith has knocked down a wall carefully constructed to keep the dead – or undead – inside. This encounter is designed for APLs 8 and 10.

Once the players are situated, read the following text:

The mayor's directions were easy to follow and you find yourself standing before an open cave-like shaft. Braces have been constructed around the entrance and several basic miner's tools lay strewn about the entrance. The air is stale and musty and smells a little of sulfur. Darkness seems to overwhelm the dank air inside the cave, and your torches are quickly belittled.

Once the PCs commit to going further into the cave, they will very quickly come across the collapsed wall that the apprentice spoke about. A DC 15 Knowledge (Architecture and Engineering) or Profession (Miner) check reveals that the wall was cobbled together hastily and covered with mortar in an attempt to make it

look like a natural cave wall.

At this point, if the PCs decide to pre-buff for the fight, keep track of how many 'rounds' they do this for, and allow the vampire the same freedom.

The collapsed wall reveals a 40'x40' room constructed of carefully placed brick and stone. The room is bare save for a broken stone casket that lies in two pieces in the center of the floor. An unnatural fog seems to writhe about, filling the room to a height of one foot. As you look about the room, the telltale sound of spell casting starts to echo through the room, and out of the shadows and fog, steps a sinister looking figure with pale skin, haunting red eyes and a primitive cast to his features. He wears a long robe that sports several tears along its hem. He glares balefully at you and seems to wait as you plan your moves.

A DC 16 Spellcraft check identifies the spell being cast as *Mage Armor*, and a DC 18 Knowledge (Religion) check reveals the creature to be a Vampire.

If asked, the Vampire will reveal his name to be Ailinick. Anyone making a successful DC 22 Bardic Knowledge check remembers that Ailinick was a human sorcerer thought long dead. He was defeated years ago, before Riverton existed and legend has it that he was buried deep within the earth somewhere. Surprise, the PCs (thanks to the apprentice blacksmith) have found his resting place.

The fight immediately drops into initiative.

Tactics: Ailinick really only has one desire – to be left alone. His spell array will be designed to chase the PCs away, not kill them outright (at least not at first).

At APL 8, he has only had time to cast *eagle's splendor*.

At APL 10, he has heard the PCs approach, and therefore has precast (as well as *eagle's splendor*) *greater invisibility* and *fly* by the time the PCs enter the room. His first initiative action is to cast a *silent* fireball from his spot high in the far corner of the room.

APL 8 (EL10)

Ailinick, Vampire, 8th level Human Sorcerer (56hp), See *Appendix 2*

APL 10 (EL 12)

Ailinick, Vampire, 10th level Human Sorcerer (78hp), See *Appendix 2*

Encounter 3b: And She Was

The PCs at this table have been gathered together at the request of Marrison, priestess of Ehlonna, to destroy a number of swarms in a local field that she

tends. She fears the swarms will destroy the crops she has worked so hard to tend.

Once the players are situated, read the following text:

The priestess' directions to her field were easy to follow and you find yourselves standing before a large field of lettuce and potatoes. The field is a square plot roughly 100' by 100'. On the far side, a number of large swarms of locusts can be seen devouring the crops.

The goal here is to destroy the swarms, but not destroy the crops.

Of course, should the party destroy the crops, the priestess really won't care, now will she?

APL 4 (EL 5)

Locust Swarms (2), Diminutive Swarm (21hp, 21hp), See *Monster Manual*

APL 6 (EL 6)

Locust Swarms (3), Diminutive Swarm (21hp, 21hp, 21hp), See *Monster Manual*

Encounter 3c: Little Creatures

Having been asked by a local farmer to investigate the "critters" in his field, you have set out to see what troubles his acreage. Following his directions, you see a number of large weasels made their way into his henhouse. Feathers settle to the ground as the weasels turn their heads and look your way.

The weasels were brought here and released by the lower level druid the PCs will face in Encounter 5. PCs who make a DC 15 track check will see three sets of footprints all around the henhouse. They lead across the river, picking them up on the other side is impossible as the druid cast "Pass Without Trace" just before emerging on the far shore.

APL 2 (EL4)

3 Dire Weasels, 13hp each, see *MM*

APL 4 (EL6)

5 Dire Weasels, 13hp each, see *MM*

Encounter 3d: Life During Wartime

Having been asked by the Mayor to investigate a local farmer's homestead for a lost cow and to try and figure out the creature who took it, you follow his directions to a small outlying farm. The farmer hides inside his home before coming out.

"Well... if'n the Mayor hisself sent ya, I guess ya don't mean me no harm, unlike them other fellers. They was with this talking dog-faced fella... he tol' me to git and ah sure did! I'm kinda worried about ol' Sukey, though... I think they went thattaway." So saying he points to the northwest.

A DC 15 track check will indicate a group of four to five humanoid creatures attacked and killed a cow and carried it off to the northwest. A DC 15 Search or Spot check will reveal the entrance to the cave one hill over, but not tell how many creatures there were.

Inside the cave, there is a group of humans led by a gnoll waiting to ambush the party, as the animal companion of the gnoll, a dire rat, is hidden behind a small pile of rocks and has indicated the feeling of danger through their empathic bond.

As you enter the cave a group of men step out from hiding, followed by a gnoll wielding a staff. They immediately rush to attack.

APL 6 (EL7)

Vyorek, Human Ftr3; 28hp, see *Appendix 2*

Rahnad, Human Mnk3; 21hp, see *Appendix 2*

Liothen, Human Src4; 24hp, see *Appendix 2*

Graelick, Gnoll Drd3; 37hp (with **Grax**, Dire Rat Animal Companion) - see *Appendix 2*

APL 8 (EL9)

Vyorek, Human Ftr5; 44hp, see *Appendix 2*

Rahnad, Human Mnk5; 33hp, see *Appendix 2*

Liothen, Human Src6; 34hp, see *Appendix 2*

Graelick, Gnoll Drd5; 53hp (with **Grax**, Dire Rat Animal Companion) - see *Appendix 2*

APL 10 (EL11)

Vyorek, Human Ftr7; 59hp, see *Appendix 2*

Rahnad, Human Mnk7; 45hp, see *Appendix 2*

Liothen, Human Src8; 44hp, see *Appendix 2*

Graelick, Gnoll Drd7; 69hp (with **Grax**, Dire Rat Animal Companion) - see *Appendix 2*

Encounter 4: Take Me to the River

Let the fun and games continue for a bit. Allow people who aren't doing much of anything to make Spot checks DC 15. Pick at least six people at random, of mid APL (5th or 6th). The ones who make it should be gathered separately, ideally this will be in a separate room, and read aloud the following text:

As you stand in the midst of the festivities going on all around, you happen to spot an odd sight. A large, human shaped vortex of water has erupted out of the river and picked up a little girl. The cries of the crowd drown out the child's screams. The creature turns and begins making it's way downriver.

Allow the PCs to take an action or two. These could be running to get others, yelling for help, or casting spells, or even attacking the elemental. The water elemental will begin to run on the surface of the river at this point. Allow another full round of movement and inform the co-ordinator that back in the village encounter 5 should start. After people have an action, read the following:

Rising up out of a spray of water is a female humanoid composed entirely of water. Her skin is the color of the calm river at noon and her hair is white as the foam which washes upon it's banks.

If the PCs attacked:

"FOOLS! The village will burn and all those in it will be destroyed and you attack my servant? You are like all the others! Perish with them, then." Dropping the little girl, the water elemental turns and attacks.

If the PCs did not attack:

"Quickly, you fools, there is no time to waste!" The woman's voice is calm as she gently takes the young girl from the elemental's arms. Pointing to (CHOOSE A PARTY MEMBER), she continues "My servant is yours to command! Hurry! Save the town before it burns down!"

Keep track of rounds as this table may be too far away to help.

Encounter 5: Burning Down the House

As chaos erupts all around, the leaders of the town begin shouting for people to gather near the well. Buoyed by the mayor's calming aura, the populace looks on fearfully as groups of gnolls crest the rise.

Many things will be happening at this point. The Mayor sets groups to

intercept the gnolls and one group to attack the fire elemental. Now that the perfidy of the priestess has been revealed, he will ask the high levels to attack it. The gnoll meanwhile, will be casting appropriate spells and using his staff to summon additional opponents. One of the first thing he does if attacked directly is use his wildshape ability to turn into tiny bird. With his Natural Spell ability, he can still be casting as needed.

There should be the following battles taking place:

- Four tables attacking gnolls.
- One (High Level) attacking the gnoll druid, his bear companion and gem-summoned Large Fire Elemental
- One attacking the Huge Fire Elemental. (APL 8)
- One either attacking the water elemental or coming back to reinforce whoever needs help.
- One table should be helping put out the fires started by the "Fire Seeds" spell and those set by the fire elemental.

NOTE: The PCs should be able to move between tables in order to assist each other. The village is small, so any yells for help will be heard despite the chaos.

