

VTF3-04

Hunt Club

A One-Round D&D LIVING GREYHAWK®

Tuflik, Fals, and Volverdyva Trade Route MetaRegional Adventure

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Traveling the majestic Volverdyva River to the Port of Rhynehurst, you find yourselves being drawn into service of good, both Noble and Divine, as reports of trade routes gone calamitous are whispered about. A missing docks worker, strange cargo and missing shipments are the order of the day. The Celeb'vara River flows into the Volverdyva and riverboats of the Rhennee are not moving up river as normal. Can you solve the mystery that has the Rhennee folk refusing gold for transport or pleasure? What evil spirits have emerged from the Kron Hills to torment the innocent? Part Four of the 'Three is the Evilest Number' Series. An adventure for character levels 8 to 14.

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

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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 scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk 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* and Living Greyhawk Campaign Sourcebook (LGCS).

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only

bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their

dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round MetaRegional adventure, set in the Viscounty of Verbobonc. Characters native to the Tuflik, Fals and Velderdyva Trade Route (Verbobonc, Dyvers, Ket, Veluna, Ekbir and Tusmit) pay one Time Unit; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

Verbobonc Honorifics

Courtly travelers and political scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented. The DM is strongly encouraged use the following information on honorifics of Verbobonc during play to aid in the representation the NPC Nobility. Each of the Nobles presented in this module are detailed in **Appendix IV – Nobility of Verbobonc**.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those gentlemen and peasants without titles are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers. The Rhennee are considered gypsies of the river – outcasts and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount.....	Noble Lordship
Bishop.....	Holiness
Baron / Baroness	Prominence

Earl	Lordship
Lord Mayor	Lordship
Marchioness	Most Prominent Lady
Knight Commander	Most Honorable Sir
Abbot	Father Abbot
Knight Bannerette	Right Honorable Sir
Mayor.....	Honorable Worship
Knight Companion.....	Most Worthy Sir
Knight Bachelor	Worthy Sir
Elder.....	Sir
Gentlemen.....	Master
Esquire.....	Squire
Yeoman.....	Socman

Adventure Background

Gnorngish, a half-fiend fire giant, was promoted to handler of the new firebase. The giant has occupied this area of the Flanaess for sometime, always in the secret service of the Elder Elemental Eye. Gnorngish has been using the Gnome Caravan Company to transport needed goods and materials from Devarnish in Veluna. Gnorngish and his minions have been sending special offerings and materials refined somewhere in the Lortmil Mountains, at a secret base, through Osnabrolt in the Kron Hills to foreign points west

Having planted a loyal spymaster in the Gnome Caravan Company, Gnorngish has been able to raid many of the caravans heading to the Royal Furyondy Mint in Verbobonc City. The caravans coming from Devarnish have also been raided when it was necessary to conceal the nature of materials being brought to Osnabrolt. These raids have gained Gnorngish many times the expected number of precious gems and purified silver and gold ore. These profits have helped fund the fire cults true, secret motives.

The one failing that Gnorngish has had is contracting the Rhennee of Celeb'vara River to transport his goods north. The Rhennee have refused every offer made by several agents sent to deal with the river prince. Gnorngish doesn't have the luxury of time to determine why the Rhennee have refused his generous offers so he has assigned a minion to watch the Rhennee in Rhynehurst to ensure they are not going to be a problem. If they become a problem, Gnorngish will send his hunting pack to dispose of their local prince in hopes that will keep the rest of the Rhennee out of the way.

The Rhennee Seer, Grandiasm or Grandmother as she is referred to, has had visions of minions of fire rising and spilling forth a host of evil across the western Kron Hills into Verbobonc. She has seen many evils through her gift of sight, keen sight, allowing her to see through

most illusionary magic. Her visions took many forms. One such visage was of a giant, wrapped in flames, laughing. The giant's eyes glowed and at the end of one of its arms, was a fiendish claw that seemed to sprout from the wrist, the original hand pushed aside and dangling downwards, limp and lifeless. A few of her visions were of a fire pit spilling forth an oozing red liquid marble into crystal vats. Reports of such a vat was made by Bardimos, one of the barge masters in Rhynehurst Town yesterday. A dockworker held the vat in his hands after an accident that broke open the cargo container the vat was being held within.

The dockworker, named Trenold, has been kind to the otherwise despised Rhennee. Trenold has also been secretly courting the Seer's granddaughter but the Seer knows and approves of the courtship, outside blood could prove useful in the future. After hearing of the report from Bardimos, the Seer sent her granddaughter to visit Trenold with a gift from the Rhennee people. A charm in the form of a necklace that would protect Trenold from evil spirits.

Accepting the gift, Trenold placed the charm about his neck and left for his apartment. During his sleep, a dwarven assassin removed the charm and placed an ashstone about his neck. The ashstone is a cursed item that consumes the wearer by burning the wearer to ash from the inside out. The knowledge to craft this item is unknown to those outside of the confidence of the Fire Cult. Trenold was burned to ash where he laid sleeping.

The last cargo shipment from the Lortmil Mountains dispatched the same night bound for points west. The next couple of days mark the elimination of evidence on everything that was ever shipped. First, the manifests in the harbor masters logs will be destroyed, then the shipping company will be lost in fire, finally the owner of the shipping company, Urthgansur of Osnabrolt will be gifted an ashstone. Gnorngish uses his hunting pack in an attempt to bring confusion to the region, in an attempt to make people believe the pack of beasts are a Nerull cult of seeking sacrifices of young maidens. All this is in the hope that nosey people will begin to believe that Nerull is to blame for all the destruction.

Adventure Summary

The adventurers arrive in Rhynehurst Port aboard the Silent Dove. A messenger boy from the Way Station of Fharlanghn is waiting for heroes from Veluna. Finding the heroes from Mitrik or enlisting the assistance of the adventures, the boy leads them to the Way Station to meet with Father Pilchus.

Encounter One – Way Station

The adventuring heroes meet Father Pilchus of Fharlanghn who has been meeting with Walker Salidius. Walker Salidius relays a simple missive insinuating that the heroes should be watchful for disturbing news from the south.

Father Pilchus joins the group as Walker Salidius leaves for the Baklunish West. Father Pilchus asks the adventurers if they would care to look out for the good of trade along the highways of Verbobonc by investigating a mishap at the docks from yesterday. A crate shipping from Osnabrolt to Ket became unsecured and nearly toppled into the harbor. The cargo was a crystal vase of sorts filled with a red marble liquid. The vase was warm to the touch according to eyewitness accounts. The crate was righted and loaded aboard the *Black Raven*.

Encounter Two – Into the Streets

In the course of the investigation at the docks, the shipment is found to be the last in a series of shipments originating in Osnabrolt under special assignment of a dwarven smith. The cargo was manifested as dwarven metal craft and pottery. One of the dockworkers named Trenold held the vase while the others repacked the crate. The vase was warm to the touch. Trenold placed the vase back into the crate and it was resealed, loaded and sailed mid-day yesterday.

Searching for Trenold leads the party to his apartment where he lived alone. There is no sign of Trenold but his bed is covered in ash. Closer inspection reveals that Trenold burned to ash while sleeping. On his desk, there is a charm warding against evil.

Traveling to the port, Rhennee riverboats are easily found in the south harbor. The adventurers are able to locate Bardimos, a Rhennee barge master. Questioning Bardimos gathers information on the seer's vision for a price. Bardimos also knows of the liaisons between Ezlinneen and Trenold. The maiden and her grandmother are not available at the moment. Bardimos takes characters willing to help stop the evil to the seer.

Further investigation into the origin of the crates being shipped leads the adventurers to a dockside warehouse. Entering the warehouse and searching, the adventurers find further clues. A pile of ashes on the desk's chair and another on the desk are rather curious as there appears to be no fire damage to either the chair or desk. A gnome from Osnabrolt owns the shipping company. He is the nephew of a high placed gnome in the Free Assembly of the Kron Hills government.

Encounter Three – Link by Link

As the characters discover more and more about the activities of Gnorngish, the minions of the fire temple become concerned that the characters may discover the true purpose of what has been happening. Gnorngish sends his goon squad to clear the evidence at the warehouse. The characters interrupt the squad's work. Having found and destroyed documents that incriminate their master, the squad decides the only means to remedy the character's investigation is to eliminate them as quickly as possible.

Encounter Four – Omen of Fire

Accepting Bardimos' offer to travel upriver to see the grandmother, the party travels throughout the night upriver. Early the next day, Bardimos' barge approaches a beached barge with several bodies lying in the grass on shore. A woman and a child huddle in the center of the Rhennee barge as Bardimos barks commands to his poll man. Half the poll men take up weapons as the other press hard to push the barge as quickly as possible to the beached barge. The barge is the grandmother's barge and there are bodies of Rhennee, guardsman and horses that have been partially eaten and severely dismembered.

Bardimos pulls his barge upon the riverside of the beached barge and the armed Rhennee leap to the aid of the Grandmother and the child. There are also a few other wounded on the barge that are in very bad shape. After all the members of Bardimos' barge are on the Grandmother's barge, she tells how they rescued the little girl from a spike-covered fiend that waits just out of sight.

Encounter Five – Lone Beast

(Alternative Route): Traveling by land, the characters approach a scene of mutilation and carnage. An abandoned river barge is beached on the eastern bank of the Celeb'vara River. There are bodies of Rhennee, guardsman and horses that have been partially eaten and severely dismembered. As the characters investigate the scene, a fiendish dire tiger pounces on the nearest character. The tiger wears spiked metal barding and its true nature is disguised.

Encounter Six – Missing

After the battle, a rider in equerrian armor crests the hill from the south with 20 mounted guardsmen. A knight flying the banner of a Noble house of Verbobonc on raised lance marks the house of Marchioness Stefania.

Seeing the Rhennee, the guardsman fan out as they approach. One of the knights approaches and introduces himself as His Right Honorable Sir Cael'van Thoquis. After being told of the battle, Sir Cael'van thanks them

all. If the discussion goes badly, the Rhennee and/or the players could end up on the wrong side of the law.

Sir Cael'van tells of foul hunting beasts attacking Loren's Ford before dawn. Bardimos takes the adventurers to Loren's Ford. If the party has had their fill of the river, Sir Cael'van assigns two guardsmen to escort the party overland to Loren's Ford.

Encounter Seven – Loren's Ford

Traveling by River, the adventurers arrive about mid-afternoon before the Marchioness' guardsmen. Walker Tama greets them.

or

If traveling by land, the adventurers arrive about two hours before dusk and the clean up of Loren's Ford is well on its way. Walker Tama has already lead a party of knights earlier in the morning to search for the maidens.

For both

Arriving at Loren's Ford, the town was set to flame and many wounded and dead are visible. Those able are helping with the wounded and dead. Riders have been sent north to Marchioness Stefania, west to His Right Honorable Sir Alywen Saflynd, Hagthar Keep and east to their Lord, Baron Rollof Avgustin. There were eight maidens taken in the raid by the hunt club of Gnorngish.

About four hours before dusk, four companies of mounted guard arrive. Mounted guardsmen arrive from the various noble houses surrounding Loren's Ford, two from Baron Rollof Avgustin, one from Marchioness Stefania and one from Sir Alywen Saflynd. Additionally, two patrols of Mounted Borderers from Hagthar Keep arrive two hours before dusk.

The adventurers may stay through the night and assist the town or continue to **Encounter Nine - Osnabrolt**. If the Party arrived by water, they may choose to rescue the maidens in **Encounter Eight- Hunt Club**. If the party stays through the night, a host from the hunt club of Gnorngish attacks the town. The Mounted Borderers and guardsman take care of the main force as the party intercepts a group trying to flank the town.

Encounter Eight – Hunt Club

Tracking the hunt club of Gnorngish early in the day gives the party a full days travel deep into the Kron Hills arriving as darkness falls. The enemy base camp is an area of training and re-supply for launching these confusion attacks against southern Verbobonc. Evidence here points to the Gnomish Caravan Company transporting the goods. The goods themselves (the battle cats) seem to come from somewhere in Ekbir, or farther west.

Encounter Nine – Osnabrolt

Leaving before dusk for Osnabrolt, the party arrives in Osnabrolt at the Gnome Caravan Company as the shadows begin to fall the next night. The compound seems deserted as the party approaches. Moving only a few feet from the door, shadows move showing signs of an ambush.

The assassination squad is here to clean up loose ends for Gnorngish. Zerith, the dwarven assassin, attempts to place an ash stone necklace on the gnome.

Conclusion

Loren's Ford – the characters are able to save the guardsmen and Mounted Borderers from being overrun.

Hunt Club – the characters are able to save the maidens.

Osnabrolt – the characters are able to save Urthgansur, nephew of Clanlord Urthgan the Eldest of Tulvar and leader of the Free Assembly of the Kron Hills.

Only one possible outcome is possible. The characters take what information and assumptions they have back to Father Pilchus.

Reminder to the Players

The VTF - 'Three is the Evilest Number' Series is a long and involved story arc, stretching over many Scenarios and several years. Though it may not seem like it now, plot points, names, notes, writings and even seemingly happenstance occurrences could become very important sometime down the road. It is highly recommended by the Plot Coordinator that Players who have taken a interest in this story arc keep notes or perhaps even a journal, though it is of course, not mandatory. Two or even Ten Scenarios from now, you may thank your self.

Reminder to the Judge

Two things;

- (1) A general note on representing the in-game word usage for NPCs when referring to the names of gods. Due to the reverence (and sometimes fear) of these most divine and powerful beings, the NPCs do not use the true name of the god in vain during idle conversation. Only when the god's power is truly being invoked (though not necessarily by a spell) is the true name used. It's a firm believe that to use the gods true name invokes that beings attention. The descriptive name used can also sometimes refer to which sect or view the worshipers have of their god, but this is not always the case. For instance, when the NPCs in this scenario wish to refer to Nerull, they say, "The Reaper", in an attempt to avoid his

attention. Also, the NPCs in this Scenario refer to Zilchus as "The Money Changer", for the sect that is being referenced dealt with that aspect of the god more so, than those who would refer to him as "The Great Guildmaster". To say, "Fharlanghn Rules the Roads" is a blessing, invoking the god's power. To say "Zilchus be poor" is profanity.

- (2) To further the goals of a living story line that best embodies the goals that Living Greyhawk represents, we here in the VTF are always looking forward to feedback on the various Scenarios, to help shape where the story arc goes next. We ask that those Judges wishing to take the time to help us with this, write a short critical summary of their own. Please include the names (character and real if possible, as well as race/level/class) of the PCs involved. We are looking for a basic break down of what the PCs did in each encounter, story wise. In-Game comments by the PCs, questions asked, assumptions made, in-game problems that arose (did the PCs mess up or go about things differently?). This does not have to be a long write-up, and is of course completely voluntary. Please send the summary to the Meta-Regional Plot Coordinator at naughtkris@yahoo.ca.

Introduction

You are sailing easterly on the majestic Velderdyva River aboard the Silent Dove, a merchant vessel of Verbobonc. The Port of Rhynehurst comes into view and the sailors make preparations to dock. The port city is pristine and dockworkers stand ready to receive shoring lines. Each wears well-tended sailor's shirt, cotton knickers and most are barefooted. A team of horses pulls a flat bed wagon to receive cargo from the ship

As you disembark the ship, a boy wearing the symbol of Fharlanghn approaches. "Be you those that come from Mitrik having done service for the Money Changer?"

(Answering positively - having played part three in the "Three is the Evilest Number" series, the boy continues.)

"I come at the behest of Father Pilchus, Patriarch of the Church of the Dweller on the Horizon in Verbobonc. Father Pilchus would like to host you for a meal and to speak upon some small issuance in this port that may interest you."

(Answering negatively - not having played part three of "Three is the Evilest Number" series, or just being secretive, the boy looks around for those he seeks. If questioned, he states.) *"I was instructed to come meet*

the Silent Dove to greet ... um adventurers that assisted the Money Changer in Mitrik with a small task. Father Pilchus wants to break bread and speak to them on some small issuance in this port. Would you know who these adventurers are?"

The boy does not want to go back empty handed. If the characters don't offer their services, then the messenger boy asks them if they would wish to come meet with Father Pilchus.

Encounter One Way Station

The characters are led to the Way Station of Fharlanghn to meet with Father Pilchus. Father Pilchus is in need of individuals to investigate the whereabouts and conditions of an incident from the docks yesterday. A cargo crate fell and broke open. The cargo was reported to be a vat of red marble liquid bound for Ket. A dockworker named Trenold is missing. The vat reportedly resembles one that was found in Mitrik last week under very strange conditions. The similarity is too great to not be accounted for by those concerned for the safety of trade routes.

Approaching the Way Station, the building looks simple with its white washed clapboards and massive stable to the rear. It is as if it is a large wilderness supply shop or stable company. Entering, the foyer boasts a large map of the Flanaess and a small more detailed map of the Viscounty of Verbobonc surrounded by the Lortmil Mountains to the south, Iron Wood to the west, Gnarley Forest to the east and the Velderdyva to the north.

The characters are led to a room lined with display cases filled with various old looking boots, and other travel gear that has been set aside as a remembrance of the past.

(If at least one PC that has played any of the VTF MetaRegional modules.)

An old man, painfully walking with the assistance of a cane, enters the room. Journeymen priests move at his side without physically assisting his movement. The older gentleman appears to be about half a century old, with salt and pepper hair and his body has obviously suffered from great physical wounds. Directly behind the older gentleman is the familiar face of Walker Salidius. Briefly greeting you, Father Pilchus turns and clears his throat lightly. "Walker Salidius, you ought to be on your way if you still are to make the barge west this afternoon." The Walker stops, pats down his belt pouches till he squeezes one and looks relieved. "I still have a moment or two. Greetings my friends. The Dweller has kept you safe I

see.” says the Walker in his thick eastern accent and accompanying hand gestures.

Walker Salidius takes a few moments to converse with the PCs and answer a few questions on limited subjects. His friendliness is matched only by his vagueness. Salidius has the following information.