APL 2 (EL 5)

Erthil, Gnoll Rng2; hp 29, see *Appendix 2*
Gnolls (3), hp 11, 11, 11. see *Monster Manual*

APL 4 (EL 7)

Aunrow, Basch and Cierath, Gnoll Ftr1; hp 23, 23, 23, see *Appendix 2*
Dunthan, Gnoll Clr3; hp 37, see *Appendix 2*
Erthil, Gnoll Rng3; hp 37, see *Appendix 2*

APL 6 (EL 9)

Aunrow, Basch and Cierath, Gnoll Ftr3; hp 41, 41, 41; see *Appendix 2*
Dunthan, Gnoll Clr5; hp 53, see *Appendix 2*
Erthil, Gnoll Rng5; hp 53, see *Appendix 2*

APL 8 (EL 11)

Greater Fire Elemental (1), hp 178, 178; see *Monster Manual*

APL 10 (EL 14)

Gnirreh, Gnoll Drd13, hp 104, see *Appendix 2*
Wubwub, Brown Bear Animal Companion (Advanced), hp 100; see *Appendix 2*

Conclusion A: Gnolls Win

Around you is ruin. Blackened buildings dot the landscape and the wailing of the surviving villagers fills your ears. Far too many bodies lie broken in the village square. With a final wave from Randa Miller, the water weird departs, heartbroken. As she does so the river which gives the town it's name slowly starts to recede.

Conclusion B: PCs Win

The villagers cry with joy as the last of the monsters are slain. Although many of their buildings have been destroyed, the presence of the water weird and the discovery of the Elukian clay have proven that the town will be able to thrive and survive in the years and decades to come.

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

Defeat or capture bandits.

APL 2 – 90 xp.

APL 4 – 150 xp.

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

Encounter Two

Visit a minimum of two "places of interest" and participate in a minimum of two "games".

APL 2 – 100 xp.

APL 4 – 100 xp.

APL 6 – 100 xp.

APL 8 – 100 xp.

APL 10 – 100 xp.

Encounter Three

Defeat whichever foes PCs have been sent on for mini-mission.

- APL 2 – 90 xp.
- APL 4 – 150 xp.
- APL 6 – 180 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.

Encounter Five

Survive the surprise attack of the groll druid and his minions.

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 420 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing:

- APL 2 – 30 xp.
- APL 4 – 30 xp.
- APL 6 – 30 xp.
- APL 8 – 30 xp.
- APL 10 – 30 xp.

Total Possible Experience

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. 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 (sell value)

Encounter ENC#:

APL APL#: L: LOOTGP gp; C: COINGP gp; M: *MAGICITEM* (MAGICITEMGP gp); *MAGICITEM* (MAGICITEMGP gp); *MAGICITEM* (MAGICITEMGP gp).

Total Possible Treasure (Maximum Reward Allowed)

APL APL#: L: LOOTGPTOTAL gp; C: COINGPTOTAL gp; M: MAGICITEMGPTOTAL gp – Total: TOTALGP gp (MAXREWARDGP gp).

Special

Favor of Theldren the Potter

In thanks for helping to save the town of Riverton, Theldren offers to make the PC any one bludgeoning or piercing weapon, or one set of armor, or one shield out of Elukian Clay. See the *Arms & Equipment Guide* for details on Elukian Clay. (Frequency: Adventure).

Favor of Nenya

The Water Weird Nenya will gift the PCs with access to their choice of one of the following (Frequency: Adventure): "Ring of Floating", *Frostburn*, Cost: 2000gp or "Vial of Icy Sheets", *Frostburn*, Cost: 2000gp.

Enmity of the Cult of the Earth Dragon

For interfering in the plans of the Cult of the Earth Dragon, you have been noticed and your description and name have been spread to the hidden masters of the Cult. This may come into play in future scenarios.

Items for the Adventure Record

Item Access

APL 2:

wand of magic missile (Adventure, DMG)

wand of cure light wounds (Adventure, DMG)

APL 4 (all items from APL 2 plus):

elixir of fire breath (Adventure, DMG)

pearl of power, 1st level (Adventure, DMG)

ring of feather falling (Adventure, DMG)

wand of enlarge person (Adventure, DMG)

vest of resistance +1 (Adventure, DMG)

APL 6 (all items from APL 4 plus):

+2 hide armor (Adventure, DMG)

bracers of armor +2 (Adventure, DMG)

cloak of resistance +2 (Adventure, DMG)

druid's vestment (Adventure, DMG)

pearl of power, 2nd level (Adventure, DMG)

ring of protection +2 (Adventure, DMG)

wand of magic missile (CL 5th) (Adventure, DMG)

APL 8 (all items from APL 6 plus):

+1 wild hide armor (Adventure, DMG)
+1 keen heavy pick (Adventure, DMG)
pearl of power, 3rd level (Adventure, DMG)
periapt of wisdom +4 (Adventure, DMG)
ring of counterspells (Adventure, DMG)
vest of resistance +2 (Adventure, DMG)

APL 10 (all items from APL 8 plus):

+1 wild dragonhide breastplate (Adventure, DMG)
+2 wild heavy wooden shield (Adventure, DMG)
elemental gem (fire) (Adventure, DMG)
horn of blasting (Adventure, DMG)
Staff of Fauna (Adventure, CD)
metamagic rod, lesser (maximize) (Adventure, DMG)

Appendix 1: Elukian Clay

ELUKIAN CLAY

Although barely malleable in its natural state, this rough gray stone can be shaped into weapons and armor in a process similar to sculpting. Also known as sea-stone, elukian clay is formed in part by seepage from the Elemental Plane of Water. It has a strong affinity to water, so those traveling in or over large bodies of water value it greatly. Items made from elukian clay do not count against the wearer's weight total when calculating armor check penalties on Swim checks.

Although it can be shaped into a point, elukian clay does not hold an edge very well. Only piercing and bludgeoning weapons can be made from elukian clay. Armor and shields made from elukian clay have their armor check penalty increased by 1.

Once formed, an item made from elukian clay takes three days to harden. Items used before the hardening is complete are easily ruined; such items have 0 hardness and only one-tenth their normal hit points. Once dried, elukian clay items have a hardness of 10 and 30 hit points per inch of thickness.

Shaping elukian clay into armor requires the Craft (sculpture) skill.

Item	Market Price Modifier
Light armor	+1,000 gp
Medium armor	+2,000 gp
Heavy armor	+4,000 gp
Other items	+200 gp/lb.

Appendix 2: NPC and Monster Stats

Encounter 1:

APL 2

Aidan and Benre: Male Humans, War1; CR 1/2; **HD** 1d8+3; **hp** 11; **Init** +2; Spd 30 ft., **AC** 16 (+3 Studded Leather Armor, +1 Small Shield, +2 Dex), touch 12, flat-footed 14; **Base Atk** +1; **Grp** +3; **Atk:** +4 melee (1d6+2/19-20, short sword) or +3 ranged (1d6/x3, shortbow); **Full Atk:** +4 melee (1d6+2/19-20, short sword) or +3 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +5, Ref +2, Will +0; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 8; **Languages:** Common

Skills and Feats: Jump +6, Climb +6, Intimidate +3; Weapon Focus (Short Sword), Dodge

Possessions: Studded Leather Armor, Short Sword, Small Steel Shield, Short Bow, 20 arrows, 15 gold

Coiran: Male Human, Wiz1; CR 1; **HD** 1d4+3; **hp** 7; **Init** +2; Spd 30 ft., **AC** 12 (+2 Dex), touch 12, flat-footed 10; **Base Atk** +0; **Grp** +1; **Atk:** -1 melee (1d6-1/x2, quarterstaff) or +2 ranged (1d6/19-20, light crossbow) or +3 ranged (1d4-1/19-20, dagger); **Full Atk:** -1 melee (1d6-1/x2, quarterstaff) or +2 ranged (1d6/19-20, light crossbow) or +3 ranged (1d4-1/19-20, dagger); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +3, Ref +2, Will +2; Str 8, Dex 14, Con 16, Int 16, Wis 10, Cha 8; **Languages:** Common, Dwarven, Elven, Gnoll, Orc

Skills and Feats: Concentration +7 (+10 with Combat Casting), Decipher Script +7, Knowledge (Arcana) +7, Knowledge (History) +6, Knowledge (Local) +6, Spellcraft +7; Spell Focus (Enchantment); Combat Casting

Spells Prepared (3/2; base DC = 13 + spell level): 0 – *resistance*, *daze** x 2; 1 – *sleep**, *color spray*

* - these spells are 'Enchantment' and the DC is 14 + Spell Level

Possessions: Quarterstaff, Dagger, Light Crossbow, *Scroll of Mage Armor*, *Oil of Shillelagh*, 20 gp

Daern: Male Human, Ftr1; CR 1; **HD** 1d10+3; **hp** 13; **Init** +1; Spd 30 ft., **AC** 17 (+4 Chain Shirt, +2 Heavy Shield, +1 Dex), touch 11, flat-footed 16; **Base Atk** +1; **Grp** +2; **Atk:** +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); **Full Atk:** +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 16, Int 13, Wis 10, Cha 8; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Climb +6, Jump +6, Intimidate +3; Weapon Focus (Battleaxe), Power Attack, Combat Expertise

Possessions: Chain Shirt, Battleaxe, Heavy Steel Shield, Shortbow, 20 arrows, 35 gold

APL 4

Aidan and Daern: Male Humans, Ftr1; CR 1; **HD** 1d10+3; **hp** 13; **Init** +1; Spd 30 ft., **AC** 17 (+4 Chain Shirt, +2 Heavy Shield, +1 Dex), touch 11, flat-footed 16; **Base Atk** +1; **Grp** +2; **Atk:** +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); **Full Atk:** +4 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 16, Int 13, Wis 10, Cha 8; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Climb +6, Jump +6, Intimidate +3; Weapon Focus (Battleaxe), Power Attack, Combat Expertise