- The title Walker is used by the orthodox sects of Fharlanghn, that base their holy ties to Oeridian lands to the east, what is now the Old Great Kingdom. The different sects mingle freely, all for the blessings of the Dweller on the Horizon. Father Pilchus and those of Verbobonc are of a different (but on friendly terms) sect of Fharlanghn than Walker Salidius.
- If the PCs want to know who Salidius really is, he says that he's just a humble servant of the Dweller, born in Eastfair and walked his first road as a young boy. Now he just wanders place-to-place, visiting old friends and seeing new sights.
- If asked about his involvement in all that is going on, and how he just happens to be near when things are happening, he says that if you wander enough, you will always come across something. There is always something going on somewhere these days. Anyone with a Sense Motive check (DC10) can tell he's holding a lot back. The wink is a dead give away.
- Salidius says that he is traveling west into the Baklunish lands. He has some old companions from his youth whom have settled out that way. Once in Tusmit he and his old friend who owns a Kettish-style Bathhouse will travel on to Ekbir to have a reunion with some other friends. If the PCs find themselves out that way, they should look him up.
- What's in his pouch? Oh, just some trinket he picked up long ago and left here for safe keeping. He plans to give it over to a friend of his out west. [It's a small, hollow crystal sphere and it radiates strong abjuration magic. If the PCs attempt to take/steal the item from Salidius, they won't keep it for long as he checks its safety often. The PCs would then have every Fharlanghn cleric in the region hunting them down for it.]
- Dark times are on the horizon. The only way to discover what is to be, is to walk towards those dark times. As his they say in Eastfair, when you're in doubt, ask yourself, “Who's going to cook the sauce?”

With that, Walker Salidius bids all farewell, “Watch the southern reaches, for a burning desire is mounting.”

(If no member of the party has played any of the VTF metaregional modules.)

An old man painfully walking with the assistance of a cane enters the room. Journeymen priests move at his side without physically assisting his movement. The older gentleman appears to be about half a century old, with salt and pepper hair and his body has obviously suffered from great physical wounds. Directly behind the older gentleman is a much younger face but from his dress, not one of the elder's journeyman. Briefly greeting you, Father Pilchus turns and clears his throat lightly. “Walker Salidius, you ought to be on your way if you still are to make barge west this afternoon.” With that, the Walker bids all farewell, “Watch the southern reaches for a burning desire is mounting.”

Allow each of the characters to introduce themselves to the Patriarch of Fharlanghn then continue.

Father Pilchus' eyes hold you captive for just a moment, as he takes a measure of each of you before continuing. The junior priests assist Father Pilchus to a comfortable chair and then take their seats. Once Father Pilchus settles into his seat he looks at the young priests briefly before turning back to you and waving a hand to the empty seats.

“Trade routes are in danger within the Viscounty. The times are showing wear on those that make their way on the road. Yesterday, a cargo bound for up river broke spilling ill tidings on the Black Raven it was to be carried upon. The dropped crate burst open. The quick thinking of a dockhand saved the cargo by preventing damage to the contents. As his companion workers righted the box and refilled it with packing, one held a vat of red liquid marble. The vat was placed back into the crate and the crate was resealed; then quickly loaded. Afterward, it was commented on how the vat was very warm, almost hot to the touch.”

Allow any questions their characters may have but the Patriarch has little information. He does know that a vat of similar size, construction and material was found in a merchant warehouse in Mitrik earlier in the year. The merchant was discovered doing things that constituted closing down of the merchant for ‘evil acts against the citizens of Veluna’. The merchant proclaimed his innocence, and that he had no idea the true nature of the cargo.

"This incident, while unfortunate did not raise much concern. It is only now that I am told that there have been other shipments from the same carrier loaded and sent upriver with other misfortunes occurring that I am intrigued.

What I ask is simple. I ask that you speak with Trenold and others to determine if there is any danger or misfortune that will befall Rhynehurst Town or the Viscounty's travelers.

What I can offer is likewise simple, a favorable missive from the Way Station here that will act as an introduction for each of you as a friend of the Dweller on the Horizon.

The Black Raven is gone from in the city docks, but the cargo handlers will be about. Start your investigation there, but be careful. This note of introduction will only go so far, and holds no legal weight. "

♣ **Father Pilchus:** human male, Clr7/LM8 (patriarch of Fharlanghn for Verbobonc).

♣ **Walker Salidius:** human male, Clr10 (Cleric of Fharlanghn). Wearing a Ring of Mind Shielding

♣ **Journeyman of Fharlanghn** (3): male human, Clr7.

Encounter Two Into the Streets

This encounter has several parts that can be followed in any order. **Encounter Three: Link by Link** will occur after visiting the warehouse of the Gnome Caravan Company. The general purpose of this encounter sequence is to give the characters background information and the feeling of dread coming from the south.

All clues eventually point to the south. Osnabrolt is the origin of the shipments that pass through Loren's Ford, then onto Rhynehurst to the north or Devarnish to the west.

For characters truly interested in helping with the evil in the south, the Rhennee barge master Bardimos offers to give the party a lift up the Celeb'vara River to meet with the Rhennee Seer. Bardimos will leave just before dark and travel through the night to reach **Encounter Four: Omen of Fire**. If the characters interview Bardimos before visiting the warehouse, make it clear that there is plenty of time to investigate further before Bardimos will be ready to embark upriver.

Characters electing to travel by land to Osnabrolt skip to **Encounter Five – Lone Beast**. The characters approach an empty barge with half eaten dead and severely mutilated bodies of Rhennee, armored guardsman and horses.

The Docks

Traveling back to the docks, the characters find themselves on a working dock that causes them to get in the way of several teams loading and unloading ships. This is a busy port and dockworkers have little time to chat. The crew that loaded the *Black Raven* can be found on a Gather Information [DC 15] check or by checking with the Harbor Master's clerk with a Diplomacy [DC 10] check.

The Harbor Master's clerk can provide:

- ◆ 'Drank Little' was the foreman of the loading crew that handled the *Black Raven* yesterday.

The clerk provides the following only if the characters specifically ask from where the cargo came.

- ◆ The Gnome Caravan Company carried the cargo that originated from the Kron Hills.
- ◆ The Gnome Caravan Company has only been shipping through Rhynehurst Town Port for the last several months.
- ◆ The Gnome Caravan Company has a warehouse in the West Warehouse District of Rhynehurst Town.

The foreman, 'Drank Little' is visible as he stands nearly 7 ft tall, is heavily muscled, and wears a blue and white-stripped jerkin. Questioning Drank and his crew gains:

- ◆ Trenold was the dockworker that saved the day yesterday and was given the day off today for his quick thinking.
- ◆ Trenold told the men that the vat was so warm to the touch it was almost hot. The others didn't want to touch it least misfortune curse them.
- ◆ Dropping the last crate of cargo when loading is an omen of misfortune.
- ◆ The shipment came from the Kron Hills by that shipping company owned by a gnome.
- ◆ The shipping company has a small warehouse in Rhynehurst Town's warehouse district.
- ◆ One of the men can give directions to Trenold's apartment.
- ◆ It is rumored that Trenold was seeing a river-gypsy girl (Rhennee) because he is always respectful of the

river people, when most people spit on the street whenever those types pass by.

☛ Drank Little: male human; Exp2; 10 hp.

Trenold's Apartment

Trenold lived in a simple apartment house on the in the Dockside District. It is only a 10-minute walk from the docks' south along the Celeb'vara to the Dockside District. Dockside's streets are kept rather clean and use the sewer system that was put into place for the High District on the hill to the east. The High District is where many of the wealthy live. Trenold was burned to ash last night. The assassin left by the front door leaving it closed but unlocked.

Arriving at the apartment house, the building has the same white washed clapboards as many others along the docks. Entrance to the apartment house is unbarred as the building has a common entrance that leads to a hallway with stairs going up. Climbing the stairs to the 3rd-floor, you come to the door of Trenold's apartment. The door is slightly ajar.

Allow the party time to figure out the door is unlocked and more importantly, not trapped and that perhaps they should investigate inside.

A gentle nudge opens it fully. The room is neat except for a pile of ash on the bed. Entering the room for further examination, the ashes on the bed appear to have the size and shape of a man.

At this time, any characters with a Heal [DC 25] check can confirm that the ashes are that of a human. The ashstone was consumed in the process. Closer examination discovers a partially melted gold tooth in the ash area of what was once the head of the man. A gold tooth fits the physical description of Trenold.

On the desk, a charm with strange symbols sewn into a small leather bag is found. The bag contains several roots, powder and a very small ruby. Knowledge (arcana) [DC 15] reveals this to be a charm against evil spirits. The roots can be identified on a Knowledge (nature) [DC 12] or Wilderness Lore [DC 20] as coming from local river plants. Knowledge (local) [DC 15] reveals that this particular charm is of Rhennee manufacturer.

Characters powerful enough to cast a resurrection may do so and Trenold will return, as he is very much in love with Ezlinneen of the Rhennee. He does not have much to tell the PCs though. He was asleep at the time of his murder, though he can tell them that when he went to bed, he was wearing his charm.

Trenold has little to add about the cargo incident if returned to life. His description of the crystal vat meshes with what the PCs may have saw in Mitrik during VTF3-03, but those were empty. The only point of interest is that his girlfriend became quite concerned with the details of his story and said she had to go see her grandmother about it.

☛ Trenold: male human; Com4; 15 hp.

River Gypsies, Barge Tramps and Rhennee

Bardimos has his barge on the south side of the docks with two other river barges. This is the only Rhennee craft currently here, and can be pointed out by anyone at the docks. This portion of the docks is less active then the ship bearing docks to the north. Bardimos is aware of the incident that occurred yesterday during the loading of the *Black Raven* and is preparing to go up river to inform Grandmother that the red liquid marble has been shipped out of the port. Bardimos is suspicious of the PCs intent and remains guarded until convinced they are not part of the unknown evil lurking about the port. To convince Bardimos the characters may present the charm or truly express good intentions using Diplomacy [DC 15] check. Any attempt to Intimidate Bardimos is met with a blasé attitude and no further assistance.

Approaching the river barge docks, a colorfully dressed man sits upon one of the pilings with a knife and stick of wood in his hands. He stops his carving watching your approach.

Bardimos has the following information that he is willing to part with freely:

- ◆ The *Black Raven* sailed yesterday after nearly falling to the misfortune of the river spirits. If it were not for the brave, the ship would be doomed.
- ◆ The charm is in deed a Rhennee protection charm.
- ◆ The dockhand was kind to the Rhennee.
- ◆ Evil spirits lurk about the port and about the trade routes.

Bardimos, once convinced that the characters mean to help vanquish the evil provides the following information:

- ◆ Ezlinneen has an interest in the young dockworker and gifted the charm to him yesterday before leaving upriver to be with her Grandmother.
- ◆ The Gnome Caravan Company has a warehouse in the Warehouse District.

- ◆ Many shipments have been coming from Osnabrodt over the last few months and heading up the Velverdyva.
- ◆ Grandmother has had visions that evil spirits have are running through the Western Kron Hills and Verbobonc, taking orders from dark figures who hide far off.
- ◆ The dwarven smith that tried to contract the Rhennee to transports goods, but after looking at him, Grandmother refused any business with him.
- ◆ Grandmother would not say more than the dwarf was not to be trusted and was tainted with fire and evil spirits.
- ◆ Grandmother is upriver and may speak to those who fight the taint of the evil spirits, should they seek her council and her visions.

Characters who agree to try and stop the evil host are offered a ride upriver to see Grandmother. Bardimos is leaving at just before dusk and has room for the characters and their mounts. Characters with wild beasts are cautioned to control them. He makes one stop to gather the beast if such an action is requested. He will not offer to stop without it being requested.

Bardimos can be convinced to leave earlier if the characters have visited the Gnome Caravan Company Warehouse and survived Encounter Three - Link by Link.

◆ **Bardimos:** human male, Rog6 (Rhennee eyes on the docks)

Gnome Caravan Company Warehouse

The warehouse is the typical 80 ft. by 100 ft. warehouse found in the Warehouse District. There is a flat bed wagon used to haul cargo to and from the docks just outside the unlocked front entrance. There is a side entrance that is unlocked leading into the main warehouse. The warehouse office is found in the center of the back wall with no direct exit to the outside.

Entering the open door of the warehouse, the open floor has various ropes and chains for lifting cargo on and off of wagons. The main floor is clear of cargo and boxes are neatly stacked on along the far wall. An office is set in the middle of the back wall. There are no signs of movement within the building.

If/when characters approach the office, go to Encounter Three - Link by Link. If they overcome the goons in Encounter Three, then proceed with the following:

Entering the office, there is a pile of ash on the desk and chair that once could have been a gnome.

A pile of ash on the desk's chair and the desk as if a small sized character burned to ashes but with no scorch marks on the chair, desk or papers on the desk. A file drawer is left pulled open with a few files remaining. Burned files are in the kettle hearth that is still warm. A Search [DC 15] check finds additional documents and manifests in another drawer. The documents are written in gnomish and reveal the following:

- ◆ The cargo that left yesterday is filed neatly containing over 20 manifests for shipments over the last few months.
- ◆ The cargo originated from Osnabrodt, shipped north to Rhynehurst by caravan and transferred to the Black Raven, Night Gull or Dark Manta to be shipped upriver.
- ◆ The Gnome Caravan Company's contracts ended at the point of transfer.
- ◆ The Gnome Caravan company is Owned and operated by Urthgansur and they are based in the Kron Hills
- ◆ All the cargo is manifested as dwarven metal craft and pottery.
- ◆ The final designation for every shipment has been Falwur of Ket, specifically a small temporary holding warehouse, to be handed over to parties unknown.

Knowledge (local) [DC 15] check recognizes the name of the registered owner found on the documents is the nephew of the Elder of Tulvar and founder of the Free Assembly of the Kron Hills government.

Encounter Three Link by Link

Gnorngish has placed some of his hired goons in the warehouse to eliminate or dissuade anyone that gets too interested in his activities. The goons have been instructed to remove loose ends and destroy evidence that could lead investigators to discover the true purpose of the shipments. The goons themselves though, do not know the true purposes, so occasionally make mistakes and oversights. These goons are not fire cultists, nor do they know anything about the fire cult.

The goons have successfully removed the foreman of the caravan company and were in the process of destroying files when the characters showed up. Carefully dusting each other with *dust of disappearance*, they are determined to now remove the characters. They wait to ambush the characters as they near the office.

APL 8 (EL 10)

☛ **Annsгаirt:** human female Rog6/Ftr1; hp 54; see Appendix One

☛ **Hiogus:** male human Ftr5/Lshr1; hp 62; see Appendix One.

☛ **Welve:** female human Wiz5 (Necromancer); hp 36; see Appendix One.

APL 10 (EL 12)

☛ **Annsгаirt:** human female Rog8/Ftr1; hp 68; see Appendix One

☛ **Hiogus:** male human Ftr5/Lshr3; hp 82; see Appendix One

☛ **Welve:** female human Wiz7 (Necromancer); hp 64; see Appendix One

APL 12 (EL 14)

☛ **Annsгаirt:** human female Rog9/Ftr2; hp 83; see Appendix One.

☛ **Hiogus:** male human Ftr5/Lshr5; hp 103; see Appendix One.

☛ **Welve:** female human Wiz9 (Necromancer); hp 78; see Appendix One.

APL 14 (EL 16)

☛ **Annsгаirt:** human female Rog11/Ftr2; hp 100; see Appendix One.

☛ **Hiogus:** male human Ftr6/Lshr6; hp 123; see Appendix One.

☛ **Welve:** female human Wiz11 (Necromancer); hp 92; see Appendix One.

Tactics: Annsгаirt is the leader of the hired goon squad. Before entering the warehouse, the three members of the squad all quaffed potions to boost their individual talents. Refer to each NPC stat-block for more details. The team has been in the warehouse for about an hour. Hiogus, under the effects of an invisibility spell, is watching the side entrance. Powder has been spread on the floor to help detect anyone entering under the cover of invisibility (+5 circumstance bonus to spot check). Hiogus moves (opposed Listen [DC25] check) from his observation point to the office warning Annsгаirt of any intrusions. All three members of the goon squad then dust each other with *dust of disappearance* and move to ambush the intruders drinking their potions of haste (or cast mass haste at higher APLs) as just before springing the ambush.

The Warehouse

The main warehouse is 40ft wide and 80ft long. In the middle of the left wall is a staircase that leads up to a catwalk that circles the entire the warehouse wall (excluding the main doorway). The roof is 15ft high. The simple office is 10ft by 10ft and is located 10ft high on wooden pillars. Access to the office is had via the catwalk, ten feet to the right of the stairs. A small shuttered window gives visual access to the warehouse floor below.

The warehouse is half filled with crates of different sizes (all holding innocent cargo) and form pathways ranging from 5ft wide to 20ft wide.

Treasure:

APL 8: L: 42 gp; C: 35 gp; M: +1 *rapier* (193 gp per character); +1 *mithral shirt* (175 gp per character); +1 *mighty whip dagger* +4 (235 gp per character); *potion of true strike* (8 gp per character).

APL 10: L: 42 gp; C: 55 gp; M: +1 *rapier* (193 gp per character); +1 *mithral shirt* (175 gp per character); +1 *mighty whip dagger* +4 (235 gp per character); *potion of true strike* (8 gp per character)

APL 12: L: 42 gp; C: 75 gp; M: +1 *rapier* (193 gp per character); +1 *mithral shirt* (175 gp per character); +1 *mighty whip dagger* +4 (235 gp per character); *potion of true strike* (8 gp per character), *robe of blending* (833 gp per character); *potion of true strike* (8 gp per character)

APL 14: L: 42 gp; C: 120 gp; M: +1 *keen rapier* (693 gp per character); +3 *mithral shirt* (842 gp per character); +1 *mighty frost whip dagger* +4 (735 gp per character); +1 *studded leather* (98 gp per character); *robe of blending* (833 gp per character); *potion of true strike* (8 gp per character).

Development: The characters now have physical proof of the amount of cargo, but this is all normal and legal paperwork. The characters are faced with the knowledge that something was being shipped (Dwarven Metal work and pottery), how much was shipped (crates large enough to hold ten crystal vats, over a period of several months) and where it was supposed to be shipped to (a holding warehouse in Falwur, Ket). What they don't have is what was really shipped, if different from the manifests. Removal of the information from the warehouse is theft. Any member that takes the manifest documentation and doesn't turn it over to Father Pilchus may face an additional twist at the end of the adventure depending on which encounter they end with and if they get caught with the material.

Encounter Four

Omen of Fire

Accepting Bardimos' offer of a trip to see the grandmother, the party travels through the night upriver. Bardimos pushes the 8 pole-men through the night and it is nearly an hour after sunrise. Seeing Grandmother's barge on the east side of the river causes alarm and Bardimos commands his pole men to take weapons in hand. Half the pole men bench their poles to arm themselves and the other half push with strength brought on by fear for the Seer.

Bardimos pulls his barge upon the riverside of the beached barge and the armed Rhennee leap to the aid of the Grandmother and a child. There are also a few other wounded on the barge that are in very bad shape. After all the members of Bardimos' barge are on the Grandmother's barge, she tells how they rescued the little girl from a fiend from the Abyss and that the fiend is waiting just out of site in the tree line. It has four legs, skin like metal, and cruel spikes all over it. The following box text describes the above.

The night has been uneventful and the moon's full light plays on the waters of the Celeb'vara. It is difficult to rationalize that this region of the Viscounty may be under siege of an evil force. Dawn comes and after a breakfast of sweet bread and honey, the sun rises over the horizon. Nearly an hour later, a river barge much like the one you ride comes into view on the eastern shore.

Bardimos' reaction is alarming, he barks a few muffled orders as half the pole men push with new vigor and the others benched their poles to grab weapons seemingly from nowhere.

Guiding the barge to the riverside near the beached barge, several severely injured Rhennee are visible laying in wait between the shore and the old woman with the child. The child is not dressed as a Rhennee, but instead wears the trappings of nobility. Surveying the carnage on the shore you see several armored soldiers, some brightly dressed Rhennee as well as horses, all covered in blood and many dismembered.

Waiting for Bardimos and his men, the old woman hands the child to one of the unarmed Rhennee pole men who has leaped to the side. The others with weapons take up a defensive position just on the edge of the barge as the injured lay on the deck. Looking at the characters, the old woman smiles and speaks.

"You come to aid against the evil spirits that hunts the young and eats the old?" the old woman questions.

Waiting for an answer, she continues.

"Then you will find the first of many lurking in the woods just yonder. Be careful for it is as large as this barge, four legs, skin like metal and cruel spikes all over its body. A fiendish visage that will make the most honorable run in terror. It has felled over 20 men so far, both those of the river and this child's wards. Still it has not taken its fill. Only my influence with the river spirits keeps us save aboard this grounded barge, but for how long, I know not.

She points to the tree line nearly 100 ft away. The pile of bodies are about 40 ft from the barge. The tiger does not approach within 5ft of the barge as long as the Grandmother is on board. She has access to limited powers that are alien to what the PC's are used to.

🐾 **Grandiasm:** human female, Sor10 (Rhennee Seer); hp 73; see Appendix One.

🐾 **Bardimos:** human male, Rog6; hp 38; see Appendix One.

🐾 **Pole Men (8):** human males, Ftr2/Rog3; hp 33, 33, 33, 33, 33, 33, 33, 33; see Appendix One.

Note: The following tiger encased in special spiked plate mail barding, that is molded to look even more fiendish than the fiendish tiger is to start with. A Knowledge (Planes) check cannot reveal what type of creature this is (for there is no creature that looks like it), but a Knowledge (Nature) [DC30] reveals it to be a fiendish version of a dire tiger encased in manufactured armor. After the beast has been killed, the armor can be removed and the true nature of the beast is revealed. Be sure to carefully read the stat block of the monster.

When searching the dead tiger, if they make a Search check [DC 24] they find a small symbol punch stamped on the inside of the armor. Knowledge (Religion) (DC 14) identifies the gold piece sized symbol as the inverted ziggurat of Tharizdun (He of Eternal Darkness).

APL 8 (EL 10)

🐾 **Fiendish Dire Tiger:** hp 132; see Appendix One.

APL 10 (EL 12)

🐾 **Fiendish Dire Tiger (2):** hp 132, 130; see Appendix One.

APL 12 (EL14)

🐾 **Fiendish Dire Tiger, Advanced (32HD):** hp 264; see Appendix One.

APL 14 (EL 16)

🐾 **Fiendish Dire Tiger, Advanced (48HD):** hp 468; see Appendix One.

Tactics: The fiend waits under the cover of the taller brush and tree line to the south of where the barge is beached. It pounces on the closest and least armored character that approaches. It does not enter the water because of the heavy armor it wears, nor does it come within 5ft of the barge of its own will. The River Gypsies stay on the barges guarding, but should a PC fall in battle, a Pole Man rushes out to drag that PC to safety where the Grandmother can use her Healing skill (+7) to stabilize them.

Treasure: The fiend wears spiked full plate barding that is too large for practical use and very unseemly in its evil origins. The spikes make the animal wearing the armor unable to be a mount. There is no gain in treasure for this loot.

Development: Bardimos, his bargemen and the characters have heroically rescued the Rhennee Seer and child. The characters have heroically slain the fiend. The characters gain the respect and trust of the Rhennee Seer.

Go To **Encounter Six – Missing.**

Encounter Five Lone Beast

Having chosen to travel by land, the characters arrive after the initial attack of a fiendish dire tiger. The creature ambushed a group of guardsman, a nanny and the young ward of Marchioness Stefania while they rode along the river. A Rhennee river barge was in the area and beached to help. The Grandmother of the Rhennee clan saved the young ward and was rescued by Bardimos before protective wards expired on her barge. The beast lingers near the site having smelled the scent of the characters on the wind. The beast lays in ambush for the characters to approach. The attack takes places from a forest-covered hill about 100ft from the beached barge. Otherwise, this encounter is similar to Encounter Four.

Note: The following tiger encased in special spiked plate mail barding, that is molded to look even more fiendish than the fiendish tiger is to start with and to disguise its true nature. A Knowledge (Planes) check cannot reveal what type of creature this is (for there is no creature that looks like it), but a Spot check [DC25] reveals the metal skin to actually be barding on top flesh. With a successful Spot check, a Knowledge (Nature) [DC30] reveals it to be a fiendish version of a dire tiger encased in manufactured

armor. After the beast has been killed, the armor can be removed and the true nature of the beast is revealed automatically. The tracks of the monster are similarly obscured in identity due to part of the barding on the paw as well as the fiendish nature of the creature. Be sure to carefully read the stat blocks of the monster.

When searching the dead tiger, if they make a Search check [DC 24] they find a small symbol punch stamped on the inside of the armor. Knowledge (Religion) (DC:14) identifies the gold piece sized symbol as the inverted ziggurat of Tharizdun (He of Eternal Darkness).

APL 8 (EL 10)

🐾 **Fiendish Dire Tiger:** hp 132; see Appendix One.

APL 10 (EL 12)

🐾 **Fiendish Dire Tiger (2):** hp 132, 130; see Appendix One.

APL 12 (EL14)

🐾 **Fiendish Dire Tiger, Advanced (32HD):** hp 264; see Appendix One.

APL 14 (EL 16)

🐾 **Fiendish Dire Tiger, Advanced (48HD):** hp 468; see Appendix One.

Tactics: The fiend waits under the cover of the taller brush and trees, among a group of small hills to the north of where the barge is beached. It pounces on the closest unarmored character that approaches. It will not enter the water because of the heavy armor it wears. The barge is no longer warded and protected from the entrance of the tiger.

Treasure: The fiend wears spiked full plate barding that is too large for practical use and very unseemly in its evil origins. The spikes make the animal wearing the armor unable to be a mount. There is no gain in treasure for this loot.

Development: The characters chose to travel by land and are too late to rescue the Rhennee Seer and child, but Bardimos and his bargemen have rescued her and the young ward instead. The Rhennee have moved away to safety before the wards on the barge fail. Therefore the PCs do not encounter Grandmother. The beached barge is empty, having been evacuated. Eventually, the Rhennee will return for it.

Encounter Six Missing

After the battle, twenty riders in equeerrian armor crest the hill from the south. Mounted guardsmen, their lances showing signs of fresh battle. Few of the guardsmen are uninjured. One of the riders carries the banner of a Noble House of Verbobonc on his raised lance. Characters with Knowledge (local) [DC 15] or (Nobility) [DC 10] check recognize the standard of Marchioness Stefania.

As they approach closer, Her Most Honorable Lady Stefania is the lead rider. Seeing the Rhennee, she motions for her retinue to fan out as they approach. One knight approaches the party passing the slain creature and other corpses. He introduces himself as His Right Honorable Sir Cael'van Thoquis.

If the Rhennee are present, Sir Cael'van demands for the Rhennee's surrender for the kidnapping of the young ward of Marchioness Stefania. Sir Cael'van points to the little girl being held by the Grandiasm the grandmother and seer of the Rhennee. The young ward is in shock and seems unable to speak. Sir Cael'van listens to the PCs statements on the battle and situation concerning the Rhennee should they interject on behalf of the Rhennee.

Once informed of the true situation, Her Most Honorable Lady, Marchioness Stefania approaches and thanks the Rhennee and the characters for their aid in saving the young ward. She also asks Grandiasm for her understanding and forgiveness for their harsh and unworthy judgment. Grandiasm instructs Bardimos to take the adventurers to Loren's Ford. If the party has had their fill of the river, Sir Cael'van assigns two guardsmen to escort the party to Loren's Ford.

If the Seer and the young ward are not present, Sir Cael'van speaks to the characters asking after the young ward. He notes the dead guardsman were the escort for the youth. Sir Cael'van tells of these foul hunting beasts attacking Loren's Ford before dawn this day. A company of the Marchioness' Guardsman have been dispatched to assist Loren's Ford and are to arrive by nightfall. Sir Cael'van assigns two guardsmen to escort the party to Loren's Ford.

🐉 **Right Honorable Sir Cael'van Thoquis:** human male, Ftr9/WrMstr6

🐉 **Marchioness Stefania:** half-elf female, Ftr8/Cav2

Development (rescuing the ward): The ward of Marchioness Stefania has been rescued and returned to her guardian. The characters earn the trust of the Marchioness and respect of Sir Cael'van for their heroic deeds.

Development (not rescuing the ward): The ward of Marchioness Stefania is missing and her guardian the Marchioness Stefania is irritated at her loss. The characters earn the respect of Sir Cael'van for their heroic deeds.

Encounter Seven Loren's Ford

By River Barge

Pillars of smoke and people wandering in chaos greet your arrival as the river barge docks just outside of Loren's Ford. The sun is cresting highpoint and the afternoon is beginning. There are no signs of any guardsmen or armed defenses. The soot-streaked face of a young blonde woman administering aid to a wounded warrior looks up at your arrival. A large man helped by several boys carry dead bodies to the other end of the town.

Walker Tama has been helping the wounded all morning and is near exhaustion. She has expended all of her daily spells and those instant remedies that she was able to save from the way station's reserve. The way station was the first building set aflame by the raiders. Fern, the blacksmith helped put out fires to a point where they would not spread any further. For the last couple of hours, he and a few of the boys have been taking the dead to the edge of the cemetery to await burial and last rights.

Riders have been sent to Castle Hagthar, Sir Alywen's keep, Baron Rollof's Keep, and Marchioness Stefania. It is still early in the day and the mounted troops are expected to arrive over the next few hours.

Questioning Walker Tama as she takes a moment after tending the wounded warrior, she tells you the following:

"We were attacked just before dawn when many were starting to break fast and move to the fields for their daily work. I had just completed my daily devotionals and was going to revisit the crevice leading to the temple ruins. Demonic beasts with spiked metal skin with a demonic looking fire giant leading them, moved in from the south and set fire to the Way Station then entered the town. The fire giant wielded a great flaming sword, and upon its left arm, a fiendish claw sprouts from his wrist, having pushed aside its real hand, which hung limp and lifeless. Men and women fought against the host of evil showing bravery to protect their children and their homes. In the end, eight maidens were taken, the youngest was nine years old the oldest was 16 years old. After the

maidens were gathered up, most struggling within the jaws of those demonic beasts, the creatures left, having suffered no losses.

In they came, fire blazing as the giant tossed large bottles from its sack, fire magic erupting in plums as the bottles smashed, smoke rising as warriors fell. There was a patrol of Mounted Borderers that stayed the night in the Inn. If it were not for them, the entire town would be lost to every man, woman and child. My spells were not selected for such a combat but the Dweller has taught us to rely on normal weapons as well as our divine blessings.

When the brave Mounted Borderers and what few militia that were in for the evening turned the battle tide, the giant and his demonic beasts left to the south. The four surviving Mounted Borderers have been sent to Castle Hagthar, Sir Alywen's Keep, Baron Rollof's Keep, and Marchioness Stefania. It is still early in the day and the mounted troops are expected to arrive over the next few hours.

Please help in any way you are able and willing."

She answers any questions that the PCs have, but is exhausted and many more still need her assistance.

- The host of evil was lead by the unnatural fire giant (as described above). It was much taller then what she expected for such a creature.
- She counted 10 of the demonic beasts with the spiked metal skin. She believes that they were outsiders but can't be sure. Her flame strike was ineffective (SR) on one of the creatures that she targeted.
- The first sign of their attack was the sounding of great hunting horns.
- She thinks she saw movement and heard shouting, possibly commands, all said in a strange tongue, from the tree line outside the village. She suspects there were more to this attacking group then what exposed itself.
- One of the spiked beasts had a symbol of Nerull (The Reaper) on a chain around its neck. Walker Tama saw it rather close up. She's not sure if the rest of the beasts had such symbols or not.
- The creatures seemed to be single minded in their collection of maidens, ignoring other (sometimes easier) targets, unless someone got in their way.
- The raid ended with another blowing of a hunting horn from somewhere in the woods.

If at this point the PCs start to have some choices to make. They can decide now to chase after the still fresh trail of the maidens. If the PCs do not have a tracker with them, Walker Tama volunteers to assist them, even though her spells are just about gone.

"The creatures left not too long ago with the captured maidens. No one has yet to go after them, though not for lack of want. The trail is still fresh, and should you need a tracker, I shall assist, though my own magical resources are tapped. But, there are those that fear that the creatures may return for more maidens tonight, that perhaps this was just a probe. Something doesn't smell right with this situation. What do you wish to do? Go after the maidens, stay and garrison the village or go on about your previous business" explains Walker Tama.

Should they choose to take the fight to the hunting pack and rescue the maidens, go to **Encounter Nine - Hunt Club**. If they choose to stay and help out, continue with the following.

Nearly two hours after the characters' arrival in Loren's Ford, two units from Baron Avgustin arrive under the command of Sir Jourair. One unit is quickly dispatched as pickets around the village while another begins the work of erecting a tent in front of what was the inn. Several of the guard members from the second unit begin to circulate around the village assessing the damage and asking questions. One of these guardsmen approaches the characters.

"Well met, I am Yronl of Baron Rollof Avgustin's House Guard. The Right Honorable Sir Jourair Dersning thanks you for your service to Loren's Ford and requests your presence at the command post now being erected in one hour."

If the characters wish to ask questions of the guardsmen, he politely requests they reserve questions for the Knight Bannerette after the situation has been assessed.

A company of the Marchioness's Guardsman arrives with her Huntmaster about a half hour after Yronl's invitation. About twenty minutes later, a company of Sir Alywen Saflynd's guardsmen arrives from the west. There are by this time a total of 80 guardsmen and one ranger from the neighboring lands and 80 of Baron Rollof's guardsmen in the small town.

Guardsman Yronl passes by the characters a second time letting them know the Knight Bannerette is ready to receive them. As the characters enter the command tent, Sir Jourair is overseeing the preparation of defenses for the night.

"Sir Alfentrask at Hagthar Keep has sent only two patrols," comments a rather short and stocky man with the rolling gate of a horseman as he paces around the command tent. "Doesn't he know what attacked here? Goodness knows, Osnabrolt could be next. Who knows where The Reapers minions will take this." Looking at the gathered adventurers. "Welcome, I am the Right Honorable Sir Jouraair Dersning of Baron Rollof Avgustin's House Guard. We are considering this a hostile area so drop the honorifics and just call me Sir Jouraair. May I have your names and loyalties?"

He waits for an introduction from each character and then continues once they are finished. Due to the Us against Them nature of the situation (The forces of Nerull), Sir Jouraair puts aside any distrust he may have for PCs of Baklunish origins. Most of the others involved take a similar stance.

"We are setting up defenses for the night. I trust we can include your services in our defensive plans? I shall issue orders to you later. Get some rest if you can, but be ready, my gut tells me this day is not over. Another mission that needs to be fulfilled just as much is the warning of the town of Osnabrolt. It's less likely, but they could be in danger as well. But, if you choose to leave to go about on your own business, I shall understand, though you will understand if we can not come riding to your aid in the nick of time" says the knight.

If the characters choose to stay for the defense of Loren's Ford, go to Encounter Eight. If they choose to volunteer to warn the town of Osnabrolt, go to Encounter Ten.

By Land

If the PCs approach Loren's Ford by land, instead of by the river, then they arrive a few hours later than the above encounter. The major difference is that Walker Tama has already escorted a group of brave Knights to try and rescue the maidens, thus effectively removing that option for the PCs.

Smoldering buildings and guardsman moving about the town preparing defenses, removing bodies of the fallen and aiding the injured greet your arrival. A young man with the House Arms of Avgustin approaches with five warriors less than 5 ft. behind him. He calls out, "Greetings to those in come in peace and support, how stand you?"

He waits for a reply but none have drawn weapons. It's possible that the PC's have escorts from Encounter 5 or 6. Upon the PCs answer as to being friends, the guards gladly accept them within the town picket. If the

characters don't answer or show friendship, they all draw arms and an alarm sounds within the center of the town.

"Well met, I am Yronl of Baron Rollof Avgustin's House Guard. The Ford has been attacked as you can see. There are many concerns that you may be helpful. But first, come and rest until the Knight Bannerette can free himself to speak to you."

The characters are lead to a command post that has been set up in front of what was once an inn. There are other troops visible as you walk through the center of town. House Stefania, Mounted Borderers, House Saflynd and those wearing the arms of House Avgustin. Clerics and laymen of Heironeous, Rao, Cuthbert and Pelor can be seen moving through make shift infirmary tents tending the wounded.

Two units from Baron Avgustin have arrived under the command of Sir Joûraair, a company of the Marchioness' Guardsman have arrived with a her Huntmaster about an hour before the characters and the last to arrive was a company from Sir Alywen Saflynd's guardsmen from the west. There are a total of 80 guardsmen and one ranger from the neighboring lands and 80 of Baron Rollof's guardsmen in the small town. After a few minutes, Sir Joûraair joins the characters in the command tent from overseeing the preparation of defenses for the night.

"Sir Alfentrask at Hagthar Keep has sent only two patrols," comments a rather short and stocky man with the rolling gate of a horseman as he paces around the command tent. "Doesn't he know what attacked here? Goodness knows but Osnabrolt could be next. Who knows where The Reapers minions will take this." Looking at the gathered adventurers. "Welcome, I am the Right Honorable Sir Jouraair Dersning of Baron Rollof Avgustin's House Guard. We are considering this a hostile area so drop the honorifics and just call me Sir Jouraair. May I have your names and loyalties?"