Possessions: Chain Shirt, Battleaxe, Heavy Steel Shield, Shortbow, 20 arrows, 35 gp

Benre: Male Human, Rog2; CR 2; **HD** 2d6+2; **hp** 12; **Init** +2; Spd 30 ft., **AC** 16 (+4 Chain Shirt, +2 Dex), touch 12, flat-footed 14; **Base Atk** +0; **Grp** +2; **Atk:** +5 melee (1d4+2/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); **Full Atk:** : +5 melee (1d4+2/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; SA +1d6 sneak attack, Evasion ; SQ -; **AL** CN; **SV** Fort +1, Ref +5, Will +0; Str 14, Dex 15, Con 13, Int 13, Wis 10, Cha 10; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Balance +9, Climb +5, Diplomacy +5, Hide +5, Jump +9, Sleight of Hand +7, Tumble +9; Weapon Focus (Dagger), Dodge

Possessions: Masterwork Chain Shirt, Masterwork Dagger, Light Crossbow, 20 bolts, *potions of cure light wounds* x 2, *potions of protection from good*, 100 gp

Coiran: Male Human, Wiz3; CR 3; **HD** 3d4+9; **hp** 19; **Init** +2; Spd 30 ft., **AC** 13 (+2 Dex, *bracers of armor* +1), touch 12, flat-footed 10; **Base Atk** +1; **Grp** +0; **Atk:** +0 melee (1d6-1/x2, quarterstaff) or +3 ranged (1d6/19-20, light crossbow) or +3 ranged (1d4-1/19-20, dagger); **Full Atk:** +0 melee (1d6-1/x2, quarterstaff) or +3 ranged (1d6/19-20, light crossbow) or +3 ranged (1d4-1/19-20, dagger); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +4, Ref +3, Will +3; Str 8, Dex 14, Con 16, Int 16, Wis 10, Cha 8; **Languages:** Common, Dwarven, Elven, Gnoll, Orc

Skills and Feats: Concentration +9 (+12 with Combat Casting), Decipher

Script +9, Knowledge (Arcana) +9, Knowledge (History) +6, Knowledge (Local) +6, Spellcraft +11; Spell Focus (Enchantment); Spell Focus (Illusion); Combat Casting

Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – *flare*, *resistance*, *daze** x 2; 1 – *charm person**, *color spray*^, *magic missile*; 2 – *tasha's hideous laughter**, *scorching ray*

* - these spells are 'Enchantment' and the DC is 14 + Spell Level

^ - these spells are 'Illusion' and the DC is 14 + spell level

Possessions: Quarterstaff, Dagger, Light Crossbow, *bracers of armor +1*, *scroll of mage armor*, *scroll of summon monster II x 2*, *oil of magic weapon*, *potion of invisibility*, *potion of cure light wounds x 2*, 120 gp

APL 6

Aidan: Male Human, Mnk3; CR 3; **HD** 3d8+6; **hp** 24; **Init** +2; Spd 40 ft., **AC** 14 (+2 Dex, +2 Wis, +1 *bracers of armor*), touch 14, flat-footed 13; **Base Atk** +2; **Grp** +8; **Atk:** +5 melee (1d6+2/x2, unarmed strike) or +5 melee (1d6+2/x2, masterwork kama) or +4 ranged (1d8/19-20, light crossbow); **Full Atk:** +5 melee (1d6+2/x2, unarmed strike) or +5 melee (1d6+2/x2, masterwork kama) or +3/+3 melee (1d6+2/x2, flurry of blows) or +4 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** evasion, still mind, flurry of blows ; SQ -; **AL** LN; **SV** Fort +5, Ref +5, Will +5; Str 14, Dex 15, Con 14, Int 10, Wis 14, Cha 8; **Languages:** Common

Skills and Feats: Balance +10, Escape Artist +4, Hide +7, Jump +10, Move Silently +7, Tumble +10; Weapon Focus (unarmed strike), Dodge, Improved Grapple, Stunning Fist (B), Deflect Arrows (B), Improved Unarmed Strike (B)

Possessions: Masterwork kama, light crossbow, 20 bolts, *bracers of armor +1*, *potion of cure moderate wounds*, *potion of cat's grace*

Benre: Male Human, Rog3; CR 3; **HD** 3d6+2; **hp** 20; **Init** +2; Spd 30 ft., **AC** 17 (+5 +1 *chain shirt*, +2 Dex), touch 13, flat-footed 15; **Base Atk** +2; **Grp** +4; **Atk:** +6 melee (1d4+2/19-20, dagger) or +4 ranged (1d6/x3, shortbow); **Full Atk:** : +6 melee (1d4+2/19-20, dagger) or +4 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA +2d6 sneak attack, evasion, trap sense +1 ; SQ -; **AL** CN; **SV** Fort +2, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 13, Wis 10, Cha 10; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Balance +10, Climb +5, Diplomacy +7, Hide +5, Jump +10, Sleight of Hand +8, Tumble +10; Weapon Focus (Dagger), Dodge,

Toughness

Possessions: +1 chain shirt, Masterwork Dagger, shortbow, 20 arrows, *potion of cure light wounds* x 2, *potion of invisibility*, 100 gp

Coiran: Male Human, Wiz5; CR 5; **HD** 5d4+15; **hp** 31; **Init** +2; Spd 30 ft., **AC** 13 (+2 Dex, *ring of protection* +1), touch 13, flat-footed 11; **Base Atk** +2; **Grp** +1; **Atk:** +1 melee (1d6-1/x2, quarterstaff) or +4 ranged (1d6/19-20, light crossbow) or +4 ranged (1d4-1/19-20, dagger); **Full Atk:** +1 melee (1d6-1/x2, quarterstaff) or +4 ranged (1d6/19-20, light crossbow) or +4 ranged (1d4-1/19-20, dagger); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 19, Wis 10, Cha 8; **Languages:** Common, Dwarven, Elven, Gnoll, Orc

Skills and Feats: Concentration +11 (+14 with Combat Casting), Decipher Script +10, Knowledge (Arcana) +12, Knowledge (History) +7, Knowledge (Local) +6, Spellcraft +14; Spell Focus (Enchantment); Spell Focus (Illusion); Combat Casting; Silent Spell (B)

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0 – *flare*, *resistance*, *daze** x 2; 1 – *charm person**, *color spray*^, *magic missile* x2; 2 – *tasha's hideous laughter**, *scorching ray*, *touch of idiocy**; 3 – *haste*, *fireball*

* - these spells are 'Enchantment' and the DC is 15 + Spell Level

^ - these spells are 'Illusion' and the DC is 15 + spell level

Possessions: Quarterstaff, Dagger, Light Crossbow, *ring of protection* +1, *scroll of mage armor*, *scroll of summon monster III* x 2, *oil of magic weapon*, *potion of invisibility*, *potion of cure light wounds* x 2, *potion of fly*, *ring of feather falling*, 120 gp

Daern: Male Human, Ftr3; CR 3; **HD** 3d10+6; **hp** 28; **Init** +1; Spd 30 ft., **AC** 19 +6 +1 *breastplate*, +2 heavy steel shield, +1 Dex), touch 12, flat-footed 18; **Base Atk** +3; **Grp** +6; **Atk:** +8 melee (1d8+3/x3, battleaxe) or +5 ranged (1d6/x3, shortbow); **Full Atk:** +8 melee (1d8+3/x3, battleaxe) or +5 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +2, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Climb +8, Jump +9, Intimidate +5, Swim +8; Weapon Focus (Battleaxe), Power Attack, Combat Expertise; Cleave; Blind Fight

Possessions: +1 *breastplate*, heavy steel shield, Masterwork battleaxe, Masterwork Shortbow, 20 arrows, *potion of cure light wounds* x 2, 100gp

APL 8

Aidan: Male Human, Mnk5; CR 5; **HD** 5d8+10; **hp** 38; **Init** +3; Spd 40 ft., **AC** 19 (+3 Dex, +2 Wis, +1 *bracers of armor*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 monk bonus), touch 17, flat-footed 16; **Base Atk** +3; **Grp** +9; **Atk:** +6 melee (1d8+2/x2, unarmed strike) or +6 melee (1d6+3/x2, masterwork kama) or +5 ranged (1d8/19-20, light crossbow); **Full Atk:** +6 melee (1d6+2/x2, unarmed strike) or +6 melee (1d6+3/x2, masterwork kama) or +4/+4 melee (1d6+2/x2, flurry of blows) or +5 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** evasion, still mind, flurry of blows, ki strike (magic), slow fall (20 ft); **SQ** -; **AL** LN; **SV** Fort +6, Ref +6, Will +6; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 8; **Languages:** Common

Skills and Feats: Balance +13, Escape Artist +4, Hide +10, Jump +12, Move Silently +10, Tumble +13; Weapon Focus (unarmed strike), Dodge, Improved Grapple, Stunning Fist (B), Deflect Arrows (B), Improved Unarmed Strike (B)

Possessions: +1 *kama*, light crossbow, 20 bolts, *bracers of armor* +1, *ring of protection* +1, *amulet of natural armor* +1, *potion of cure moderate wounds*, *potion of cat's grace*