He waits for an introduction from each PC and then continues once they are finished. Due to the Us against Them nature of this situation (The forces of Nerull), Sir Jouraair puts aside any distrust he may have for PCs of Baklunish origins. Most of the others involved take a similar stance.

Waiving his hand over the once picturesque hamlet. "We were attacked early this morning by a host of what has been reported as a combination of four legged demonic creatures with metal skin and spikes, led by a fiendish fire giant who took pleasure in burning all these buildings to the ground. Witness reported seeing symbols of The Reaper on some of the demonic beasts. The battle lasted on a few

minutes, hardly enough time to even dawn armor and get out the door. The things carried away many young maidens, all still alive at last sight. We have no reason as to why they massed such a horrific pack to attack this location." he breaks off sharply and ponders.

Give the PCs a moment to offer their own theories and give reports to what they have seen. The PCs should know that the demonic creatures are actually fiendish cats dressed up in barding.

"We have amassed a force here great enough to deal with this raiding party of otherworldly creatures...all in one spot " trails off the knight. "We have some reports that others of unknown type were in the woods about town during the attack, and someone blew a horn both before and after the attack. My gut doesn't like this. I smell a trap. If what you say is accurate, and I believe it is, then someone is attempting to deceive us, but to what end? We shall hunker down here tonight and venture forth in force come morning"

"It is our understanding that the raiders have taken eight of the towns young girls. I have already dispatched a party of nights with the local Walker to track down the girls and find out what has happened. At least that has been taken care of. But there is also a fear that Osnabrolt could be next to suffer a raid. I was about to send forth a patrol to warning the town, but if you do not choose not to stay here the night and ride with us come morning, then perhaps you could ride hard to Osnabrolt to carry the warning there. I leave the choice to you."

He will answer any questions that the characters have but needs to return to supervising the defenses soon.

- The host of evil was lead by the unnatural fire giants (as described below). It was much taller then was she expected for such a creature. "The fire giant wielded a great flaming sword, and upon its left am, a fiendish claw sprouts from his wrist, having pushed aside its real hand, which hung limp and lifeless."
- A Walker of Fharlanghn (The Dweller) reported that she counted 10 of the demonic beasts with the spiked metal skin. She believes that they were outsiders but can't be sure. Her flame strike was ineffective on one of the creatures that she targeted.
- The first sign of their attack was the sounding of great hunting horns.
- Villagers reported seeing movement and heard shouting, possibly commands, all said in a strange tongue, from the tree line outside the village. People

suspect there were more to this attacking group then what exposed itself.

- One of the spiked beasts had a symbol of Nerull (The Reaper) on a chain around its neck. Walker Tama saw it rather close up. She's not sure if the rest of the beasts had such symbols or not.
- The creatures seemed to be single minded in their collection of maidens, ignoring other (sometimes easier) targets, unless someone got in their way.
- The raid ended with another blowing of a hunting horn from somewhere in the woods.

♣ **Sir Joûraair:** male human Ftr5/WrMstr6; Right Honorable Sir Joûraair Dersning, Commander, Baron Avgustin's Home Guard.

♣ **Yronl:** male human Ftr7; Sergeant, Baron Avgustin's Home Guard.

♣ **Farn:** human male, blacksmith Exp5 (blacksmith of Loren's Ford)

♣ **Walker Tama:** human female, Clr7 (Cleric of Fharlanghn, Loren's Ford); +13 Wilderness Lore; Currently drained of spells

Development: The characters have a choice on actions in proceeding to the end of this adventure. The choices are to stay and help defend Loren's Ford as the fight is brought to them, track down the maidens (only if the PCs have arrived by River) or ride to Osnabrolt to both warn the town and visit the Gnome Caravan Company Compound for more investigation. There is only time enough to one of these actions.

Each choice leads to a final combat encounter and information that may or may not further their investigation.

The planting of the symbol of Nerull is a hoax by Gnorngish to lead the people of Verbobonc astray and add greater confusion, if only for a short time.

The pack want to draw the offensive capability of the local garrisons into a hard to defend place like Loren's Ford, and attack in strength, at night, possibly wiping out all the forced defenders. This would leave mostly only the defensive elements of the south Verbobonc military.

While a small part of the Pack returns to its staging area with the maidens, the entire host of evil circles around to destroy the gathering forces they predicted would respond to such a mysterious threat.

Should the PCs have arrived by land, but decide any ways to follow the trail of the maidens, they only find the dead remains of the rescue party and an empty cave.

To Continue:

- Defending Loren's Ford – go to **Encounter Eight – Defending Loren's Ford**.
- Take the fight to the hunting pack and rescue the maidens: go to **Encounter Nine – Hunt Club**.
- Ride to Osnabrolt to warn the town and visit the Gnome Caravan Company: go to **Encounter Ten – Osnabrolt**.

Encounter Eight Defending Loren's Ford

The adventurers stay the night and defend the town from possible new attacks. The Mounted Borderers and hangers on that were in town early this morning held off the raiders (mostly). Returning tonight with greater numbers and a strategic plan to eliminate the defenses of the town, the evil host attacks near midnight. The characters have been assigned a portion of the perimeter to the east.

The moonlight gives an added comfort of sight for those humans on watch. The defenses of the guardsman from three Lords and the reinforced patrols of Mounted Borderers comfort the survivors of this morning's attack. People that live outside of town have all come within the safety of the defensive perimeter. Looking out into the milky darkness as midnight approaches, your ears are the first to be alerted by the attack. The sound of hunting horns wakes everyone. The horns are coming from the west, the position held by the Mounted Borderers. An instant later horn blasts can be heard to the north on the face of the guardsman from the Marchioness' house and south facing Avgustin's troops.

House Saflynd's guardsmen are split to reinforce the Mounted Borderers and the Marchioness' troops.

Pause for the lead character to read the orders from Sir Joúraair. Have any alert character watching the perimeter with a Spot [DC 18] check, Failure gives the attacking force surprise. The tree line and small buildings where the enemies are coming from is 80ft away from the PCs position.

Just after the guardsmen from House Saflynd pulls out to reinforce the another position, shapes emerge from the cover of shadow, as large four legged and spiked beasts fly through the air as they bound

towards you. Following the creatures are other shapes, some humanoid, some not.

APL 8 (EL 11)

🐾 **Fiendish Dire Lion** (3): hp 66, 66, 66; see Appendix One.

🐾 **Kitty**: female human Drd5/AnmlLrd3; hp 76; see Appendix One.

🐾 **Dire Tiger**: Animal Companion; hp 120; has Exotic Saddle; see *Monster Manual*.

APL 10 (EL 13)

🐾 **Fiendish Dire Lion** (3): hp 66, 66, 66; see Appendix One.

🐾 **Fiendish Dire Tiger**: hp 132; see Appendix One.

🐾 **Kitty**: female human Drd5/AnmlLrd3; hp 76; see Appendix One.

🐾 **Dire Tiger**: Animal Companion; hp 120; has Exotic Saddle; see *Monster Manual*.

🐾 **Welve**: male human Wiz(Necromancer)9; hp 64; see Appendix One.

🐾 **Skeleton (Horse)**: Treat as Skeleton, Large (Long); hp 13; has Military Saddle; see *Monster Manual*.

APL 12 (EL 15)

🐾 **Fiendish Dire Lion** (3): hp 66, 66, 66; see Appendix One.

🐾 **Fiendish Dire Tiger** (2): hp 132, 130; see Appendix One.

🐾 **Kitty**: female human Drd5/AnmlLrd5; hp 95; see Appendix One.

🐾 **Dire Tiger**: Animal Companion; hp 120; has Exotic Saddle; see *Monster Manual*.

🐾 **Welve**: male human Wiz(Necromancer)11; hp 78; see Appendix One.

🐾 **Skeleton (Horse)**: Treat as Skeleton, Large (Long); hp 13; has Military Saddle; see *Monster Manual*.

APL 14 (EL 18)

🐾 **Fiendish Dire Lion, Advanced (16HD)**; hp 132; see Appendix One. (14)

🐾 **Fiendish Dire Tiger, Advanced (32HD)**: hp 264; see Appendix One. (16)

🐾 **Kitty**: female human Drd5/AnmlLrd5; hp 95; see Appendix One. (10)

🐾 **Dire Tiger**: Animal Companion; hp 120; has Exotic Saddle; see *Monster Manual*.

🐾 **Welve**: male human Wiz(Necromancer)11; hp 78; see Appendix One.

🐾 **Skeleton (Horse)**: Treat as Skeleton, Large (Long); hp 13; has Military Saddle; see *Monster Manual*.

🐉 **Gnorngish:** half-fiend/half-fire giant Ftr2; hp 182; see Appendix One.

Tactics: The raiding host attacks with strong numbers from the North, South and West to draw defenders from the East in a diversionary tactic to have a special operations group enter the town and remove the command center, but they encountered the PCs on the way. The final goal of the attack is simple: Destroy all defenders before daybreak.

The catlord and the wizard are mounted and spread out (no less than 20ft from each other) at the start of the battle. The battle cats can be placed wherever the Judge feels them best placed for the attack. If they gain surprise, they use the partial action to move towards the PCs, using buildings as cover (when available).

Keep in mind that the battle cats are highly trained magical animals with orders to kill armed defenders and they do this until either the Cat Lord or the Fire Giant gives them different instructions. The wizard cannot command the battle cats. The battle cats fight to the death.

The animal companion (tiger) is not wearing barding, and should it prove useful, the catlord can dismount and fight separately.

At APL 14, Gnorngish the half-fiend fire giant, uses his *darkness* spell-like ability to try to escape into the forest if things start to go badly for him.

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: +1 *scimitar* (193 gp per character); +1 *hide armor* (97 gp per character); *periapt of wisdom* +2 (333 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +2 *scimitar* (693 gp per character); +2 *hide armor* (347 gp per character); *periapt of wisdom* +2 (333 gp per character); *infusion-hold animal* (6th-level) (50 gp per character); *potion of true strike* (8 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: +2 *scimitar* (693 gp per character); +2 *hide armor* (347 gp per character); *periapt of wisdom* +2 (333 gp per character); *infusion-hold animal* (6th-level) (50 gp per character); *potion of true strike* (8 gp per character); *wand of briar web* (8th-level, 5 charges) (60 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: +2 *scimitar* (693 gp per character); +2 *hide armor* (347 gp per character); *periapt of wisdom* +2 (333 gp per character); *infusion-hold animal* (6th-level) (50 gp per character); *potion of true strike* (8 gp per character); *wand of briar web* (8th-level, 5 charges) (60 gp per character); +1 *huge unholy flaming greatsword* (2,695 gp per character); *large sized demon armor* (899 gp per character).

Development: If the PCs can defeat the attacking party, it breaks the spirit of the other fronts once word gets around, and with heavy casualties, the defenders win the battle.

From among some of the enemy dead, symbols of the Fire Cult of the Elder Elemental Eye and other evidence starts to gather casting light on the true allegiance of the attackers. The fear that had gripped the small army that they were fighting a horde of demons begins to fade as everyone can see for themselves in the morning light that the beasts are just dire animals in sinister looking armor.

Allow any PC with Knowledge (geography) [DC25] to recognize the foreign looking garb, mannerism and racial make-up (Flan-Baklunish mix) to identify the women as being a native of the Ataphad Islands. Grant a +2 Circumstance bonus to the check should the PC have heard her talk (give orders, ideal battle chatter, etc), it's a strong accent.

The PCs can try to investigate the other avenues, but those opportunities have past. Go to the Conclusion section that corresponds with this outcome.

Encounter Nine Hunt Club

Tracking the raiding party that took the maidens is difficult and time consuming. Assume the PCs started on the trail of the bad guys sometime only an hour or two after they arrive by river at Loren's Ford.

The tracks lead through hills, light marsh and thick woods with very little of it on paths and/or trails. It also twists around, the pack spreading out, and coming together again, once even crossing its own path. Allow the PCs to make track rolls, but do not tell them the DC. Sometimes they pass, sometimes they fail, but in the end they find the end. They don't know it, but the handler in the pack is intentionally leaving markers to sucker in a rescue party, in an attempt to divide the forces of Loren's Ford. But there is a break down in communications, and no one is setting a trap for that rescue party to fall into.

If Walker Tama is with the PCs, she has no spells left till she regains them the following morning. She is here to guide the PCs, but due to her limited capacity, she stays far away from combat. She suggests that she stay with the horses and what not and act as a rescuer should something go wrong. She's not a coward, just practical.

Night has fallen as the PCs approach their final destination. Enemy patrols in this area are non-existent

due to the fact that the battle cats and handlers are wiping out Loren's Ford. Depending on the PC's slowest member, the PCs arrive either just after dark or around midnight, but the effect is the same.

The sky is clear and moonlit over the winding hills and medium woods that the hunt club lairs in.

The roar of a great beast rings out through the countryside as you approach a stand of woods leading into a drawl between two larger hillocks. Weaker souls would be stopping in fear as their blood chills, but hearty heroic adventurers begin to feel an adrenaline rush and so do you. This looks like the place. There are a lot of older tracks in the area, a sure sign of a den.

Find out how the characters intend on approaching, or if they are going to send out a scout. There is a small path just wide enough for a small wagon (and in fact, there are wagon tracks from the gnomish shipments). This path allows horses access into the camp.

Approaching cautiously

Working your way through the underbrush and moving with your practiced caution, the makeshift base camp of a large force is before you. There are many beasts chained to sturdy poles and many are injured. Pens and cages fill up space between tents. Armored cats, and fire giants are resting half-aware of their surroundings. All of the beasts have the unmistakable signs of the fiendish taint in their features. Then suddenly a battle cat exits a huge tent followed by a large fiendish fire giant with a clawed hand and limped flesh hand hanging below the claw. The tiger sniffs the wind, looks around and snarls uneasily. Some of other the beasts seem to be sniffing the wind but relax moments later.

*The fiendish fire giant calls into the tent and a robed man exits the tent. The man moves to a ring of stones, stands there and ushers the tiger and the injured cats and their handlers into the circle of stones, then stepping in he is gone. *** At APL8 only *** -The giant barks orders and the giant steps into the circle of stones and disappears.*** One by one, the injured step into the circle and all disappear at the robed man's gestures.*

The maidens are brought into the open from one of the tents. They are led on a tether held by a fiendish looking ogre. The ogre leans in to roughly move one of the girls along, when one of the older girls lashes out at the ogre, leaving a sharp splinter of wood sticking out of an eye on a very surprised looking face. The girls panic and run back into the tent they

just came out of. The one-clawed fire giant lets out a bellowing, fiendish laugh as the maimed ogre falls to the ground.

If a scout was sent, give time for his companions to approach before the cat notices the scent of the characters, or at least the fresh trail. As for the girls, the bad guys are in no rush to deal with them. It has become entertaining for them.

After most of the host has exited via the circle of stones and flashy fire effects of transport, snarls and heavy foot falls and crashing tree's ring out from the terrain around the camp accompanied by shouts in ogrish. It appears that sentries have picked up your fresh trail.

Should the PCs not send in a scout first, or just rush in swords blazing, then assume that they arrive just as the transport session is ending and the maidens have just broken free.

Though the encounter lists ogres and lions on patrol with them, do not include them in the combat encounters. They shall retreat from the situation.

APL 8 (EL 11)

- 🐾 **Fiendish Dire Lion** (3): large magical beast); hp 66, 66, 66; see Appendix One.
- 🐾 **Kitty**: male human, Drd5/AnmlLrd3; hp 76; see Appendix One.
- 🐾 **Dire Tiger**: Animal Companion; hp 120; has Exotic Saddle; see *Monster Manual*.

APL 10 (EL 13)

- 🐾 **Fiendish Dire Lion** (2): hp 66, 66; see Appendix One.
- 🐾 **Hellcat (Devil)**: hp 66; see *Monster Manual*.
- 🐾 **Gnorngish**: half-fiend/half-fire giant; hp 158; see Appendix One.

APL 12 (EL 15)

- 🐾 **Fiendish Dire Lion** (2): hp 66, 66; see Appendix One.
- 🐾 **Fire Giants** (2); hp 142, 142; see *Monster Manual*.
- 🐾 **Gnorngish**: half-fiend/half-fire giant; hp 158; see Appendix One.
- 🐾 **Vlast**: male human Wiz(Necromancer)11; hp 78; see Appendix One.

APL 14 (EL 17)

- 🐾 **Fiendish Dire Tiger, Advanced (32HD)** (3): hp 264, 264, 264; see Appendix One.
- 🐾 **Fire Giants**: hp 142; see *Monster Manual*.

🐉 **Gnorngish:** half-fiend/half-fire giant Ftr2; hp 186; see Appendix One.

🧙 **Vlast:** male human Wiz(Necromancer)13; hp 92; see Appendix One.

Tactics: The robed man and most of the evil host escapes through the teleportation circle and at APL8, so does the lead fire giant. Be sure to make clear that most of the cages and pens are empty, and that a much large force was once here.

The remaining host awaits the ogre and maidens to enter the teleportation circle once the robed man returns. As soon as the PCs make themselves known, the leader (either Kitty or Gnorngish), who stands by the circle, uses their first action to smash the ring of stones, thus destroying the delicate magic. This portal leads to a very important place and its being compromised cannot be risked.

If the PCs foolishly stop the exit of the full host through some cunning plan, add the APL14 host to the current combat or double the host as appropriate (for APL14). This increases the threat but not any rewards or experience.

Gnorngish the Half-Fiend Fire Giant, uses his *darkness* spell-like ability to try to escape into the forest if things start to go badly for him.

Treasure: APL14 – Searching the camp, the characters find a *periapt of wound closure* and *necklace of fireballs* (type II) in the leaders tent as unclaimed property. Note that the *large sized demon armor* is of much reduced resale value due to its size and the markings of Tharizdun on the inside.

APL 8: L: 0 gp; C: 0 gp; M: +1 *scimitar* (193 gp per character); +1 *hide armor* (97 gp per character); *periapt of wisdom* +2 (333 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 *huge flaming greatsword* (736 gp per character); *large sized demon armor* (899 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: +1 *huge flaming greatsword* (736 gp per character); *large sized demon armor* (899 gp per character); *potion of true strike* (8 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: +1 *huge unholy flaming greatsword* (2,695 gp per character); *large sized demon armor* (899 gp per character); *potion of true strike* (8 gp per character); *periapt of wound closure* (1250 gp per character); *necklace of fireballs* (Type II) (225 gp per character).

Development: Once the PCs have defeated the listed opponents, the ogre/dire lion patrols scurry off into the night to fight another day.

The maidens need a little convincing, but soon accept the PCs as their rescuers. The PCs can search about the base camp, but most of the goods have been shipped out already. It doesn't look like the main force is expected to return.

There are pens and cages that seem to have been used to house and train the large hunting cats. At one end of the camp are large empty crates. Upon inspection, they were probably used to transport the animals for some distance as the odor evidence indicates. The crates have air holes as well as the burned on marking that is typical of shipping and customs agents. The writing is Baklunish, and identifies the crate as having been in a warehouse located in the nation of Ekbir.

The maidens know little and are very shaken up by their ordeal in the jaws of death. Once they arrived here, they were tied up in the tent and left alone. They heard speaking, but never in any language they understood.

The Camp: The camp is 140ft in diameter, bordered by forest-covered hills. It is filled with five 20ft by 20ft tents and one 50ft by 50ft tent. Spread between the tents are five separate pens consisting of a fenced training area and lean-to sheds for the animals to live under. At one side are the pile of crates. Some of the crates have been broken up and used for firewood. In the center of the camp is the magical stone ring. Each stone is about two feet in diameter and covered with arcane runes. The ring itself is 30 ft in diameter. Once the ring is destroyed, the stones melt into slag. Only one stone needs to be destroyed to disrupt the entire circle.

By the time the PCs return to Loren's Ford, the host of battle cats and their handlers have done great damage and routed the defenders. Come morning, hunt club has moved on, eventually hiding their tracks with magic and trickery.

Proceed to the Conclusion.

Encounter Ten Osnabrolt

The characters leave for Osnabrolt a couple of hours before dusk. The night is clear and visibility is good. The characters can make camp and arrive late the next day or travel all night arriving at dawn. Once arriving in Osnabrolt, the characters either warn the town or warn Urthgansur first.

Warning the town first

Having warned the town constabulary, the militia is being awoken to the possible threat. The directions from the constabulary lead to the Gnome Caravan Company on the other side of the small town. Arriving at the Gnome Caravan Company compound, the shadows of the night flicker about the buildings. The compound seems deserted at your approach. A gnome exits the main building in the compound. Moving only a few feet from the door, the shadows begin to show signs of movement behind him as a group laying in ambush attacks.

Warning Urthgansur first

Arriving at the Gnome Caravan Company compound, the shadows of night flicker about the buildings. The compound seems deserted at your approach. A gnome exits the main building in the compound. Moving only a few feet from the door, the shadows begin to show signs of movement behind him as a group laying in ambush attacks.

The assassination squad is here to clean up loose ends for Gnorngish. Zerith, the assassin, attempts to place an ashstone necklace on the gnome. Urthgansur must die and the building must be set to fire to destroy all of the evidence. The characters are merely in the way. The party is able to intercede in the scuffle.

Currently the main gnome Urthgansur is tied to the chair in his office. Once the hit squad is sure they have all they need, they shall place the ashstone on the gnome and leave with the warehouse on fire.

The ever watchful familiar of the hit squad, who is stationed outside across the street hidden away with a good vantage point, spots the approaching PCs or anyone suspicious getting too close to the warehouse, and thus warns the hit squad. Very crafty PCs might be able to avoid this, but the intelligent familiar can understand the casting of spells and can overhear discussion of battle tactics.

The Warehouse

The main warehouse is 40ft wide and 80ft long. In the middle of the left wall is a staircase that leads up to a catwalk that circles the entire warehouse wall (excluding the main doorway). The roof is 15ft high. The simple office is 10ft by 10ft and is located 10ft high on wooden pillars. Access to the office is had via the catwalk, ten feet to the right of the stairs. A small shuttered window gives visual access to the warehouse floor below.

The warehouse half filled with crates of different sizes (all holding innocent cargo) and form pathways ranging from 5ft wide to 20ft wide.

The Hit Squad: Only the leader Zerith is a part of the fire cult of the Elder Elemental Eye. The other three are ignorant to the true purpose and they don't much care at the moment. Though, if they knew (and believed) the truth, that they were working for a servant of the Elder Elemental Eye, they would probably not taken the job.

☛ **Urthgansur:** gnome male, Wiz4/Rng2 (merchant owner of the Gnome Caravan Company, nephew to Urthgan, Clanlord of Tulvar and the Kron Hills Assembly)

APL 8 (EL 11)

☛ **Zerith:** male half-fiend/half-human Bbn3/Rog2/Asn1; hp 62; see Appendix One.

☛ **Zuanrun:** female human Clr7 (Pyremius); hp 67; see Appendix One.

☛ **Vlast:** female human Wiz5 (Necromancer); hp 36; see Appendix One.

☛ **Woostne:** male human Ftr6; hp 62; see Appendix One.

☛ **Becour:** male human Mnk7; hp 54; see Appendix One.

APL 10 (EL 13)

☛ **Zerith:** male half-fiend/half-human Bbn3/Rog3/Asn1/ShD1; hp 79; see Appendix One.

☛ **Zuanrun:** female human Clr9 (Pyremius); medium humanoid (human); hp 86; see Appendix One.

☛ **Vlast:** female human Wiz9 (Necromancer); hp 64; see Appendix One.

☛ **Woostne:** male human Ftr6; hp 62; see Appendix One.

☛ **Becour:** male human Mnk7; hp 54; see Appendix One.

APL 12 (EL 15)

☛ **Zerith:** male half-fiend/half-human Bbn3/Rog3/Asn3/ShD1; hp 95; see Appendix One.

☛ **Zuanrun:** male human Clr11(Pyremius); hp 105; see Appendix One.

☛ **Vlast:** female human Wiz11 (Necromancer); hp 78; see Appendix One.

☛ **Woostne:** male human Ftr8/DpwdSnpr; hp 90; see Appendix One.

☛ **Becour:** male human Mnk9; hp 70; see Appendix One.

APL 14 (EL 17)

♣ **Zerith**: male half-fiend/half-human Bbn3/Rog3/Asn5/ShD1; hp 111; see Appendix One.

♣ **Zuanrun**: female human Clr13 (Pyremius); hp 124; see Appendix One.

♣ **Vlast**: female human Wiz13 (Necromancer); hp 92; see Appendix One.

♣ **Woostne**: male human Ftr8/DpwdSnp3; hp 108; see Appendix One.

♣ **Becour**: male human Mnk11; hp 87; see Appendix One.

Tactics: Zerith starts off in the office next to Urthgansur who is tied to a chair and gagged. Once alerted to anyone entering the warehouse, as a full round action, Zerith places the ashstone about the gnomes neck. This kills the gnome leaving only ash. The ashstone is consumed in the process.

The rest are positioned inside the warehouse at the Judges choosing. Spellcasters give spell support and target visible threats. Woostne provides ranged support from half cover on warehouse catwalk and a makeshift barrier of wood, or hide on the roof and fly around targets to circumvent shield spells or other obstacles to his line of fire. The wet team cannot leave anyone alive. If the wet team is successful in defeating the entire party, they strip all useful equipment from the characters and leave their burnt bodies in the warehouse. These are professional killers. A *resurrection* spell would be required once the toasted remains were found. Of course, all of the PCs loot would be gone, so paying for such services would be very tricky indeed, if not for the good graces of Fharlanghn.

Treasure:

APL 8: L: 50 gp; C: 0 gp; M: +1 *mighty composite longbow* +4 (233 gp per character); *potion of true strike* (8 gp per character); *periapt of wisdom* +2 (333 gp per character)

APL 10: L: 55 gp; C: 0 gp; M: +1 *mighty composite longbow* +4 (233 gp per character); +1 *full plate with light fortification* (471 gp per character); *ring of counterspells* (333 gp per character); *potion of true strike* (8 gp per character); *periapt of wisdom* +2 (333 gp per character); scroll-*wind wall* (31 gp per character)

APL 12: L: 55 gp; C: 60 gp; M: +1 *mighty composite longbow* +4 (233 gp per character); +1 *full plate with light fortification* (471 gp per character); *Ring of Counterspells* (333 gp per character); *potion of true strike* (2) (8 gp per character); *periapt of wisdom* +2 (333 gp per character); scroll-*wind wall* (31 gp per character)

APL 14: L: 29 gp; C: 0 gp; M: +1 *full plate with light fortification* (471 gp per character); *ring of Counterspells*

(333 gp per character); *Bracers of Archery* (425 gp per character); +1 *mighty composite longbow* +4 (233 gp per character); *potion of true strike* (2) (8 gp per character); *periapt of wisdom* +2 (333 gp per character); scroll-*wind wall* (31 gp per character); +1 *greataxe* (196 gp per character); Divine scroll-*heal* (138 gp per character).

Development: Should the PCs defeat the wet team, they discover a holy symbol of the fire cult of the Elder Elemental Eye on Zerith (and only him).

The PCs can search around and find a map. As well, the information in the caravan's paper works suggest that owner of the company (the now burnt gnome) might have been in league with the evil forces, or he might just have been duped. Its very inconclusive, clearly though someone on the inside of the caravan company was in league with the bad guys, its just a question of who. Though the PCs don't know it, that certain 'who' has moved his spy mastering self on to greener pastures.

Go to Conclusion for more information.

Conclusion

Defending Loren's Ford

The town is saved a vicious blow by defeating the special operations group that would have made it to the command center with little trouble without the heroes support, thus routing the defenders.

Searching the Kron Hills for the base camp is successful, but everything and everyone including the eight missing maidens are gone. The camp is easy to find because of the thick smoke that plumes up from the area. The camp was set ablaze, thoroughly destroying all of the evidence. Even the stone circle is melted (that was not from the fire). The remains of Walker Tama and the search party are not found (except for those chewed and now burnt horses), though their tracks show them entering the camp. The only clue that Walker Tama was here is the scorched remains of her silver holy symbol of Fharlanghn.

Traveling to Osnabrolt the next day, the Gnome Caravan Company compound has been burned to the ground. Nothing is salvageable from the ashes. Any records that may have once been here are lost.

As a special reward for Defending **Loren's Ford**, the church of Fharlanghn offers you access to services to brew potions that may help you in this area in the future. (Note, the PC can only gain access to one of the three rewards).

♥**Potion of Divine Favor:** (Prerequisites: Brew Potion, *divine favor*; Caster Level: 6th; Market Value: 300 gp; Frequency: Metaregional)

Hunt Club

Having rescued the eight maidens and defeating the remaining evil host, the PCs know that some have escaped but not without a cost. The ride back to Loren's Ford is quite and uneventful. The local wildlife is seen once more as if they know the evil beasts are no longer around.

Approaching Loren's Ford, there is more devastation than what was there yesterday. It is obvious that they were indeed attacked once again probably at the same time that the PCs battled the camp. The command center is torn apart and Joûraair Dersning has been seriously wounded defending the hospital tents and was dragged away (against his will) to safety by one of his men.

More than half the defenders of Loren's Ford were slain when a large force consisting of battle cats, mages, fire giants and misc. handlers attacked en mass from all sides. A particularly powerful enemy squad infiltrated the defender's lines and devastated their ranks from the inside. Once the defenses started to collapse, only those that retreated into the woods and away from the town survived. Once done, the hunt club moved off into the wilderness. Though the hunt club was not without it's own casualties.

Traveling to Osnabrolt the next day, the Gnome Caravan Company compound has been burned to the ground. Nothing is salvageable from the ashes. Any records that may have once been here are lost.

As a special reward for defeating the **Hunt Club**, the church of Fharlanghn offers you access to services to brew potions that may help you in this area in the future. (Note, the PC can only gain access to one of the three rewards).

♥**Potion of Expeditious Retreat** (Prerequisites: Brew Potion, *expeditious retreat*; Caster Level: 5th; Market Value: 250 gp; Frequency: Metaregional)

Osnabrolt

Traveling to Osnabrolt failed to save the life of Urthgansur, but it did save the information held within the Gnome Caravan Company warehouse, several important documents are found that are useful.

A map to a camp in the Kron Hills is among the papers. It looks to have been used as a transfer point for shipments

of goods. Traveling to the site successfully locates the base camp. None of the evil host remains. Everything and everyone including the eight missing maidens are gone. The camp is easy to find because of the thick smoke that plumes up from the area. The camp was set ablaze, thoroughly destroying all of the evidence. Even the stone circle is melted (that that was not from the fire). The remains of Walker Tama and the search party are not found (except for these chewed and now burnt horses), though their tracks show them entering the camp. The only clue that Walker Tama was here is the scorched remains of her silver holy symbol of Fharlanghn.

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As a special reward for **Alerting Osnabrolt**, the church of Fharlanghn offers you access to services to brew potions that may help you in this area in the future. (Note, the PC can only gain access to one of the three rewards).

♥**Potion of Resist Elements: Fire** (Prerequisites: Brew Potion, *resist elements*; Caster Level: 5th; Market Value: 250 gp; Frequency: Metaregional)

Final Summary

Returning to Rhynehurst Town, you are asked to provide the information that you have found to Father Pilchus. What you have to say causes him much concern. "I thank you for what you have done. I am sure these animals are not from around here. Such creatures prefer warmer climes. Perhaps if the source of these creatures could be tracked, they may lead to bigger fish..." suggests Father Pilchus.

The evil host is gone, for now, but its remnants are out there somewhere. Armies of giant cats do not

grow on trees, nor the resources to handle and equip them. And what of the vats and the red goo?

More questions than answers.

Lost adventurers may elect to serve Fharlanghn (must agree to worship him) and pay TU's for a *resurrection or true resurrection* spell (APL 12 and 14 only). Father Pilchus honors the fallen, blessing their efforts on behalf of the peoples of Verbobonc. Father Pilchus received sufficient information from the heroes during the interview in Encounter One - Dockside to trace any lost characters with the assistance of vigilant trackers. Using Church resources, misplaced bodies are recovered and *speak with dead* spells are cast to ensure the hero desires to be returned from beyond the Horizon and swears to pay the TU cost.

Time Units that are in excess of Year 3 allowances are carried forward to Year 4.

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 Two - Into the Streets

Sufficient information was discovered to link the Gnorngish with the shipments. Gnorngish will not be named but the discovery of the dwarven smith will suffice.

APL 8:	75 xp
APL 10:	90 xp
APL 12:	105 xp
APL 14:	120 xp

Encounter Three - Link by Link

Defeat the ambush.

APL 8:	300 xp
APL 10:	360 xp
APL 12:	420 xp
APL 14:	480 xp

Encounter Four – Omen of Fire

Defeat the dire tiger.

APL 8:	300 xp
APL 10:	360 xp
APL 12:	420 xp
APL 14:	480 xp

or

Encounter Five – Lone Beast

Defeat the dire tiger.

APL 8:	300 xp
APL 10:	360 xp
APL 12:	420 xp
APL 14:	480 xp

Experience for one of the below encounters:

Encounter 8 – Defending Loren's Ford

Defeat the special ops team before they can attack the command post.

APL 8:	330 xp
APL 10:	390 xp
APL 12:	450 xp
APL 14:	510 xp

Encounter 9 – Hunt Club or

Defeat the Hunt Club and recover the hostages.

APL 8:	330 xp
APL 10:	390 xp
APL 12:	450 xp
APL 14:	510 xp

Encounter 10 – Osnabrolt

Defeat the wet team.

APL 8:	330 xp
APL 10:	390 xp
APL 12:	450 xp
APL 14:	510 xp

Bonus Combat Heroic Experience

APL 8:	75 xp
APL 10:	90 xp
APL 12:	105 xp
APL 14:	120 xp

Bonus Role-Playing Experience

APL 8:	75 xp
APL 10:	90 xp
APL 12:	105 xp
APL 14:	120 xp

Total possible experience:

APL 8:	1,125 xp
APL 10:	1,350 xp
APL 12:	1,575 xp
APL 14:	1,800 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: Link by Link

APL 8: L: 42 gp; C: 35 gp; M: +1 *rapier* (193 gp per character); +1 *mithral shirt* (175 gp per character); +1 *mighty whip dagger* +4 (235 gp per character); *potion of true strike* (8 gp per character).

APL 10: L: 42 gp; C: 55 gp; M: +1 *rapier* (193 gp per character); +1 *mithral shirt* (175 gp per character); +1 *mighty whip dagger* +4 (235 gp per character); *potion of true strike* (8 gp per character)

APL 12: L: 42 gp; C: 75 gp; M: +1 *rapier* (193 gp per character); +1 *mithral shirt* (175 gp per character); +1 *mighty whip dagger* +4 (235 gp per character); *potion of true strike* (8 gp per character), *robe of blending* (833 gp per character); *potion of true strike* (8 gp per character)

APL 14: L: 42 gp; C: 120 gp; M: +1 *keen rapier* (693 gp per character); +3 *mithral shirt* (842 gp per character); +1 *mighty frost whip dagger* +4 (735 gp per character); +1 *studded leather* (98 gp per character); *robe of blending* (833 gp per character); *potion of true strike* (8 gp per character)

(Treasure may only be gained one of the following encounters)

Encounter Eight – Defending Loren’s Ford

APL 8: L: 0 gp; C: 0 gp; M: +1 *scimitar* (193 gp per character); +1 *hide armor* (97 gp per character); *perapt of wisdom* +2 333 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +2 *scimitar* (693 gp per character); +2 *hide armor* (347 gp per character); *perapt of wisdom* +2 333 gp per character; *infusion-hold animal (6th-level)* (50 gp per character); *potion of true strike* (8 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: +2 *scimitar* (693 gp per character); +2 *hide armor* (347 gp per character); *perapt of wisdom* +2 333 gp per character; *infusion-hold animal (6th-level)* (50 gp per character); *potion of true strike* (8 gp per character); *wand of briar web* (8th-level, 5 charges) (60 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: +2 *scimitar* (693 gp per character); +2 *hide armor* (347 gp per character); *perapt of wisdom* +2 (333 gp per character); *infusion-hold animal (6th-level)* (50 gp per character); *potion of true strike* (8 gp per character); *wand of briar web* (8th-level, 5

charges) (60 gp per character); +1 *huge unholy flaming greatsword* (2,695 gp per character); *large sized demon armor* (899 gp per character)

Encounter Nine – Hunt Club

APL 8: L: 0 gp; C: 0 gp; M: +1 *scimitar* (193 gp per character); +1 *hide armor* (97 gp per character); *periapt of wisdom* +2 (333 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 *huge flaming greatsword* (736 gp per character); *large sized demon armor* (899 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: +1 *huge flaming greatsword* (736 gp per character); *large sized demon armor* (899 gp per character); *potion of true strike* (8 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: +1 *huge unholy flaming greatsword* (2,695 gp per character); *large sized demon armor* (899 gp per character); *potion of true strike* (8 gp per character); *periapt of wound closure* (1250 gp per character); *necklace of fireballs* (Type II) (225 gp per character)

Total Possible Treasure

APL 8:	1,250 xp
APL 10:	2,100 xp
APL 12:	3,000 xp
APL 14:	6,000 xp

Encounter Ten – Osnabrodt

APL 8: L: 50 gp; C: 0 gp; M: +1 *mighty composite longbow* +4 (233 gp per character); *potion of true strike* (8 gp per character); *periapt of wisdom* +2 (333 gp per character)

APL 10: L: 55 gp; C: 0 gp; M: +1 *mighty composite longbow* +4 (233 gp per character); +1 *full plate with light fortification* (471 gp per character); *ring of counterspells* (333 gp per character); *potion of true strike* (8 gp per character); *periapt of wisdom* +2 (333 gp per character); scroll-*wind wall* (31 gp per character)

APL 12: L: 55 gp; C: 60 gp; M: +1 *mighty composite longbow* +4 (233 gp per character); +1 *full plate with light fortification* (471 gp per character); *Ring of Counterspells* (333 gp per character); *potion of true strike* (2) (8 gp per character); *periapt of wisdom* +2 (333 gp per character); scroll-*wind wall* (31 gp per character)

APL 14: L: 29 gp; C: 0 gp; M: +1 *full plate with light fortification* (471 gp per character); *ring of Counterspells* (333 gp per character); *Bracers of Archery* (425 gp per character); +1 *mighty composite longbow* +4 (233 gp per character); *potion of true strike* (2) (8 gp per character); *periapt of wisdom* +2 (333 gp per character); scroll-*wind wall* (31 gp per character); +1 *greataxe* (196 gp per character); Divine scroll-*heal* (138 gp per character).