Benre: Male Human, Rog5; CR 5; **HD** 5d6+5; **hp** 30; **Init** +3; Spd 30 ft., **AC** 19 (+5 +1 *chain shirt*, +3 Dex, +1 *ring of protection*), touch 15, flat-footed 16; **Base Atk** +3; **Grp** +5; **Atk:** +7 melee (1d4+3/19-20, +1 *dagger*) or +6 ranged (1d6/x3, shortbow); **Full Atk:** +7 melee (1d4+3/19-20, +1 *dagger*) or +6 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; **SA** +3d6 sneak attack, evasion, trap sense +1, uncanny dodge ; **SQ** -; **AL** CN; **SV** Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 13, Int 13, Wis 10, Cha 10; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Balance +13, Climb +5, Diplomacy +7, Hide +10, Jump +12, Move Silently +10, Sleight of Hand +11, Tumble +13; Weapon Focus (Dagger), Dodge, Toughness

Possessions: +1 *chain shirt*, +1 *dagger*, shortbow, 20 arrows, *ring of protection* +1, *cloak of resistance* +1, *potion of cure light wounds* x 2, *potion of invisibility*, 40 gp

Coiran: Male Human, Wiz7; CR 7; **HD** 7d4+14; **hp** 38; **Init** +2; Spd 30 ft., **AC** 13 (+2 Dex, *ring of protection* +1), touch 13, flat-footed 11; **Base Atk** +3; **Grp** +2; **Atk:** +2 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d6/19-20, light crossbow) or +5 ranged (1d4-1/19-20, dagger); **Full Atk:** +2 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d6/19-20, light crossbow) or +5 ranged (1d4-1/19-20, dagger); **Space/Reach** 5 ft./5 ft.; **SA** - ; **SQ** -; **AL** CN; **SV** Fort +5, Ref +4, Will +5; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 8; **Languages:**

Common, Dwarven, Elven, Gnoll, Orc

Skills and Feats: Concentration +13 (+17 with Combat Casting), Decipher Script +14, Knowledge (Arcana) +14, Knowledge (History) +10, Knowledge (Local) +10, Spellcraft +16; Spell Focus (Enchantment); Spell Focus (Illusion); Greater Spell Focus (Illusion); Combat Casting; Silent Spell (B)

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0 – *flare, resistance, daze** x 2; 1 – *charm person**, *color spray*[^], *magic missile* x2; 2 – *tasha's hideous laughter**, *scorching ray* x2, *touch of idiocy**; 3 – *dispel magic, haste, fireball*; 4 – *greater invisibility*

* - these spells are 'Enchantment' and the DC is 15 + Spell Level

[^] - these spells are 'Illusion' and the DC is 16 + spell level

Possessions: Quarterstaff, Dagger, Light Crossbow, *ring of protection +1, scroll of mage armor, scroll of summon monster III, potion of invisibility, potion of cure light wounds x 2, potion of fly, ring of counterspells, rod of metamagic (lesser), empower, 120 gp*

Daern: Male Human, Ftr5; CR 5; **HD** 5d10+6; **hp** 44; **Init** +2; Spd 30 ft., **AC** 20 (+6 +1 *breastplate*, +3 (+1 *heavy steel shield*), +2 Dex), touch 13, flat-footed 18; **Base Atk** +5; **Grp** +9; **Atk:** +11 melee (1d8+5/x3, +1 *battleaxe*) or +8 ranged (1d6/x3, shortbow); **Full Atk:** +11 melee (1d8+5/x3, +1 *battleaxe*) or +8 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +6, Ref +3, Will +1; Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 8; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Climb +11, Jump +12, Intimidate +7, Swim +9; Weapon Focus (Battleaxe), Power Attack, Combat Expertise; Cleave; Great Cleave; Blind Fight

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *battleaxe*, Masterwork Shortbow, 20 arrows, *potion of cure light wounds x 2, gauntlets of ogre power, 100gp*

APL 10

Aidan: Male Human, Mnk7; CR 7; **HD** 7d8+14; **hp** 52; **Init** +3; Spd 50 ft., **AC** 21 (+3 Dex, +2 Wis, +2 *bracers of armor*, +2 *ring of protection*, +1 *amulet of natural armor*, +1 monk bonus), touch 18, flat-footed 19; **Base Atk** +5; **Grp** +11; **Atk:** +8 melee (1d8+2/x2, unarmed strike) or +8 melee (1d6+3/x2, masterwork kama) or +8 ranged (1d8/19-20, light crossbow); **Full Atk:** +8 melee (1d6+2/x2, unarmed strike) or +8 melee (1d6+3/x2, masterwork kama) or +5/+5 melee (1d6+2/x2, flurry of blows) or +8 ranged (1d8/19-20, light

crossbow); **Space/Reach** 5 ft./5 ft.; **SA** evasion, still mind, flurry of blows, ki strike (magic), slow fall (20 ft), wholeness of body, purity of body; **SQ** -; **AL** LN; **SV** Fort +7, Ref +8, Will +7; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8; **Languages**: Common

Skills and Feats: Balance +13, Escape Artist +4, Hide +10, Jump +12, Move Silently +10, Tumble +15; Weapon Focus (unarmed strike), Dodge, Improved Grapple, Stunning Fist (B), Deflect Arrows (B), Improved Unarmed Strike (B), Power Attack, Improved Disarm (B)

Possessions: +1 *kama*, light crossbow, 20 bolts, *bracers of armor* +2, *ring of protection* +2, *amulet of natural armor* +1, *potion of cure moderate wounds* x 2, *potion of cat's grace*

Benre: Male Human, Rog7; CR 7; **HD** 7d6+7; **hp** 40; **Init** +3; Spd 30 ft., **AC** 20 (+6 +2 *chain shirt*, +3 Dex, +1 *ring of protection*), touch 14, flat-footed 17; **Base Atk** +5; **Grp** +7; **Atk**: +9 melee (1d4+3+1d6/19-20, +1 *flaming dagger*) or +8 ranged (1d6/x3, shortbow); **Full Atk**: : +9 melee (1d4+3+1d6/19-20, +1 *flaming dagger*) or +8 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; **SA** +4d6 sneak attack, evasion, trap sense +2, uncanny dodge ; **SQ** -; **AL** CN; **SV** Fort +5, Ref +10, Will +4; Str 14, Dex 16, Con 13, Int 13, Wis 10, Cha 10; **Languages**: Common, Dwarven, Gnomish

Skills and Feats: Balance +15, Climb +11, Diplomacy +12, Hide +13, Jump +12, Move Silently +13, Sleight of Hand +15, Tumble +15; Weapon Focus (Dagger), Dodge, Toughness, Mobility

Possessions: +2 *chain shirt*, +1 *dagger*, shortbow, 20 arrows, *ring of protection* +1, *cloak of resistance* +2, *potion of cure serious wounds*, *potion of moderate wounds*, *potion of invisibility*, 100 gp

Coiran: Male Human, Wiz9; CR 9; **HD** 9d4+14; **hp** 46; **Init** +2; Spd 30 ft., **AC** 13 (+2 Dex, *ring of protection* +1), touch 13, flat-footed 11; **Base Atk** +4; **Grp** +3; **Atk**: +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d6/19-20, light crossbow) or +5 ranged (1d4-1/19-20, dagger); **Full Atk**: +3 melee (1d6-1/x2, quarterstaff) or +5 ranged (1d6/19-20, light crossbow) or +5 ranged (1d4-1/19-20, dagger); **Space/Reach** 5 ft./5 ft.; **SA** - ; **SQ** -; **AL** CN; **SV** Fort +8, Ref +7, Will +9; Str 8, Dex 14, Con 14, Int 21, Wis 10, Cha 8; **Languages**: Common, Dwarven, Elven, Gnomish, Orc, Infernal, Draconic

Skills and Feats: Concentration +14 (+18 with Combat Casting), Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +15, Knowledge (Local) +10, Spellcraft +19; Spell Focus (Enchantment); Spell Focus (Illusion); Greater Spell Focus (Illusion); Combat Casting; Silent Spell (B), Empower Spell

Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level): 0 – *flare*, *resistance* x2, *daze** x 2; 1 – *charm person**, *color spray*^, *magic missile* x2, *ray of enfeeblement* x2; 2 – *tasha's hideous laughter**, *scorching ray* x2, *touch of idiocy**, *phantasmal assailants*^; 3 – *dispel magic*, *haste*, *fireball*, *slow*; 4 – *greater invisibility*, *confusion**, *fire shield*; 5 – *Summon Monster 5* x2

* - these spells are 'Enchantment' and the DC is 16 + Spell Level

^ - these spells are 'Illusion' and the DC is 17 + spell level

Possessions: Quarterstaff, Dagger, Light Crossbow, *ring of protection* +1, *scroll of mage armor*, *scroll of summon monster III*, *potion of invisibility*, *potion of cure light wounds* x 2, *potion of fly*, *ring of counterspells*, *rod of metamagic (lesser)*, *maximize*, *cloak of resistance* +3, 320 gp

Daern: Male Human, Ftr7; CR 7; **HD** 7d10+14; **hp** 60; **Init** +2; Spd 30 ft., **AC** 24 (+9 +1 *full plate*, +3 +1 *heavy steel shield*, +1 Dex, +1 *ring of protection*), touch 12, flat-footed 23; **Base Atk** +7/2; **Grp** +11; **Atk:** +13 melee (1d8+7/19-20, x3, +1 *keen battleaxe*) or +10 ranged (1d6/x3, shortbow); **Full Atk:** +13/+8 melee (1d8+7/19-20, x3, +1 *keen battleaxe*) or +10/5 ranged (1d6/x3, shortbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** CN; **SV** Fort +7, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 8; **Languages:** Common, Dwarven, Gnoll