Spellbook:

The following spellbooks can be found in this adventure. If a player wishes to purchase one then give them this handout. Circle the spellbook that corresponds to the APL played at and cross off the rest. Sign this sheet and keep it with the AR for this adventure.

APL8

Spell Book: 1st—cause fear, charm person, chill touch, lesser cold orb^{**}, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke^{**}, endurance, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst^{**}, slow, vampiric touch.

(Frequency: Adventure; Cost: 450 gp.)

APL10

Spell Book: 1st—cause fear, charm person, chill touch, lesser acid orb, lesser cold orb, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke, endurance, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst, slow, vampiric touch; 4th—acid orb, cold orb, contagion, enervation, fear, minor globe of invulnerability, solid fog.

(Frequency: Adventure; Cost: 740 gp.)

APL12

Spell Book: 1st—cause fear, charm person, chill touch, lesser acid orb, lesser cold orb, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke, endurance, fox's cunning, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst, slow, vampiric touch; 4th—acid orb, cold orb, contagion, enervation, fear, ice storm, minor globe of invulnerability, solid fog; 5^h—animate dead, cone of cold, magic jar, spirit wall, teleport, wall of force.

(Frequency: Adventure; Cost: 1,080 gp.)

APL14

Spell Book: 1st—cause fear, charm person, chill touch, lesser acid orb, lesser cold orb, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke, endurance, fox's cunning, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst, slow, vampiric touch; 4th—acid orb, cold orb, contagion, enervation, fear, ice storm, minor globe of invulnerability, solid fog; 5^h—animate dead, cone of cold, feeblemind, magic jar, spirit wall, teleport, wall of force; 6^h—acid fog, circle of death, disintegrate, flesh to stone; 7th—finger of death, phase door, prismatic spray.

(Frequency: Adventure; Cost: 1,550 gp.)

Appendix I: NPCs

Encounter Three Link by Link

APL 8

☛ **Annsagairt:** CR 7; human female Rog6/Ftr1; medium humanoid (human); HD 6d6+1d10+7 (+14); hp 40 (54); Init +3 (+5); Spd 30 ft.; AC 18 (24) (touch 13 (19), flat-footed 18 (23)); Atk +9 (+13) melee (1d6+3 (+5) [18-20/x2], +1 rapier); SA sneak attack +3d6; SQ uncanny dodge (can't be flanked); AL NE; SV Fort +5 (+7), Ref +8 (+10), Will +3; Str 14 (19), Dex 16 (20), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Diplomacy +4, Escape Artist +9 (+11), Gather Information +4, Hide +8 (+10), Intimidate +7, Jump +7 (+9), Listen +6, Open Lock +6 (+8), Ride +6 (+8), Sense Motive +5, Spot +5, Tumble +12 (+14), Use Magic Device +4; Dodge, Expertise, Mobility, Spring Attack, Weapon Finesse (rapier).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (19); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (20); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +14 hit points, +2 Fort Save, +2 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste*, +1 rapier, *dust of disappearance*~~, +1 mithral shirt.

☛ **Hiogus:** CR 6; male human Ftr5/Lsh1; medium humanoid (human); HD 5d10+1d10+6 (+12); hp 50 (62); Init +2 (+4); Spd 30 ft.; AC 12 (18) (touch 12 (18), flat-footed 10); Atk +10/+5 (+14/+9) melee (1d6+6 (+7) [19-20/x2], +1 mighty whip dagger +4); SA close combat, whip lash, whip sneak attack +1d6, wound; AL NE; SV Fort +5 (+7), Ref +5 (+7), Will +2; Str 16 (21), Dex 14 (18), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Listen +4, Ride +6, Spot +5, Tumble +6, Use Rope +6; Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Mobility, Spring Attack, Weapon Focus (whip), Weapon Specialty (whip).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (21); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (18); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +12 hit points, +2 Fort Save, +2 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2

Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste*, *potion of invisibility*, *dust of disappearance*~~, +1 mighty whip dagger +4, mighty whip +4, silver ring with a small ruby (210 gp).

☛ **Welve:** CR 5; female human Wiz5 (Necromancer); medium humanoid (human); HD 5d4+5 (+15); hp 21 (36); Init +2; Spd 30 ft.; AC 12 (20) (touch 12; flatfooted 10 (18)); Atk +2 melee (1d6, quarterstaff), +2 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +2 (+5), Ref +2, Will +6. Str 8, Dex 12, Con 13 (18), Int 18 (22), Wis 12, Cha 10.

Skills and Feats: Concentration +9 (+11), Listen +3, Knowledge (Arcana) +7 (+9), Knowledge (Planes) +7 (+9), Scribe +7 (+9), Spellcraft +6 (+8), Spot +3; Combat Casting, Greater Spell Focus* (Necromancy), Heighten Spell, Scribe Scroll, Spell Focus (Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +15 hit points, +3 Fort Save, +3 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/5/4/3 base DC = 14 (16) + spell level + 4 Necromancy or + 2 Evocation): 0—*detect magic*, *open/close*, *ray of frost*, *read magic*; 1st—*lesser cold orb**; ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~; 2nd—*choke**; *ghoul touch*, *Melf's Acid Arrow*, *see invisibility*; 3rd—*fly*, *negative energy burst**, *vampiric touch*.

Equipment: ~~*potion of haste*, *scroll greater magic weapon* (6th level), *potion of intelligence*, *potion of endurance*, *dust of disappearance*, *potion of true strike*~~, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

APL 10

☛ **Annsagairt:** CR 9; human female Rog8/Ftr1; medium humanoid (human); HD 8d6+1d10+9 (+18); hp 50 (68); Init +3 (+5); Spd 30 ft.; AC 18 (24) (touch 13 (19), flat-footed 18 (24)); Atk +11/+6 (+15/+10) melee (1d6+3 (+6) [18-20/x2], +1 rapier); SA sneak attack +4d6; SQ uncanny dodge (can't be flanked); AL NE; SV Fort +5 (+7), Ref +9 (+11), Will +3; Str 15 (20), Dex 16 (20), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Diplomacy +5, Escape Artist +10 (+12), Gather Information +5, Hide +12 (+14), Intimidate

+10, Jump +7 (+9), Listen +10, Open Lock +8 (+10), Ride +4 (+6), Sense Motive +5, Spot +7, Tumble +15 (+17), Use Magic Device +4; Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Weapon Finesse (rapier).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (20); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (20); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +18 hit points, +2 Fort Save, +2 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste*~~, +1 rapier, ~~*dust of disappearance*~~, +1 mithral shirt.

❖ **Hiogus:** CR 8; male human Ftr5/Lshr3; medium humanoid (human); HD 5d10+3d10+8 (+16); hp 66 (82); Init +2 (+4); Spd 30 ft.; AC 15 (21) (touch 12 (18), flat-footed 13 (17)); Atk +12/+7 (+17/+12) melee (1d6+6 (+7) [17-20/x2], +1 mighty whip dagger +4); SA close combat, improved trip, crack of fate, whip lash, whip sneak attack +1d6, wound; SQ third hand; AL NE; SV Fort +6 (+8), Ref +6 (+8), Will +3; Str 17 (22), Dex 14 (18), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Listen +6, Ride +6, Spot +7, Tumble +7, Use Rope +6; Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Improved Critical, Improved Trip, Mobility, Spring Attack, Weapon Focus (whip), Weapon Specialty (whip).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (22); +3 Atk, +3 Dmg, +3 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (18); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +16 hit points, +2 Fort Save, +2 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste*~~, ~~*potion of invisibility*~~, ~~*dust of disappearance*~~, +1 mighty whip dagger +4, studded leather, mighty whip +4, silver ring with a ruby (330 gp).

❖ **Welve:** CR 9; female human Wiz9 (Necromancer); medium humanoid (human); HD 9d4+9 (+27); hp 37 (64); Init +2; Spd 30 ft.; AC 12 (20) (touch 12; flatfooted 10 (18)); Atk +4 melee (1d6, quarterstaff), +4 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4, Ref +4, Will +7. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +10 (+12), Listen +4, Knowledge (Arcana) +11 (+13), Knowledge (Planes) +11 (+13), Scry +12 (+14), Spellcraft +12 (+14), Spot +4; Combat Casting, Heighten Spell, Greater Spell Focus*

(Evocation, Necromancy), Scribe Spell, Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +27 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/5/4/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0—*detect magic*, *open/close*, *ray of frost*, *read magic*; 1st—*lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~; 2nd—*choke**, *ghoul touch*, *lesser cold orb*** (Heightened), *Melf's Acid Arrow*, *scare*, *see invisibility*; 3rd—*displacement*, *fly*, *negative energy burst**, *slow*, *vampiric touch*; 4th—*cold orb**, *enervation*(2), *minor globe of invulnerability*; 5th—*magic jar*, *spirit wall**.

Equipment: ~~*scroll of mass haste*~~, ~~*potion of endurance*~~, ~~*potion of intelligence*~~, ~~*scroll greater magic weapon*~~ (9th level), ~~*dust of disappearance*~~, *potion of true strike*, dagger, and quarterstaff.

* New rule – see Appendix II: New Rules.

APL 12

❖ **Annsagairt:** CR 11; human female Rog9/Ftr2; medium humanoid (human); HD 9d6+2d10+11 (+22); hp 61 (83); Init +3 (+5); Spd 30 ft.; AC 18 (24) (touch 13 (19), flat-footed 18 (24)); Atk +13/+8 (+17/+12) melee (1d6+3 (+6) [15-20/x2], +1 rapier); SA sneak attack +5d6; SQ uncanny dodge (can't be flanked); AL NE; SV Fort +7 (+9), Ref +9 (+11), Will +4; Str 15 (20), Dex 16 (20), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Diplomacy +5, Escape Artist +11 (+13), Gather Information +5, Hide +14 (+16), Intimidate +10, Jump +9 (+11), Listen +10, Open Lock +9 (+11), Ride +5 (+7), Sense Motive +5, Spot +8, Tumble +16 (+18), Use Magic Device +7; Combat Reflexes, Dodge, Expertise, Improved Critical, Mobility, Spring Attack, Weapon Finesse (rapier).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (20); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (20); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +22 hit points, +2 Fort Save, +2 Con skill checks), *haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste*~~, +1 rapier, ~~*dust of disappearance*~~, +1 mithral shirt.

☛ **Hiogus:** CR 10; male human Ftr5/Lshr5; medium humanoid (human); HD 5d10+5d10+10 (+20); hp 83 (103); Init +2 (+4); Spd 30 ft.; AC 15 (21) (touch 12 (18), flat-footed 13 (17)); Atk +14/+9 (+19/+14) melee (1d6+6 (+7) [17-20/x2], +1 *mighty whip dagger* +4); SA close combat, crack of fate, improved trip, lightning whip, whip lash, whip sneak attack +2d6, wound; SQ third hand; AL NE; SV Fort +6 (+8), Ref +7 (+9), Will +3; Str 17 (22), Dex 14 (18), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Hide +15, Listen +7, Ride +6, Spot +8, Tumble +8, Use Rope +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Expert Tactician*, Improved Critical, Improved Trip, Mobility, Spring Attack, Weapon Focus (whip), Weapon Specialty (whip).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (22); +3 Atk, +3 Dmg, +3 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (18); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +20 hit points, +2 Fort Save, +2 Con skill checks), *haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste, potion of invisibility, dust of disappearance, +1 mighty whip dagger*~~ +4, studded leather, *robe of blending*, mighty whip +4, gold ring with a ruby (450 gp).

☛ **Welve:** CR 11; female human Wiz11 (Necromancer); medium humanoid (human); HD 11d4+11 (+33); hp 45 (78); Init +2; Spd 30 ft.; AC 12 (18) (touch 12; flatfooted 10 (18)); Atk +5 melee (1d6, quarterstaff), +5 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4 (+7), Ref +4, Will +8. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +12 (+14), Listen +4, Knowledge (Arcana) +14 (+16), Knowledge (Planes) +14 (+16), Scry +14 (+16), Spellcraft +14 (+16), Spot +4; Combat Casting, Heighten Spell, Extra Spell Slot* (4th), Greater Spell Focus* (Evocation, Necromancy), Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +33 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/3/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0—*detect magic, flare, ray of frost, read magic, 1st—lesser acid orb*, lesser cold orb(2)*, ~~mage armor, ray of enfeeblement,~~*

~~*shield, 2nd—choke*, ghoul touch, lesser cold orb** (Heightened), Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, negative energy burst(2)*, slow, vampiric touch; 4th—acid orb*, cold orb*, enervation(3), ice storm, minor globe of invulnerability; 5^h—spirit wall*, cone of cold (2)6^h—acid fog, magic jar (Heightened).*~~

Equipment: ~~*scroll of mass haste, potion of intelligence, potion of endurance, scroll greater magic weapon (11th level), dust of disappearance, potion of true strike, dagger, quarterstaff.*~~

* New rule – see Appendix II: New Rules.

APL 14

☛ **Annsigairt:** CR 13; human female Rog11/Ftr2; medium humanoid (human); HD 11d6+2d10+13 (+26); hp 74 (100); Init +3 (+5); Spd 30 ft.; AC 20 (26) (touch 13 (19), flat-footed 20 (26)); Atk +15/+10 (+19/+14) melee (1d6+3 (+6) [12-20/x2], +1 *keen rapier*); SA sneak attack +5d6; SQ opportunist, uncanny dodge (can't be flanked); AL NE; SV; Fort +7 (+9), Ref +10 (+12), Will +4; Str 15 (20), Dex 17 (21), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats: Diplomacy +5, Escape Artist +14 (+16), Gather Information +5, Hide +16 (+18), Intimidate +10, Jump +9 (+11), Listen +14, Open Lock +10 (+12), Ride +5 (+7), Sense Motive +5, Spot +10 Tumble +18 (+20), Use Magic Device +11; Combat Reflexes, Dodge, Expert Tactician*, Expertise, Improved Critical, Mobility, Spring Attack, Weapon Finesse (rapier).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (20); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (21); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +26 hit points, +2 Fort Save, +2 Con skill checks), *haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste, +1 keen rapier, dust of disappearance, +3 mithral shirt*~~ and a gold necklace (150 gp).

* New Rule, See Appendix II – New Rules.

☛ **Hiogus:** CR 12; male human Ftr6/Lshr6; medium humanoid (human); HD 6d10+6d10+12 (+24); hp 99 (123); Init +2 (+4); Spd 30 ft.; AC 14 (22) (touch 12 (18), flat-footed 14); Atk +17/+12/+7 (+19/+14/+9) melee (1d6+6 (+7) +1d6 frost [17-20/x2], +1 *mighty frost whip dagger* +4); SA close combat, crack of fate, improved disarm, improved trip, lightning whip, whip lash, whip sneak attack +2d6, wound; SQ third hand; AL NE; SV Fort +8 (+10), Ref +9 (+11), Will +5; Str 18 (23), Dex 14 (18), Con 13 (16), Int 13, Wis 12, Cha 9.

Skills and Feats. Hide +15, Listen +7, Ride +6, Spot +9, Tumble +9, Use Rope +9; Combat Reflexes, Dodge, Expert Tactician*, Exotic Weapon Proficiency (whip), Improved Critical, Improved Disarm, Improved Trip, Knock-Down*, Mobility, Power Attack, Spring Attack, Weapon Focus (whip), Weapon Specialty (whip).

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (23); +3 Atk, +3 Dmg, +3 Str skill checks), *potion of cat's grace* (3 hours, +4 Dex (18); +2 Init, +2 AC, +2 touch AC, +2 Reflex Save, +2 Dex skill checks), *potion of endurance* (3 hours, +3 Con (16); +24 hit points, +2 Fort Save, +2 Con skill checks), *haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance).

Equipment: ~~*Potion of haste, potion of invisibility, dust of disappearance*~~, +1 mighty frost whip dagger +4, +1 studded leather, robe of blending, mighty whip +4, platinum ring with a ruby (570 gp).

*New Rule, See Appendix II – New Rules.

Welve: CR 13; female human Wiz13 (Necromancer); medium humanoid (human); HD 13d4+13 (+39); hp 53 (92); Init +2; Spd 30 ft.; AC 12 (23) (touch 15; flatfooted 10 (21)); Atk +6/+1 melee (1d6, quarterstaff), +6/+1 melee (1d4 [19-20/x2], dagger), +7/+2 (+10/+5) ranged (ray, by spell); SQ casts spells, familiar (toad); AL CE; SV Fort +5 (+8), Ref +5 (+8), Will +9. Str 8, Dex 12 (18), Con 13 (18), Int 20 (24), Wis 12, Cha 10.