Skills and Feats: Climb +14, Jump +14, Intimidate +9, Swim +14; Weapon Focus (Battleaxe), Power Attack, Combat Expertise, Cleave, Great Cleave; Blind Fight, Weapon Specialization (Battleaxe), Combat Reflexes

Possessions: +1 *full plate*, +1 *heavy steel shield*, +1 *keen battleaxe*, +1 *ring of protection*, Masterwork Shortbow, 20 arrows, *potion of moderate wounds* x 2, *gauntlets of ogre power*, 100gp

Encounter 3a: Psycho Killer

APL 8 (EL 10)

Ailinick: Vampire (Human), Sorcerer 8; **CR** 10; Medium Undead (Augmented Humanoid); **HD** 8d12; **hp** 54; **Init** +7; **Spd** 30 ft.; **AC** 23, touch 17, flat-footed 20 (+3 Dex, +6 Natural Armor, +4 *Mage Armor*); **Base Atk** +4; **Grp** +6; **Atk** +6 melee (1d6+1 and energy drain, slam); **Full Atk** +6 melee (1d6+1 and energy drain, slam); **Space/Reach** 5 ft./5 ft.; **SA** Blood Drain, Children of the Night, Dominate; **SQ** Alternate Form, DR 10/Silver or Magic, Fast Healing 5,

Gaseous Form, Cold Resistance 10, Electricity Resistance 10, Spider Climb, +4 Turn Resistance; **AL** CE; **SV** Fort +2, Ref +7, Will +7; Str 15, Dex 16, Con --, Int 13, Wis 12, Cha 26*; **Languages**: Common, Draconic

Skills and Feats: Bluff +14, Hide +11, Listen +11, Move Silently +11, Search +9, Sense Motive +9, Spot +11, Concentration +11, Spellcraft +13, Knowledge Arcana +13, Decipher Script +7; Improved Initiative, Magical Aptitude, Spell Focus (Enchantment), Alertness, Combat Reflexes, Dodge, Lightning Reflexes, Silent Spell

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 constitution drain each round the pin is maintained. On each 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. These creatures arrive in 2d6 rounds and serve the vampire for up to one 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 Will Save (DC 20) or fall instantly under the vampire's influence as though by a *dominate person* (caster level 12th).

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gains two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use this ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, a dire bat, wolf or dire wolf as a standard action. This ability functions as a *polymorph* spell cast by a 12th level character, except that the vampire does not regain lost hit points for changing form. While in this form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary abilities of its new form.

Fast Healing (Ex): A vampire heals 5 hit points of damage each round as long as it has at least 1 hit point. If reduced to 0 hit points, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in his coffin, the vampire is helpless. It gains 1 hit point after an hour and then gains 5 hit points per round.

Sorcerer/Bard Spells Known (6/8/8/6/4; save DC 18 + spell level): 0 – *Arcane Mark, Dancing Lights, Daze, Light, Mage Hand, Mending, Prestidigitation, Ray of Frost*; 1st – *Grease, Magic Missile, Shield, Mage Armor, True Strike*; 2nd – *Mirror Image, Scorching Ray, Tasha's Hideous Laughter*; 3rd – *Fireball, Fly*; 4th *Confusion*

APL 10 (EL 12)

Ailinick: Vampire (Human), Sorcerer 10; **CR** 12; Medium Undead (Augmented Humanoid); **HD** 10d12; **hp** 78; **Init** +7; **Spd** 30 ft.; **AC** 25, touch 19, flat-footed 22 (+3 Dex, +6 Natural Armor, +4 *Mage Armor*, +2 *ring of protection*); **Base Atk** +5; **Grp** +7; **Atk** +7 melee (1d6+2 and energy drain, slam); **Full Atk** +7 melee (1d6+2 and energy drain, slam); **Space/Reach** 5 ft./5 ft.; **SA** Blood Drain, Children of the Night, Dominate; **SQ** Alternate Form, DR 10/Silver or Magic, Fast Healing 5, Gaseous Form, Cold Resistance 10, Electricity Resistance 10, Spider Climb, +4 Turn Resistance; **AL** CE; **SV** Fort +3, Ref +8, Will +8; Str 15, Dex 16, Con --, Int 13, Wis 12, Cha 26*.; **Languages:** Common, Draconic

Skills and Feats: Bluff +14, Hide +11, Listen +11, Move Silently +11, Search +9, Sense Motive +9, Spot +11, Concentration +15, Spellcraft +15, Knowledge Arcana +13, Decipher Script +7; Improved Initiative, Magical Aptitude, Spell Focus (Enchantment), Combat Casting, Alertness, Combat Reflexes, Dodge, Lightning Reflexes, Still Spell

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 constitution drain each round the pin is maintained. On each 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. These creatures arrive in 2d6 rounds and serve the vampire for up to one 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 Will Save (DC 21) or fall instantly under the vampire's influence as though by a *dominate person* (caster level 12th).

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gains two negative levels.

For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use this ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, a dire bat, wolf or dire wolf as a standard action. This ability functions as a *polymorph* spell cast by a 12th level character, except that the vampire does not regain lost hit points for changing form. While in this form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary abilities of its new form.

Fast Healing (Ex): A vampire heals 5 hit points of damage each round as long as it has at least 1 hit point. If reduced to 0 hit points, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in his coffin, the vampire is helpless. It gains 1 hit point after an hour and then gains 5 hit points per round.

Sorcerer/Bard Spells Known (9/7/6/4/3/2; save DC 18 + spell level): 0 – *Arcane Mark, Dancing Lights, Daze, Light, Mage Hand, Mending, Prestidigitation, Ray of Frost, Touch of Fatigue*; 1st – *Grease, Magic Missile, Shield, Mage Armor, True Strike, Shield*; 2nd – *Mirror Image, Scorching Ray, Tasha's Hideous Laughter, Eagle's Splendor*; 3rd – *Fireball, Fly, Slow*; 4th – *Greater Invisibility, Confusion*; 5th – *Summon Monster V*

Possessions: *Ring of Protection +2, Horn of Blasting, scroll of lightning bolt*

Encounter 3d: Life During Wartime

APL 6 (EL 7)

Vyorek: Male Human Ftr3; CR 3; **HD** 3d10+6; **hp** 28; **Init** +5; Spd 20 ft., **AC** 19 (+6 +1 *breastplate*, +2 Heavy Steel Shield, +1 Dex), touch 11, flat-footed 18; **Base Atk** +3; **Grp** +6; **Atk:** +8 melee (1d6+3/x4, heavy pick) or +4 ranged (1d8/19-20, light crossbow); **Full Atk:** +8 melee (1d6+3/x4, heavy pick) or +4 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** LE; **SV** Fort +5, Ref +2, Will +1; Str 17, Dex 13, Con 15, Int 8, Wis 10, Cha 8; **Languages:** Common, Gnome

Skills and Feats: Jump +7, Climb +7, Swim +7; Weapon Focus (Heavy Pick), Power Attack, Cleave, Improved Bull Rush, Improved Initiative

Possessions: +1 *breastplate*, masterwork heavy pick, heavy steel shield, light crossbow, 20 bolts, *potion of cure moderate wounds*

Rahnad: Male Human Mnk3; CR 3; **HD** 3d8+3; **hp** 21; **Init** +3; Spd 40 ft., **AC** 16 (+3 Dex, +2 Wis, *bracers of armor* +1), touch 15, flat-footed 13; **Base Atk** +2; **Grp** +8; **Atk:** +5 melee (1d6+2/x2, unarmed strike) or +4 melee (1d6+2/x2, kama) or +5 ranged (1d8/19-20, light crossbow); **Full Atk:** +5 melee (1d6+2/x2, unarmed strike) or +3/+3 melee (1d6+2/x2, flurry of blows) or +4 melee (1d6+2/x2, kama) or +5 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; SA evasion, still mind ; SQ -; **AL** LE; **SV** Fort +5, Ref +7, Will +6; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8; **Languages:** Common, Gnoll

Skills and Feats: Balance +10, Jump +9, Listen +6, Move Silently +9, Spot +6, Tumble +11; Weapon Focus (Unarmed Strike), Dodge, Improved Grapple (B), Deflect Arrows (B), Mobility

Possessions: kama, light crossbow, *bracers of armor* +1, *cloak of resistance* +1, *potion of owl's wisdom*, *potion of cat's grace*

Liothen: Male Human Src4; CR 4; **HD** 4d4+11; **hp** 24; **Init** +6; Spd 30 ft., **AC** 13 (+2 dex, +1 *amulet of natural armor*), touch 12, flat-footed 11; **Base Atk** +2; **Grp** +1; **Atk:** +1 melee (1d6-1/x2, light mace) or +4 ranged (1d8/19-20, light crossbow); **Full Atk:** +1 melee (1d6-1/x2, light mace) or +4 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; SA familiar (toad) ; SQ -; **AL** CN; **SV** Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 15, Int 10, Wis 10, Cha 19; **Languages:** Common, Draconic, Gnoll

Skills and Feats: Concentration +12, Knowledge (Arcana) +7, Spellcraft +9; Skill Focus (Concentration), Point Blank Shot, Improved Initiative

Spells Known (6/7/1; save DC 14 + spell level): 0 – *daze*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1 – *backbiter* (CA), *magic missile*, *mage armor*; 2 – *scorching ray*

Possessions: light crossbow, light mace, 20 bolts, +1 *amulet of natural armor*, *potion of cure light wounds*, *scroll of shield*, *cloak of charisma* +2

Graelick: Gnoll Drd3; CR 4; **HD** 2d8+6+3d8+9; **hp** 37; **Init** +4; Spd 30 ft., **AC** 19 (+4 +1 *hide armor*, +2 heavy steel shield, +2 Dex, +1 natural), touch 13, flat-footed 17; **Base Atk** +3; **Grp** +4; **Atk:** +5 melee (1d6+1/18-20, scimitar) or +4 ranged (1d4+1/x2, sling); **Full Atk:** +5 melee (1d6+1/18-20, scimitar) or +4 ranged (1d4+1/x2, sling); **Space/Reach** 5 ft./5 ft.; SA nature sense, wild empathy, woodland stride, trackless step, animal companion (dire rat) ; SQ -; **AL** NE; **SV** Fort +9, Ref +2, Will +5; Str 12, Dex 14, Con 16, Int 10, Wis 14, Cha 10; **Languages:** Common, Gnoll

Skills and Feats: Concentration +13, Spot +7, Listen +6, Handle Animal +6, Survival +5, Knowledge (Nature) +6; Combat Casting, Track, Quick Reconnaissance.