Skills and Feats. Concentration +14 (+16), Listen +4, Knowledge (Arcana) +15 (+17), Knowledge (Planes) +15 (+17), Scry +15 (+17), Spellcraft +15 (+17), Spot +4; Combat Casting, Empowered Spell, Heighten Spell, Extra Spell Slot* (4th-level), Greater Spell Focus* (Evocation, Necromancy), Scribe Spell, Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *scroll-fox's cunning (empowered)* (12 hours, +6 Int (26); DC 18, +3 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +39 hit points, +3 Fort Save, +3 Con skill checks), *scroll-cat's grace (empowered)* (12 hours, +6 Dex (18), +3 AC, +3 Reflex Save, +3 Dex skill checks), *mass haste* (13 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/4/3/2 base DC = 15 (18) + spell level + 4 Necromancy or + 4 Evocation): 0–*detect magic, flare, ray of frost, read magic*, 1st– *lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~, 2nd– *choke**, *ghoul touch, lesser acid orb*** (Heightened), *Melf's Acid Arrow, scare, see invisibility*; 3rd– *displacement, fly, negative energy burst*(2)*, *slow,*

vampiric touch; 4th–*acid orb**, *cold orb**, *enervation*(3), *ice storm, minor globe of invulnerability*; 5th–*spirit wall**, *cone of cold, feeblemind, wall of force*; 6th–*acid fog, ice storm* (empowered), *magic jar* (heightened); 7th– *finger of death, prismatic spray*.

Equipment: ~~*scroll of mass haste, potion of endurance, scroll of cat's grace (empowered), scroll-greater magic weapon (13th level), dust of disappearance, potion of true strike*~~, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

Encounter Four and Five

APL 8

Fiendish Dire Tiger: CR 10; huge magical beast (fiendish dire tiger); HD 16d8+48; hp 132; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8 barding); Atk +18/+18 melee (2d4+8, claws), +13 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+16 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +13, Ref +12, Will +11. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats. Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

APL 10

Fiendish Dire Tiger: CR 10; huge magical beast (fiendish dire tiger); HD 16d8+48; hp 132; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8 barding); Atk +18/+18 melee (2d4+8, claws), +13 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+16 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire

20, scent; SR: 25; AL NE; SV Fort +13, Ref +12, Will +11. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

APL 12

Fiendish Dire Tiger, Advanced (32HD): CR 14; huge magical beast (fiendish dire tiger); HD 32d8+96; hp 264; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8 barding); Atk +30/+30 melee (2d4+8 claws), +25 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+20 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +21, Ref +20, Will +19. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+30 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

APL 14

Fiendish Dire Tiger, Advanced (48HD): CR 16; gargantuan magical beast (fiendish dire tiger); HD 48d8+240; hp 468; Init +1; Spd 30 ft.; AC 25 (-4 size, +1 Dex, +10 natural, +8 barding); Atk +47/+47 melee (2d6+12 claws); +42 melee (2d8+6 bite); Face: 20 ft. x 40 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d6+6, smite good (+20 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +31, Ref +30, Will +29. Str 35, Dex 15, Con 21, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+47 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Encounter Eight

APL 8

Fiendish Dire Lion: CR 7; large magical beast (fiendish dire lion); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk +12/+12 melee (1d6+7 claws), +7 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+8 Dmg); SQ: Darkvision 60 ft., damage reduction 5/+2, damage resistance cold and fire 15, scent; SR: 16; AL NE; SV Fort +9, Ref +8, Will +7. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

☛ **Kitty:** male human, Drd5/AnmlLrd3; CR 8; medium humanoid (human); HD 8d8+16 (+16); hp 60 (76); Init +3; Spd 30; AC 22 (touch 13, flatfooted 20); Atk +6 melee (1d6 [18-20/x2] +1 scimitar); +9 ranged (1d4-1, sling); SQ: Animal bond, animal companion, animal sense, animal speech, first totem, *lesser wild shape*, nature sense, resist nature's lure, trackless step, wild shape (x1/day), woodland stride; AL NE; SV Fort +11, Ref +9, Will +11; Str 8, Dex 16, Con 14 (18), Int 12, Wis 18 (22), Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +4, Listen +7, Move Silently +5, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Infernal), Spellcraft +3, Wilderness Lore +13; Animal control, Natural Spell*, Spell Focus (enchantment), Weapon Focus (claw).

Pre-Cast spells: potion of wisdom (3 hours, +4 Wis (22), DC 17, +2 Wis skill checks), *potion of endurance* (3 hours, +4 Con (18); +16 hit points, +2 Fort Save, +2 Con skill checks), protection from elements (fire - 108 pts; acid - 108 pts); *barkskin* (80 minutes, +4 AC).

Druid Spells Prepared (5/4/3/2; base DC = 14 (16) + spell level +2 for enchantment): 0—*detect magic*, *detect magic*, *detect poison*, *flare*, *resistance*, 1st—*animal friendship*, *calm animals*, *entangle*, *magic fang*, 2nd—*briar web**, *charm person or animal*, *decomposition**, 3rd—*dominate animal*, *false bravado**, *regenerate* ring*.

Catlord Spells Prepared (2/1; base DC = 14 (16) + spell level +2 for enchantment): 1st—*calm animal*, *speak with animals*, 2nd—*hold animal*.

Equipment: ~~*potion of wisdom*~~, Infusions* (~~*greater magic fang* (6th)~~), ~~*persistence of the waves* (6th)~~, ~~*protection from elements, fire* (9th)~~, ~~*protection from elements, acid* (9th)~~, +1 scimitar; +1 hide armor, sling; bullet, silvered (x5); *periapt of wisdom* +2.

*New rule, see Appendix III

APL10

☛ **Fiendish Dire Lion:** CR 7; large magical beast (fiendish dire lion); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk

+12/+12 melee (1d6+7 claws), +7 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+8 Dmg); SQ: Darkvision 60 ft., damage reduction 5/+2, damage resistance cold and fire 15, scent; SR: 16; AL NE; SV Fort +9, Ref +8, Will +7. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

☛ **Fiendish Dire Tiger:** CR 10; huge magical beast (fiendish dire tiger); HD 16d8+48; hp 132; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8 barding); Atk +18/+18 melee (2d4+8, claws), +13 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+16 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +13, Ref +12, Will +11. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

🐾 **Kitty:** male human, Drd5/AnmlLrd3; CR 8; medium humanoid (human); HD 8d8+16 (+16); hp 60 (76); Init +3; Spd 30; AC 22 (touch 13, flatfooted 20); Atk +6 melee (1d6 [18-20/x2] +1 scimitar); +9 ranged (1d4-1, sling); SQ: Animal bond, animal companion, animal sense, animal speech, first totem, *lesser wild shape*, nature sense, resist nature's lure, trackless step, wild shape (x1/day), woodland stride; AL NE; SV Fort +11, Ref +9, Will +11; Str 8, Dex 16, Con 14 (18), Int 12, Wis 18 (22), Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +4, Listen +7, Move Silently +5, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Infernal), Spellcraft +3, Wilderness Lore +13; Animal control, Natural Spell*, Spell Focus (enchantment), Weapon Focus (claw).

Pre-Cast spells: *potion of wisdom* (3 hours, +4 Wis (22), DC 17, +2 Wis skill checks), *potion of endurance* (3 hours, +4 Con (18); +16 hit points, +2 Fort Save, +2 Con skill checks), protection from elements (fire - 108 pts; acid - 108 pts); *barkskin* (80 minutes, +4 AC).

Druid Spells Prepared (5/4/3/2; base DC = 14 (16) + spell level +2 for enchantment): 0-*detect magic*, *detect magic*, *detect poison*, *flare*, *resistance*, 1st-*animal friendship*, *calm animals*, *entangle*, *magic fang*, 2nd-*briar web**, *charm person or animal*, *decomposition**, 3rd-*dominate animal*, *false bravado**, *regenerate ring**.

Catlord Spells Prepared (2/1; base DC = 14 (16) + spell level +2 for enchantment): 1st-*calm animal*, *speak with animals*, 2nd-*hold animal*.

Equipment: ~~*potion of wisdom*~~, Infusions* (~~*greater magic fang* (6th)~~), ~~*persistence of the waves* (6th)~~, ~~*protection from elements, fire* (9th)~~, ~~*protection from elements, acid* (9th)~~, +1 scimitar; +1 hide armor, sling; bullet, silvered (x5); *periapt of wisdom* +2.

*New rule, see Appendix III

🐾 **Welve:** CR 9; female human Wiz9 (Necromancer); medium humanoid (human); HD 9d4+9 (+27); hp 37 (64); Init +2; Spd 30 ft.; AC 12 (20) (touch 12; flatfooted 10 (18)); Atk +4 melee (1d6, quarterstaff), +4 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4, Ref +4, Will +7. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +10 (+12), Listen +4, Knowledge (Arcana) +11 (+13), Knowledge (Planes) +11 (+13), Scry +12 (+14), Spellcraft +12 (+14), Spot +4; Combat Casting, Heighten Spell, Greater Spell Focus* (Evocation, Necromancy), Scribe Spell, Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +27 hit points, +3 Fort Save, +3 Con

skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/5/4/2 base DC = 14 (16) + spell level +4 Necromancy or +4 Evocation): 0-*detect magic*, *open/close*, *ray of frost*, *read magic*; 1st-*lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~; 2nd-*choke**, *ghoul touch*, *lesser cold orb*** (*Heightened*), *Melf's Acid Arrow*, *scare*, *see invisibility*; 3rd-*displacement*, *fly*, *negative energy burst**, *slow*, *vampiric touch*; 4th-*cold orb**, *enervation*(2), *minor globe of invulnerability*, 5^h-*magic jar*, *spirit wall**.

Equipment: ~~*scroll of mass haste*~~, ~~*potion of endurance*~~, ~~*potion of intelligence*~~, ~~*scroll greater magic weapon* (9th level)~~, *dust of disappearance*, *potion of true strike*, dagger, and quarterstaff.

* New rule - see Appendix II: New Rules.

APL12

🐾 **Fiendish Dire Lion:** CR 7; large magical beast (fiendish dire lion); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk +12/+12 melee (1d6+7 claws), +7 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+8 Dmg); SQ: Darkvision 60 ft., damage reduction 5/+2, damage resistance cold and fire 15, scent; SR: 16; AL NE; SV Fort +9, Ref +8, Will +7. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

🐾 **Fiendish Dire Tiger:** CR 10; huge magical beast (fiendish dire tiger); HD 16d8+48; hp 132; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8 barding); Atk

+18/+18 melee (2d4+8, claws), +13 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+16 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +13, Ref +12, Will +11. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

can rake.

it can rake.

☛ **Kitty:** male human, Drd5/AnmlLrd5; CR 10; medium humanoid (human); HD 10d8+20 (+20); hp 75 (95); Init +3; Spd 30; AC 23 (touch 13, flatfooted 20); Atk +8 melee (1d6+1 [18-20/x2] +2 scimitar); +10 ranged (1d4-1, sling); SQ: Animal bond, animal companion, *animal farspeech*, animal sense, animal speech, first totem, *lesser wild shape*, nature sense, resist nature's lure, second totem, *share lesser form*, *summon animal* (1/day), trackless step, wild shape (x1/day), woodland stride; AL NE; SV Fort +11, Ref +9, Will +11; Str 8, Dex 16, Con 14 (18), Int 12, Wis 18 (22), Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +12, Listen +7, Move Silently +2, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Infernal), Spellcraft +3, Wilderness Lore +15; Create Infusion*, Heighten Spell, Natural Spell*, Spell Focus (enchantment)

Pre-Cast spells: *potion of wisdom* (3 hours, +4 Wis (22), DC 17, +2 Wis skill checks), *potion of endurance* (3 hours, +4 Con (18); +20 hit points, +2 Fort Save, +2 Con skill checks), *protection from elements* (fire - 108 pts; acid - 108 pts); *barkskin* (80 minutes, +4 AC).

Druid Spells Prepared (5/4/3/2; base DC = 14 (16) + spell level +2 for enchantment): 0-*detect magic*, *detect*

magic, *detect poison*, *flare*, *resistance*, 1st-*animal friendship*, *calm animals*, *entangle*, *magic fang*, 2nd-*briar web**, *charm person or animal*, *decomposition**, 3rd-*dominate animal*, *false bravado**, *regenerate ring**.

Catlord Spells Prepared (2/2/1; base DC = 14 (16) + spell level +2 for enchantment): 1st-*calm animal*, *speak with animals*, 2nd-*hold animal*, *invisibility to animals*, 3rd-*lesser restoration*.

Equipment: ~~*potion of wisdom*~~, Infusions* (~~*greater magic fang* (6th)~~, ~~*persistence of the waves* (6th)~~, ~~*protection from elements*~~, ~~*fire* (9th)~~, ~~*protection from elements*~~, ~~*acid* (9th)~~, Infusion-*hold animal* (6th); +2 scimitar; +2 hide armor, wand of briar web (8th-level, 7 charges), sling; bullet, silvered (x5); *periapt of wisdom* +2.

*New rule, see Appendix III

☛ **Welve:** CR 11; female human Wizi1 (Necromancer); medium humanoid (human); HD 11d4+11 (+33); hp 45 (78); Init +2; Spd 30 ft.; AC 12 (18) (touch 12; flatfooted 10 (18)); Atk +5 melee (1d6, quarterstaff), +5 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4 (+7), Ref +4, Will +8. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +12 (+14), Listen +4, Knowledge (Arcana) +14 (+16), Knowledge (Planes) +14 (+16), Scry +14 (+16), Spellcraft +14 (+16), Spot +4; Combat Casting, Heighten Spell, Extra Spell Slot* (4th), Greater Spell Focus* (Evocation, Necromancy), Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +33 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/3/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0-*detect magic*, *flare*, *ray of frost*, *read magic*, 1st-*lesser acid orb**, *lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*, ~~*shield*~~, 2nd-*choke**, *ghoul touch*, *lesser cold orb** (Heightened), *Melf's Acid Arrow*, *scare*, *see invisibility*; 3rd-*displacement*, *fly*, *negative energy burst*(2)*, *slow*, *vampiric touch*; 4th-*acid orb**, *cold orb**, *enervation*(3), *ice storm*, *minor globe of invulnerability*; 5^h-*spirit wall**, *cone of cold* (2) 6^h-*acid fog*, *magic jar* (Heightened).

Equipment: ~~*scroll of mass haste*~~, ~~*potion of intelligence*~~, ~~*potion of endurance*~~, ~~*scroll greater magic weapon* (11th-level)~~, ~~*dust of disappearance*~~, *potion of true strike*, dagger, quarterstaff.

* New rule - see Appendix II: New Rules.

APL 14

🐾 **Fiendish Dire Lion, Advanced (16HD)**: CR 11; large magical beast (fiendish dire lion); HD 16d8+48; hp 132; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk +24/+24 melee (1d6+7, claws), +14 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+16 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +13, Ref +12, Will +11. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +9*, Jump +12, Listen +8, Move Silently +11, Spot +6.

Equipment: spiked full-plate barding

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+24 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

🐾 **Fiendish Dire Tiger, Advanced (32HD)**: CR 14; huge magical beast (fiendish dire tiger); HD 32d8+96; hp 264; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8 barding); Atk +30/+30 melee (2d4+8 claws), +25 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+20 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +21, Ref +20, Will +19. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+30 melee) against a held creature with its hind legs for

2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

🐾 **Kitty**: male human, Drd5/AnmlLrd5; CR 10; medium humanoid (human); HD 10d8+20 (+20); hp 75 (95); Init +3; Spd 30; AC 23 (touch 13, flatfooted 20); Atk +8 melee (1d6+1 [18-20/x2] +2 scimitar); +10 ranged (1d4-1, sling); SQ: Animal bond, animal companion, *animal farspeech*, animal sense, animal speech, first totem, *lesser wild shape*, nature sense, resist nature's lure, second totem, *share lesser form*, *summon animal* (1/day), trackless step, wild shape (x1/day), woodland stride; AL NE; SV Fort +11, Ref +9, Will +11; Str 8, Dex 16, Con 14 (18), Int 12, Wis 18 (22), Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +12, Listen +7, Move Silently +2, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Infernal), Spellcraft +3, Wilderness Lore +15; Create Infusion*, Heighten Spell, Natural Spell*, Spell Focus (enchantment)

Pre-Cast spells: potion of wisdom (3 hours, +4 Wis (22), DC 17, +2 Wis skill checks), *potion of endurance* (3 hours, +4 Con (18); +20 hit points, +2 Fort Save, +2 Con skill checks), protection from elements (fire - 108 pts; acid - 108 pts); *barkskin* (80 minutes, +4 AC).

Druid Spells Prepared (5/4/3/2; base DC = 14 (16) + spell level +2 for enchantment): 0—*detect magic*, *detect magic*, *detect poison*, *flare*, *resistance*, 1st—*animal friendship*, *calm animals*, *entangle*, *magic fang*, 2nd—*briar web**, *charm person or animal*, *decomposition**, 3rd—*dominate animal*, *false bravado**, *regenerate ring*.*

Catlord Spells Prepared (2/2/1; base DC = 14 (16) + spell level +2 for enchantment): 1st—*calm animal*, *speak with animals*, 2nd—*hold animal*, *invisibility to animals*, 3rd—*lesser restoration*.

Equipment: ~~*potion of wisdom*~~, Infusions* (~~*greater magic fang* (6th)~~, ~~*persistence of the waves* (6th)~~, ~~*protection from elements, fire* (9th)~~, ~~*protection from elements, acid* (9th)~~, Infusion—*hold animal* (6th); +2 scimitar; +2 hide armor, wand of briar web (8th-level, 7 charges), sling; bullet, silvered (x5); *periapt of wisdom* +2.