Spells Prepared (4/3/2; save DC 12 + spell level): 0 – *resistance x 2, cure minor wounds, flare*; 1st – *magic fang, magic stone, obscuring mist*; 2nd – *summon swarm, creeping cold (CD)*

Possessions: +1 *hide armor*, masterwork scimitar, heavy wooden shield, sling, 20 stones, *scroll of cure light wounds, potion of cure moderate wounds*

Grax: Dire Rat (Animal Companion); **HD** 3d8+3; **hp** 21; **Init** +4; Spd 40 ft. (20 ft climb), **AC** 18 (+1 size, +4 dex, +3 natural), touch 15, flat-footed 14; **Base Atk** +2; **Grp** -2; **Atk:** +7 melee (1d6 + disease, bite); **Full Atk:** +7 melee (1d6 + disease, bite); **Space/Reach** 5 ft./5 ft.; SA link, share spells, evasion, disease ; SQ low light vision, scent; **AL** N; **SV** Fort +4, Ref +7, Will +4; Str 11, Dex 18, Con 12, Int 2, Wis 12, Cha 4; **Languages:** Common, Gnoll

Skills and Feats: Climb +15, Hide +10, Listen +5, Move Silently +6, Spot +6, Swim +11; Weapon Finesse, Alertness, Improved Natural Attack (Bite)

Tricks known: attack, attack all, track, heel, down, stay, flank

Disease (Ex): Filth Fever, bite. Fortitude DC 11, incubation period 1d3 days, damage 1d3 dex and 1d3 con. This save is Constitution based.

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APL 8 (EL 9)

Vyorek: Male Human Ftr5; CR 5; **HD** 5d10+10; **hp** 44; **Init** +5; Spd 20 ft., **AC** 21 (+7 +2 *breastplate*, +2 Heavy Steel Shield, +1 Dex, +1 *ring of protection*), touch 12, flat-footed 20; **Base Atk** +5; **Grp** +9; **Atk:** +11 melee (1d6+4/x4, heavy pick) or +6 ranged (1d8/19-20, light crossbow); **Full Atk:** +11 melee (1d6+4/x4, heavy pick) or +4 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ - ; **AL** LE; **SV** Fort +6, Ref +2, Will +1; Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 8; **Languages:** Common, Gnoll

Skills and Feats: Jump +10, Climb +10, Swim +8; Weapon Focus (Heavy Pick), Power Attack, Cleave, Improved Bull Rush, Improved Initiative, Weapon Specialization (Heavy Pick)

Possessions: +2 *breastplate*, +1 *heavy pick*, heavy steel shield, light

crossbow, 20 bolts, +1 *ring of protection*, *potion of bull's strength*, *potion of cure moderate wounds*

Rahnad: Male Human Mnk5; CR 5; **HD** 5d8+5; **hp** 33; **Init** +3; Spd 40 ft., **AC** 19 (+3 Dex, +2 Wis, *bracers of armor* +2, +1 *ring of protection*, +1 monk bonus), touch 17, flat-footed 16; **Base Atk** +3; **Grp** +9; **Atk:** +6 melee (1d8+2/x2, unarmed strike) or +6 melee (1d6+2/x2, masterwork kama) or +7 ranged (1d8/19-20, mw light crossbow); **Full Atk:** +6 melee (1d8+2/x2, unarmed strike) or +4/+4 melee (1d8+2/x2, flurry of blows) or +6 melee (1d6+2/x2, mw kama) or +7 ranged (1d8/19-20, mw light crossbow); **Space/Reach** 5 ft./5 ft.; SA evasion, still mind, purity of body, *ki* strike (magic); SQ -; **AL** LE; **SV** Fort +6, Ref +8, Will +7; Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 8; **Languages:** Common, Gnoll

Skills and Feats: Balance +10, Jump +9, Listen +7, Move Silently +11, Spot +7, Tumble +13; Weapon Focus (Unarmed Strike), Dodge, Improved Grapple (B), Deflect Arrows (B), Mobility

Possessions: masterwork kama, masterwork light crossbow, *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *potion of cat's grace*

Liothen: Male Human Src6; CR 6; **HD** 6d4+15; **hp** 34; **Init** +6; Spd 30 ft., **AC** 13 (+2 Dex, +1 *ring of protection*), touch 12, flat-footed 11; **Base Atk** +2; **Grp** +1; **Atk:** +3 melee (1d6-1/x2, mw light mace) or +6 ranged (1d8/19-20, mw light crossbow); **Full Atk:** +3 melee (1d6-1/x2, mw light mace) or +6 ranged (1d8/19-20, mw light crossbow); **Space/Reach** 5 ft./5 ft.; SA familiar (toad) ; SQ -; **AL** CN; **SV** Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 15, Int 10, Wis 10, Cha 19; **Languages:** Common, Draconic, Gnoll

Skills and Feats: Concentration +14, Bluff +6, Knowledge (Arcana) +7, Spellcraft +11; Skill Focus (Concentration), Improved Initiative, Point Blank Shot, Precise Shot

Spells Known (6/7/6/4; save DC 14 + spell level): 0 – *acid splash*, *daze*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1 – *backbiter* (CA), *magic missile*, *mage armor*; 2 – *scorching ray*, *phantasmal assailants* (CA); 3 – *lightning bolt*

Possessions: masterwork light crossbow, masterwork light mace, 20 bolts, *ring of protection* +1, *potion of cure light wounds*, *scroll of shield*, *ring of counterspells*, *wand of magic missile* (3rd level)

Graelick: Gnoll Drd5; CR 6; **HD** 2d8+6+5d8+15; **hp** 53; **Init** +4; Spd 30 ft., **AC** 21 (+5 +2 *hide armor*, +2 heavy steel shield, +2 Dex, +1 natural, +1 *ring of protection*), touch 13, flat-footed 19; **Base Atk** +4; **Grp** +5; **Atk:** +6 melee (1d6+1/18-20, scimitar) or +6 ranged (1d4+1/x2, sling); **Full Atk:** +6 melee (1d6+1/18-20, scimitar) or +5 ranged (1d4+1/x2, sling); **Space/Reach** 5 ft./5 ft.; SA nature sense, wild empathy, woodland stride, trackless step, animal companion (dire rat), resist nature's lure, wild shape 1/day ; SQ -; **AL** NE; **SV** Fort +10, Ref +3, Will +6; Str 12, Dex 14, Con 16, Int 10, Wis 15, Cha 10; **Languages:** Common, Gnoll

Skills and Feats: Concentration +14, Spot +7, Listen +9, Handle Animal +7, Survival +7, Knowledge (Nature) +7; Combat Casting, Track, Quick Reconnoiter.

Spells Prepared (5/4/3/1; save DC 12 + spell level): 0 – *resistance x 2*, *cure minor wounds*, *flare*, *read magic*; 1 – *magic fang*, *magic stone*, *obscuring mist*, *cure light wounds*; 2nd – *summon swarm*, *creeping cold* (CD), *decomposition* (CD); 3 – *infestation of maggots* (CD)

Possessions: +2 *hide armor*, masterwork scimitar, heavy wooden shield, sling, 20 stones, *scroll of cure light wounds*, *potion of cure moderate wounds*, *ring of protection* +1

Grax: Dire Rat (Animal Companion); **HD** 3d8+3; **hp** 21; **Init** +4; Spd 40 ft. (20 ft climb), **AC** 18 (+1 size, +4 dex, +3 natural), touch 15, flat-footed 14; **Base Atk** +2; **Grp** -2; **Atk:** +7 melee (1d6 + disease, bite); **Full Atk:** +7 melee (1d6 + disease, bite); **Space/Reach** 5 ft./5 ft.; SA link, share spells, evasion, disease ; SQ low light vision, scent; **AL** N; **SV** Fort +4, Ref +7, Will +4; Str 11, Dex 18, Con 12, Int 2, Wis 12, Cha 4; **Languages:** Common, Gnoll
Skills and Feats: Climb +15, Hide +10, Listen +5, Move Silently +6, Spot +6, Swim +11; Weapon Finesse, Alertness, Improved Natural Attack (Bite)

Tricks known: attack, attack all, track, heel, down, stay, flank

Disease (Ex): Filth Fever, bite. Fortitude DC 11, incubation period 1d3 days, damage 1d3 dex and 1d3 con. This save is Constitution based.

APL 10 (EL 11)

Vyorek: Male Human Ftr7; CR 7; **HD** 7d10+14; **hp** 59; **Init** +5; Spd 20 ft., **AC** 20 (+7 +2 *breastplate*, +1 Dex, +2 *ring of protection*), touch 13, flat-footed 19; **Base Atk** +7/+2; **Grp** +11; **Atk:** +13 melee (1d6+4/19-20 x4, +1 *keen heavy pick*) or +8 ranged (1d8/19-20, light crossbow); **Full Atk:** +11/+6 melee

(1d6+4/19-20 x4, +1 *keen heavy pick*) and +10 melee (1d4+2/x4, mw light pick) or +8 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; SA - ; SQ -; **AL** LE; **SV** Fort +7, Ref +3, Will +2; Str 18, Dex 13, Con 15, Int 8, Wis 10, Cha 8; **Languages:** Common, Gnoll

Skills and Feats: Jump +11, Climb +12, Swim +9; Weapon Focus (Heavy Pick), Power Attack, Cleave, Improved Bull Rush, Improved Initiative, Weapon Specialization (Heavy Pick), Two-Weapon Fighting, Great Cleave

Possessions: +2 *breastplate*, +1 *keen heavy pick*, masterwork light pick, light crossbow, 20 bolts, +1 *ring of protection*, *potion of bull's strength*, *potion of cure moderate wounds*

Rahnad: Male Human Mnk7; CR 7; **HD** 7d8+7; **hp** 45; **Init** +4; Spd 50 ft., **AC** 22 (+4 Dex, +2 Wis, *bracers of armor* +2, *ring of protection* +2, *amulet of natural armor* +1, +1 monk bonus), touch 19, flat-footed 18; **Base Atk** +5; **Grp** +11; **Atk:** +8 melee (1d8+2/x2, unarmed strike) or +8 melee (1d6+2/x2, masterwork kama) or +9 ranged (1d8/19-20, mw light crossbow); **Full Atk:** +8 melee (1d8+2/x2, unarmed strike) or +6/+6 melee (1d8+2/x2, flurry of blows) or +8 melee (1d6+2/x2, mw kama) or +9 ranged (1d8/19-20, mw light crossbow); **Space/Reach** 5 ft./5 ft.; SA evasion, still mind, purity of body, *ki strike* (magic), slow fall (30'), wholeness of body; SQ -; **AL** LE; **SV** Fort +6, Ref +9, Will +7; Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 8; **Languages:** Common, Gnoll

Skills and Feats: Balance +12, Jump +10, Listen +8, Move Silently +14, Spot +10, Tumble +16; Weapon Focus (Unarmed Strike), Dodge, Improved Grapple (B), Deflect Arrows (B), Mobility, Improved Trip (B), Spring Attack

Possessions: masterwork kama, masterwork light crossbow, *bracers of armor* +2, *ring of protection* +2, *amulet of natural armor* +1, *potion of owl's wisdom*

Liothen: Male Human Src8; CR 8; **HD** 8d4+19; **hp** 44; **Init** +6; Spd 30 ft., **AC** 14 (+2 Dex, +2 *ring of protection*), touch 14, flat-footed 12; **Base Atk** +4; **Grp** +3; **Atk:** +4 melee (1d6-1/x2, mw light mace) or +7 ranged (1d8/19-20, mw light crossbow); **Full Atk:** +4 melee (1d6-1/x2, mw light mace) or +7 ranged (1d8/19-20, mw light crossbow); **Space/Reach** 5 ft./5 ft.; SA familiar (toad); SQ -; **AL** CN; **SV** Fort +7, Ref +6, Will +8; Str 8, Dex 14, Con 15, Int 10, Wis 10, Cha 20; **Languages:** Common, Draconic, Gnoll

Skills and Feats: Concentration +17, Bluff +10, Knowledge (Arcana) +9, Spellcraft +12; Skill Focus (Concentration), Improved Initiative, Point Blank Shot, Precise Shot

(8/5/3/2/1)Spells Known (6/8/7/6/4; save DC 15 + spell level): 0 – *acid splash, daze, mage hand, prestidigitation, ray of frost, resistance, touch of fatigue, ghost sound*; 1 – *backbiter (CA), magic missile, mage armor, ray of enfeeblement, lesser orb of acid (CA)*; 2 – *scorching ray, phantasmal assailants (CA), summon monster II*; 3 – *lightning bolt, dispel magic*; 4 – *burning blood (CA)*

Possessions: masterwork light crossbow, masterwork light mace, 20 bolts, *ring of protection +2, cloak of charisma +2, vest of resistance +2, potion of cure moderate wounds, scroll of shield, ring of counterspells, wand of magic missile (5th level)*

Graelick: Gnoll Drd7; CR 8; **HD** 2d8+6+5d8+15; **hp** 69; **Init** +4; Spd 30 ft., **AC** 20 (+4 +1 *hide armor*, +2 heavy wooden shield, +2 Dex, +1 natural, +1 *ring of protection*), touch 13, flat-footed 18; **Base Atk** +4; **Grp** +5; **Atk:** +8 melee (1d6+1/x2, mw club) or +8 ranged (1d4+1/x2, sling); **Full Atk:** +8/3 melee (1d6+1/x2, mw club) or +8/3 ranged (1d4+1/x2, sling); **Space/Reach** 5 ft./5 ft.; SA nature sense, wild empathy, woodland stride, trackless step, animal companion (rhinoceros), resist nature's lure, wild shape 3/day ; SQ -; **AL** NE; **SV** Fort +10, Ref +3, Will +6; Str 12, Dex 14, Con 16, Int 10, Wis 15, Cha 10; **Languages:** Common, Gnoll

Skills and Feats: Concentration +17, Spot +11, Listen +9, Handle Animal +7, Survival +8, Knowledge (Nature) +7; Combat Casting, Track, Quick Reconnoiter, Fast Wild Shape (CD)

Spells Prepared (6/5/4/2/1; save DC 12 + spell level): 0 – *resistance x 2, cure minor wounds, flare, read magic x2*; 1 – *magic fang, magic stone, obscuring mist, cure light wounds, longstrider*; 2nd – *summon swarm, creeping cold (CD), decomposition (CD), barkskin*; 3 – *infestation of maggots (CD), spikes (CD)*; 4 – *spike stones*

Possessions: +1 *wild hide armor*, masterwork club, heavy wooden shield, sling, 20 stones, *scroll of cure moderate wounds, potion of serious wounds, ring of protection +1*

Encounter 5: Burning down the House

APL 2 (EL5)

Erthil: Gnoll Rng 2; **CR** 3; Medium Humanoid; **HD** 2d8+6 + 2d8+6; **hp** 29; **Init** +3; **Spd** 30 ft.; **AC** 19 (+4 chain shirt, +3 dex, +1 natural armor +1 buckler), **touch** 13, **flat-footed** 16; **Base Atk** +3; **Grp** +5; **Atk** +7 ranged (1d8/x3, longbow) or +5 melee (1d8+2/x3, battleaxe); **Full Atk** +7 ranged (1d8/x3, longbow) or +5/+5 ranged (1d8/x3, longbow) or +4 melee (1d8+2/x3, battleaxe); **Space/Reach** 5 ft./5 ft.; **SA** wild empathy, favored enemy (human), darkvision 60'; **SQ** -; **AL** LE; **SV** Fort +9, Ref +5, Will +1; Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +10, Listen +10, Hide +8, Move Silently +8, Knowledge (Nature) +7, Survival +6, Swim +6; Point Blank Shot (*R), Rapid Shot (*B), Precise Shot, Track (*B)

Possessions: masterwork longbow, 20 arrows, masterwork chain shirt, battleaxe, buckler, *potion of cure light wounds* x 2

3 Regular Gnolls here?

APL 4 (EL 7)

Aunrow, Basch and Cierath: Gnoll Ftr1; **CR** 2; Medium Humanoid; **HD** 2d8+6 + 1d10+3; **hp** 23; **Init** +2; **Spd** 30 ft.; **AC** 20 (+5 breastplate, +2 dex, +2 heavy wooden shield, +1 natural armor), **touch** 12, **flat-footed** 18; **Base Atk** +2; **Grp** +6; **Atk** +7 melee (1d8+4/x3, battleaxe) or +4 ranged (1d8/19-20, light crossbow); **Full Atk** +7 melee (1d8+4/x3, battleaxe) or +4 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** darkvision 60'; **SQ** -; **AL** LE; **SV** Fort +8, Ref +2, Will +1; Str 18, Dex 14, Con 17, Int 12, Wis 10, Cha 8.

Skills and Feats: Spot +5, Listen +5, Jump +8, Intimidate +3; Power Attack (*R), Weapon Focus (battleaxe), Cleave

Possessions: battleaxe, breastplate, heavy wooden shield, light crossbow, 20 bolts, *potion of cure light wounds*

Dunthan: Gnoll Clr3 (Earth Dragon); **CR** 4; Medium Humanoid; **HD** 2d8+9 + 3d8+9; **hp** 37; **Init** +1; **Spd** 30 ft.; **AC** 19 (+5 +1 chain shirt, +1 dex, +1 natural

armor +2 heavy steel shield), **touch** 12, **flat-footed** 18; **Base Atk** +3; **Grp** +5; **Atk** +6 melee (1d8+2/x2, mw morningstar) or +4 ranged (1d8/19-20, light crossbow); **Full Atk** +6 melee (1d8+2/x2, mw morningstar) or +4 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** turn undead 3/day, darkvision 60', spontaneous inflict; **SQ** -; **AL** LE; **SV** Fort +9, Ref +2, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +11, Heal +6, Spot +6, Knowledge (Religion) +3; Skill Focus (Concentration), Power attack (*r), Craft wand

Cleric Spells Prepared (4/3/2 save DC 12 + spell level): 0 – *resistance x 2, mending, light*; 1 – *protection from good, bless, cure light wounds, *sanctuary*; 2 – *bull's strength, summon monster II, shield other**

* - domain spells (domains: Protection, Earth)

Possessions: masterwork morningstar, heavy steel shield, +1 *chain shirt*, light crossbow, 20 bolts, *wand of cure light wounds*

Erthil: Gnoll Rng3; **CR** 4; Medium Humanoid; **HD** 2d8+6 + 3d8+9; **hp** 37; **Init** +3; **Spd** 30 ft.; **AC** 19 (+4 chain shirt, +3 dex, +1 natural armor +1 buckler), **touch** 13, **flat-footed** 16; **Base Atk** +4; **Grp** +6; **Atk** +9 ranged (1d8/x3, longbow) or +6 melee (1d8+2/x3, battleaxe); **Full Atk** +9 ranged (1d8/x3, longbow) or +7/+7 ranged (1d8/x3, longbow) or +6 melee (1d8+2/x3, battleaxe); **Space/Reach** 5 ft./5 ft.; **SA** wild empathy, favored enemy (human), darkvision 60'; **SQ** -; **AL** LE; **SV** Fort +9, Ref +6, Will +2; Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +11, Listen +11, Hide +9, Move Silently +9, Knowledge (Nature) +8, Survival +7, Swim +6; Point Blank Shot (*R), Rapid Shot (*B), Precise Shot, Track (*B), Weapon Focus (Longbow)

Possessions: +1 *longbow*, 20 arrows, chain shirt, battleaxe, buckler, *potion of cure light wounds x3*

APL 6 (EL 9)

Aunrow, Basch and Cierath: Gnoll Ftr3; **CR** 4; Medium Humanoid; **HD** 2d8+6 + 3d10+9; **hp** 41; **Init** +2; **Spd** 30 ft.; **AC** 21 (+6 +1 *breastplate*, +2 dex, +2 heavy wooden shield, +1 natural armor), **touch** 13, **flat-footed** 19; **Base Atk** +4; **Grp** +8; **Atk** +10 melee (1d8+4/x3, mw battleaxe) or +6 ranged (1d8/19-20, light crossbow); **Full Atk** +10 melee (1d8+4/x3, mw battleaxe) or +6 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** darkvision

60'; **SQ** -; **AL** LE; **SV** Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 17, Int 12, Wis 10, Cha 8.

Skills and Feats: Spot +5, Listen +5, Jump +8, Intimidate +3; Power Attack (*R), Weapon Focus (battleaxe), Cleave, Dodge, Mobility

Possessions: +1 *breastplate*, masterwork battleaxe, heavy wooden shield, light crossbow, 20 bolts, *potion of cure light wounds* x2, *potion of cure moderate wounds*

Dunthan: Gnoll Clr5 (Earth Dragon); **CR** 6; Medium Humanoid; **HD** 2d8+9 + 5d8+9; **hp** 53; **Init** +1; **Spd** 30 ft.; **AC** 22 (+7 +2 *breastplate*, +2 heavy steel shield +1 dex, +1 natural armor, +1 *ring of protection*), **touch** 12, **flat-footed** 21; **Base Atk** +4; **Grp** +6; **Atk** +7 melee (1d8+2/x2, mw morningstar) or +5 ranged (1d8/19-20, light crossbow); **Full Atk** +7 melee (1d8+2/x2, mw morningstar) or +5 ranged (1d8/19-20, light crossbow); **Space/Reach** 5 ft./5 ft.; **SA** turn undead 5/day, darkvision 60', spontaneous inflict; **SQ** -; **AL** LE; **SV** Fort +9, Ref +2, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +13, Heal +7, Spot +6, Knowledge (Religion) +4; Skill Focus (Concentration), Power attack (*r), Craft wand

Cleric Spells Prepared (5/4/3/1 save DC 12 + spell level): 0 – *resistance* x 2, *mending*, *light*, *create water*; 1 – *protection from good*, *bles*, *cure light wounds* x 2, **sanctuary*; 2 – *bull's strength*, *summon monster II*, *bear's endurance*, *shield other**; 3 – *bestow curse*, *protection from energy**

* - domain spells (domains: Protection, Earth)

Possessions: masterwork morningstar, heavy steel shield, +2 *breastplate*, light crossbow, 20 bolts, *ring of protection* +1, *wand of cure light wounds*, *wand of enlarge person*

Erthil: Gnoll Rng5; **CR** 6; Medium Humanoid; **HD** 2d8+6 + 5d8+9; **hp** 53; **Init** +4; **Spd** 30 ft.; **AC** 21 (+4 mw chain shirt, +4 dex, +1 natural armor +1 buckler, +1 *ring of protection*), **touch** 15, **flat-footed** 17; **Base Atk** +6; **Grp** +8; **Atk** +11 ranged (1d8+2/x3, +1 *mighty composite longbow* [+2]) or +8 melee (1d8+2/x3, mw battleaxe); **Full Atk** +11 ranged (1d8+2/x3, +1 *mighty composite longbow* [+2]) or +9/+9 ranged (1d8+2/x3, +1 *mighty composite longbow* [+2]) or +8 melee (1d8+2/x3, mw battleaxe); **Space/Reach** 5 ft./5 ft.; **SA** wild empathy, favored enemy (human)*, favored enemy (elf), animal companion (wolf), darkvision 60'; **SQ** -; **AL** LE; **SV** Fort +10, Ref +8, Will +2; Str 14, Dex 19, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +13, Listen +13, Hide +12, Move Silently +12, Knowledge (Nature) +10, Survival +9, Swim +6; Point Blank Shot (*R), Rapid Shot (*B), Precise Shot, Track (*B), Weapon Focus (Longbow)

Ranger Spells Prepared (1 save DC 11 + spell level): 1 – Magic Fang

Possessions: +1 mighty composite longbow (+2), 20 arrows, masterwork chain shirt, masterwork battleaxe, buckler, *potion of cure light wounds* x 2, +1 ring of protection, gloves of dexterity +2

APL 10 (EL 14)

Gnirreh: Gnoll Druid 13; CR 14; Medium Humanoid; HD 13d8+26; hp 104; Init +0; Spd 20 ft.; AC 22, touch 12, flat-footed 22 (+1 Natural Armor, +6 +1 *Wild Dragonhide Breastplate*, +2 ring of protection, +3 +2 *Heavy Wooden Shield*); Base Atk +10/+4; Grp +11; Atk +12 melee (1d6+1/18-20, scimitar); Full Atk +12/+6 melee (1d6+1/18-20, scimitar) or +10 ranged (1d4/x2, sling); Space/Reach 5 ft./5 ft.; SQ Animal Companion (Brown Bear); AL NE; SV Fort +16, Ref +6, Will +16; Str 12, Dex 11, Con 14, Int 10, Wis 22, Cha 10.

Skills and Feats: Listen +10, Spot +10, Bluff +8, Concentration +18, Handle Animal +10, Survival +16, Spellcraft +10, Knowledge (Nature) +4; Spell Focus (Conjuration), Augment Summoning, Natural Spell, Rapid Spell, Fast Wild Shape.

Druid/Ranger/Paladin Spells Prepared (6/5/5/4/4/3/2/1; save DC 16 + spell level): 0 – *Flare, Create Water, Guidance, Detect Magic, Cure Minor Wounds, Virtue*; 1st – *cure light wounds, longstrider, Speak with Animals, Faerie Fire, Entangle*; 2nd – *Briar Web, Barkskin, Soften Earth and Stone, Chill Metal, Fog Cloud*; 3rd – *Nature's Favor, Protection from Energy* x 2, *Contagion*; 4th – *Dispel Magic, Rusting Grasp, Ice Storm, Flame Strike*; 5th – *Stoneskin, Animal Growth, Insect Plague*; 6th – *Fire Seeds (Holly), Anti-Life Shell*; 7th - *Firestorm*

Possessions: +1 *Wild Dragonhide Breastplate, Periapt of Wisdom* +4, *Cloak of Resistance* +2, *Ring of Protection* +2, *Druid's Vestment, Elemental Gem, Scimitar* +1, *Heavy Wooden Shield* +2, *Staff of Fauna*

Wubwub: Brown Bear Animal Companion; Large Animal; HD 10d8+40; hp 100; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 18 (-1 Size, +2 Dex, +9 Natural); Base Atk +5; Grp +17; Atk +12 melee (2d6+9/x2, claw); Full Atk +12/+12 melee (2d6+9/x2, claw) and +7 melee (2d6+5/x2, bite); Space/Reach 10 ft./5 ft.; SA Improved Grab; SQ Low-Light Vision, Scent; AL N; SV Fort +9,

Ref +6, Will +3; Str 29, Dex 15, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +10, Swim +14; Endurance, Run, Track, Improved Nat'l Attack (Claw).

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks Known: Attack, Attack All, Work, Guard, Heel, Down, Stay, Come, Airwalk