*New rule, see Appendix III

🐾 **Welve**: CR 11; female human Wiz11 (Necromancer); medium humanoid (human); HD 11d4+11 (+33); hp 45 (78); Init +2; Spd 30 ft.; AC 12 (18) (touch 12; flatfooted 10 (18)); Atk +5 melee (1d6, quarterstaff), +5 melee (1d4 [19-

20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4 (+7), Ref +4, Will +8. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +12 (+14), Listen +4, Knowledge (Arcana) +14 (+16), Knowledge (Planes) +14 (+16), Scry +14 (+16), Spellcraft +14 (+16), Spot +4; Combat Casting, Heighten Spell, Extra Spell Slot* (4th), Greater Spell Focus* (Evocation, Necromancy), Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +33 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/3/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0—*detect magic, flare, ray of frost, read magic, 1st—lesser acid orb*, lesser cold orb(2)*, mage armor, ray of enfeeblement, shield, 2nd—choke*, ghoul touch, lesser cold orb** (Heightened), Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, negative energy burst(2)*, slow, vampiric touch; 4th—acid orb*, cold orb*, enervation(3), ice storm, minor globe of invulnerability, 5th—spirit wall*, cone of cold (2) 6th—acid fog, magic jar (Heightened).*

Equipment: ~~scroll of mass haste, potion of intelligence, potion of endurance, scroll greater magic weapon (11th level), dust of disappearance, potion of true strike~~, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

Gnornish: CR 14; half-fiend/half-fire giant Ftr2; large outsider (giant, fire); HD 15d8+2d10+102; hp 182; Init +1; Spd 40 ft.; AC 23 (touch 10; flatfooted 22); Atk +25/+20/+14 melee (2d8+18+1d6 fire [17-20/x2], +1 huge unholy flaming greatsword, +2d6 unholy verses good); +14/+9/+4 ranged (2d6+10, rock) +24/+24 melee (1d10+18, claw, Fort Save DC14 – contagion); Face: 5 ft. x 5 ft. / 10 ft.; SA: rock throwing; SQ: spell ability, Darkvision 60 ft., immune to fire, immune to poison, resistance 20 (acid, cold, electricity), double damage from cold on failed save; AL LE; SV Fort +17, Ref +6, Will +5. Str 35, Dex 13, Con 23, Int 14, Wis 10, Cha 13.

Skills and Feats: Climb +15, Jump +15, Spot +8; Cleave, Great Cleave, Improved Critical, Power Attack, Power Lunge, Sunder.

Spell Ability (cast as a 17th-level sorcerer, DC12 + spell level): *Darkness* 3/day; *desecrate, unholy blight, poison* 3/day, *contagion, blasphemy, unholy aura* 3/day, *unhallow, horrid wilting, summon monster IX* (fiends only).

Equipment: +1 huge greatsword unholy flaming, large sized demon armor.

Encounter Nine

APL8

Fiendish Dire Lion: CR 7; large magical beast (fiendish dire lion); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk +12/+12 melee (1d6+7 claws), +7 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+8 Dmg); SQ: Darkvision 60 ft., damage reduction 5/+2, damage resistance cold and fire 15, scent; SR: 16; AL NE; SV Fort +9, Ref +8, Will +7. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Kitty: male human, Drd5/AnmlLrd3; CR 8; medium humanoid (human); HD 8d8+16 (+16); hp 60 (76); Init +3; Spd 30; AC 22 (touch 13, flatfooted 20); Atk +6 melee (1d6 [18-20/x2] +1 scimitar); +9 ranged (1d4-1, sling); SQ: Animal bond, animal companion, animal sense, animal speech, first totem, *lesser wild shape*, nature sense, resist nature's lure, trackless step, wild shape (x1/day), woodland stride; AL NE; SV Fort +11, Ref +9, Will +11; Str 8, Dex 16, Con 14 (18), Int 12, Wis 18 (22), Cha 10.

Skills and Feats: Animal Empathy +8, Climb -2, Concentration +13, Handle Animal +8, Heal +6, Hide +4, Intuit Direction +6, Jump -2, Knowledge (nature) +4, Listen +7, Move Silently +5, Scry +5, Speak Language (Common, Druidic, Elven, Halfling, Sylvan, Infernal), Spellcraft + 3, Wilderness Lore +13; Animal control, Natural Spell*, Spell Focus (enchantment), Weapon Focus (claw).

Pre-Cast spells: *potion of wisdom* (3 hours, +4 Wis (22), DC 17, +2 Wis skill checks), *potion of endurance* (3 hours, +4 Con (18); +16 hit points, +2 Fort Save, +2 Con

skill checks), protection from elements (fire – 108 pts; acid – 108 pts); *barkskin* (80 minutes, +4 AC).

Druid Spells Prepared (5/4/3/2; base DC = 14 (16) + spell level +2 for enchantment): 0–*detect magic*, *detect magic*, *detect poison*, *flare*, *resistance*, 1st–*animal friendship*, *calm animals*, *entangle*, *magic fang*, 2nd–*briar web**, *charm person or animal*, *decomposition**, 3rd–*dominate animal*, *false bravado**, *regenerate ring*.*

Catlord Spells Prepared (2/1; base DC = 14 (16) + spell level +2 for enchantment): 1st–*calm animal*, *speak with animals*, 2nd–*hold animal*.

Equipment: ~~*potion of wisdom*~~, Infusions* (~~*greater magic fang* (6th)~~, ~~*persistence of the waves* (6th)~~, ~~*protection from elements, fire* (9th)~~, ~~*protection from elements, acid* (9th)~~, +1 *scimitar*; +1 *hide armor*; sling; bullet, silvered (x5); *periapt of wisdom* +2.

*New rule, see Appendix III

APL10

☛ **Fiendish Dire Lion:** CR 7; large magical beast (fiendish dire lion); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk +12/+12 melee (1d6+7 claws), +7 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+8 Dmg); SQ: Darkvision 60 ft., damage reduction 5/+2, damage resistance cold and fire 15, scent; SR: 16; AL NE; SV Fort +9, Ref +8, Will +7. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

☛ **Gnorngish:** CR 12; half-fiend/half-fire giant; large outsider (giant, fire); HD 15d8+90; hp 158; Init +1; Spd 40 ft.; AC 19 (touch 10; flatfooted 17); Atk +23/+18/+13 melee (2d8+18 +1d6 fire [19-20/x2], +1 *huge flaming greatsword*); +12/+7/+2 ranged (2d6+10, rock); Face: 5 ft.

x 5 ft. / 10 ft.; SA: rock throwing; SQ: spell ability, Darkvision 60 ft., immune to fire, immune to poison, resistance 20 (acid, cold, electricity), double damage from cold on failed save; AL LE; SV Fort +15, Ref +6, Will +5. Str 35, Dex 13, Con 23, Int 14, Wis 10, Cha 13.

Skills and Feats: Climb +13, Jump +13, Spot +7; Cleave, Great Cleave, Power Attack, Sunder.

Spell Ability (cast as a 15th-level sorcerer, DC12 + spell level): *Darkness* 3/day; *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy*, *unholy aura* 3/day, *unhallow*, *horrid wilting*.

Equipment: +1 *huge greatsword flaming*, *large sized demon armor*.

APL12

☛ **Fiendish Dire Lion:** CR 7; large magical beast (fiendish dire lion); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 22 (-1 size, +1 Dex, +4 natural, +8 barding); Atk +12/+12 melee (1d6+7 claws), +7 melee (1d8+3 bite); Face: 5 ft. x 10 ft. / 5 ft.; SA: Pounce, improved grab, rake 1d6+3, smite good (+8 Dmg); SQ: Darkvision 60 ft., damage reduction 5/+2, damage resistance cold and fire 15, scent; SR: 16; AL NE; SV Fort +9, Ref +8, Will +7. Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Skills: Dire lions receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

☛ **Gnorngish:** CR 12; half-fiend/half-fire giant; large outsider (giant, fire); HD 15d8+90; hp 158; Init +1; Spd 40 ft.; AC 19 (touch 10; flatfooted 17); Atk +23/+18/+13 melee (2d8+18 +1d6 fire [19-20/x2], +1 *huge flaming greatsword*); +12/+7/+2 ranged (2d6+10, rock); Face: 5 ft. x 5 ft. / 10 ft.; SA: rock throwing; SQ: spell ability, Darkvision 60 ft., immune to fire, immune to poison, resistance 20 (acid, cold, electricity), double damage from

cold on failed save; AL LE; SV Fort +15, Ref +6, Will +5. Str 35, Dex 13, Con 23, Int 14, Wis 10, Cha 13.

Skills and Feats: Climb +13, Jump +13, Spot +7; Cleave, Great Cleave, Power Attack, Sunder.

Spell Ability (cast as a 15th-level sorcerer, DC12 + spell level): *Darkness* 3/day; *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy*, *unholy aura* 3/day, *unhallow*, *horrid wilting*.

Equipment: +1 huge greatsword flaming, large sized demon armor.

Vlast: CR 11; female human Wiz11 (Necromancer); medium humanoid (human); HD 11d4+11 (+33); hp 45 (78); Init +2; Spd 30 ft.; AC 12 (18) (touch 12; flatfooted 10 (18)); Atk +5 melee (1d6, quarterstaff), +5 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4 (+7), Ref +4, Will +8. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +12 (+14), Listen +4, Knowledge (Arcana) +14 (+16), Knowledge (Planes) +14 (+16), Scry +14 (+16), Spellcraft +14 (+16), Spot +4; Combat Casting, Heighten Spell, Extra Spell Slot* (4th), Greater Spell Focus* (Evocation, Necromancy), Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +33 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/3/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0—*detect magic*, *flare*, *ray of frost*, *read magic*, 1st—*lesser acid orb**, *lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*, ~~*shield*~~, 2nd—*choke**, *ghoul touch*, *lesser cold orb*** (Heightened), *Melf's Acid Arrow*, *scare*, *see invisibility*; 3rd—*displacement*, *fly*, *negative energy burst*(2)*, *slow*, *vampiric touch*; 4th—*acid orb**, *cold orb**, *enervation*(3), *ice storm*, *minor globe of invulnerability*, 5th—*spirit wall**, *cone of cold* (2) 6th—*acid fog*, *magic jar* (Heightened).

Equipment: ~~*scroll of mass haste*, *potion of intelligence*, *potion of endurance*, *scroll greater magic weapon* (11th level), *dust of disappearance*, *potion of true strike*~~, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

APL14

Fiendish Dire Tiger, Advanced (32HD): CR 14; huge magical beast (fiendish dire tiger); HD 32d8+96; hp 264; Init +1; Spd 30 ft.; AC 23 (-2 size, +1 Dex, +6 natural, +8

barding); Atk +30/+30 melee (2d4+8 claws), +25 melee (2d6+4 bite); Face: 10 ft. by 30 ft. / 10 ft.; SA: Pounce, improved grab, rake 2d4+4, smite good (+20 Dmg); SQ: Darkvision 60 ft., damage reduction 10/+3, damage resistance cold and fire 20, scent; SR: 25; AL NE; SV Fort +21, Ref +20, Will +19. Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11.

Equipment: spiked full-plate barding.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+30 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Skills: Dire tigers receive a +4 racial bonus to Hide and Move silently checks. *In areas of tall grass or heavy undergrowth, the Hid bonus improves to +8.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a good foe.

Gnorngish: CR 14; half-fiend/half-fire giant Ftr2; large outsider (giant, fire); HD 15d8+2d10+102; hp 186; Init +1; Spd 40 ft.; AC 23 (touch 10; flatfooted 22); Atk +25/+20/+14 melee (2d8+18 +1d6 fire [17-20/x2], +1 huge unholy flaming greatsword, +2d6 unholy verses good); +14/+9/+4 ranged (2d6+10, rock) +24/+24 melee (1d10+18, claw, Fort Save DC14 – contagion); Face: 5 ft. x 5 ft. / 10 ft.; SA: rock throwing; SQ: spell ability, Darkvision 60 ft., immune to fire, immune to poison, resistance 20 (acid, cold, electricity), double damage from cold on failed save; AL LE; SV Fort +17, Ref +6, Will +5. Str 35, Dex 13, Con 23, Int 14, Wis 10, Cha 13.

Skills and Feats: Climb +15, Jump +15, Spot +8; Cleave, Great Cleave, Improved Critical, Power Attack, Power Lunge, Sunder.

Spell Ability (cast as a 17th-level sorcerer, DC12 + spell level): *Darkness* 3/day; *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy*, *unholy aura* 3/day, *unhallow*, *horrid wilting*, *summon monster IX* (fiends only).

Equipment: +1 huge greatsword unholy flaming, large sized demon armor.

Vlast: CR 13; female human Wiz13 (Necromancer); medium humanoid (human); HD 13d4+13 (+39); hp 53 (92); Init +2; Spd 30 ft.; AC 12 (23) (touch 15; flatfooted 10 (21)); Atk +6/+1 melee (1d6, quarterstaff), +6/+1 melee (1d4 [19-20/x2], dagger), +7/+2 (+10/+5) ranged (ray, by

spell); SQ casts spells, familiar (toad); AL CE; SV Fort +5 (+8), Ref +5 (+8), Will +9. Str 8, Dex 12 (18), Con 13 (18), Int 20 (24), Wis 12, Cha 10.

Skills and Feats: Concentration +14 (+16), Listen +4, Knowledge (Arcana) +15 (+17), Knowledge (Planes) +15 (+17), Scry +15 (+17), Spellcraft +15 (+17), Spot +4; Combat Casting, Empowered Spell, Heighten Spell, Extra Spell Slot* (4th-level), Greater Spell Focus* (Evocation, Necromancy), Scribe Spell, Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *scroll-fox's cunning (empowered)* (12 hours, +6 Int (26); DC 18, +3 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +39 hit points, +3 Fort Save, +3 Con skill checks), *scroll-cat's grace (empowered)* (12 hours, +6 Dex (18), +3 AC, +3 Reflex Save, +3 Dex skill checks), *mass haste* (13 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/4/3/2 base DC = 15 (18) + spell level + 4 Necromancy or + 4 Evocation): 0—*detect magic*, *flare*, *ray of frost*, *read magic*, 1st—*lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~, 2nd—*choke**, *ghoul touch*, *lesser acid orb*** (Heightened), *Melf's Acid Arrow*, *scare*, *see invisibility*; 3rd—*displacement*, *fly*, *negative energy burst*(2)*, *slow*, *vampiric touch*; 4th—*acid orb**, *cold orb**, *enervation*(3), *ice storm*, *minor globe of invulnerability*; 5th—*spirit wall**, *cone of cold*, *feeblemind*, *wall of force*; 6th—*acid fog*, *ice storm* (empowered), *magic jar* (heightened); 7th—*finger of death*, *prismatic spray*.

Equipment: ~~*scroll of mass haste*~~, ~~*potion of endurance*~~, ~~*scroll of cat's grace (empowered)*~~, ~~*scroll greater magic weapon* (13th level)~~, ~~*dust of disappearance*~~, *potion of true strike*, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

Encounter 10 – Osnabrolft

APL8

☛ **Zerith:** CR 8; male half-fiend/half-human Bbn3/Rog2/Asnr; evil outsider; HD 3d12+2d6+1d6+12 (+12); hp 50 (62); Init +5 (+6); Spd 40; AC 18 (23) (touch 15 (20); flatfooted 18 (23)); Atk +8 (+10) (1d12+3 (+5) [x3], greataxe), +8/+3 (+10/+5) melee (1d6+3, bite / 1d4+1, claw); SA: death attack, poison use, sneak attack +2d6, spell like abilities; SQ: darkvision 60 ft., evasion, immune to poison, rage 1/day, Resistance 20 (acid, cold, electricity and fire), uncanny dodge (can't be flanked – 5hd); AL CE;

SV Fort +5, Ref +12, Will +2; Str 16 (21), Dex 20 (23), Con 14 (18), Int 18, Wis 12, Cha 12.

Skills and Feats: Disguise +5, Hide +14 (+15), Intimidate +9, Listen +7, Move Silently +14 (+15), Perform +6, Sense Motive +3, Spot +5, Tumble +14 (+15); Combat Reflexes, Dodge, Mobility, Spring Attack.

Pre-Cast spells: *potion of cat's grace* (3 hours, +3 Dex (23); +1 Atk, +1 Reflex Save, +1 Dex skill checks), *potion of bull's strength* (3 hours, +5 Str (21); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +4 Con (18); +12 hit points, +2 Fort Save, +2 Con skill checks), *potion of haste* (5 rounds, +4 AC, extra partial action).

Spells Prepared (–/1 base DC = 14 + spell level): 1st—*obscuring mist*.

Spells Known (Asn –/1): 1st – *Change Self*, *Detect Poison*, *Ghost Sound*, *Obscuring Mist*, *Spider Climb*.

Spell Like Abilities: (cast as a 6th-level sorcerer; DC14 + spell level) – *darkness* 3/day, *desecrate*, *unholy blight*.

Poison: Zerith's greataxe is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

Equipment: ~~*potion of haste*~~, ~~*potion of bull's strength*~~, ~~*potion of cat's grace*~~, ~~*potion of endurance*~~, studded leather armor, greataxe.

☛ **Zuanrun:** CR 7; female human Clr7 (Pyremius); medium humanoid (human); HD 7d8+14 (+14); hp 53 (67); Init +1; Spd 30 ft.; AC 17 (touch 10; flatfooted 17); Atk +5 (+7) melee (1d6 (+7 [19-20/x2]), club), +5 melee (1d4, dagger); SQ insanity; AL CE; SV Fort +7 (+9), Ref +3, Will +9 (+10). Str 10, Dex 12, Con 14 (18), Int 12, Wis 19 (21), Cha 10.

Skills and Feats: Concentration +12 (+14), Knowledge (Arcana) +8, Knowledge (Planes) +7, Knowledge (Religion) +9, Scry +7, Spellcraft +8; Brew Potion, Greater Spell Focus (Necromancy), Heighten Spell, Scribe Scroll, Spell Focus (Necromancy).

Pre-Cast spells: *owl's wisdom* (7 hours, +4 Wis (21); DC 16, +1 Will Save, +1 Wis skill checks), *spikes* (7 hours, +2 Atk, +7 Dmg with club), *protection from elements (cold – 84 pts)*, *potion of endurance* (5 hours, +4 Con (18), +14 hit points, +2 Fort Save, +2 Con skill checks).

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 (15) + spell level + 4 Necromancy): 0—*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st—*bane*, *cause fear*, *burning hands**, *divine favor*, *doom*, *protection from good*; 2nd—*death kneel*, *hold person*, *hold person*, *shatter**; 3rd—*briar web**, *spikes***, ~~*protection from elements (cold)*~~, *contagion**; 4th—*divine power*, *freedom of movement*, *wall of fire*.*

*Domain spell. Domains: Destruction (Smite once per day); Fire (turn or destroy water creatures, rebuke or command fire creatures).

Equipment: ~~*potion of endurance* (5th level caster), *scroll owl's wisdom* (7th level), *periapt of wisdom* +2, dagger, wood club, half-plate.~~

** New rule – see Appendix II: New Rules.

☛ **Vlast:** CR 5; female human Wiz5 (Necromancer); medium humanoid (human); HD 5d4+5 (+15); hp 21 (36); Init +2; Spd 30 ft.; AC 12 (20) (touch 12; flatfooted 10 (18)); Atk +2 melee (1d6, quarterstaff), +2 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +2 (+5), Ref +2, Will +6. Str 8, Dex 12, Con 13 (18), Int 18 (22), Wis 12, Cha 10.

Skills and Feats: Concentration +9 (+11), Listen +3, Knowledge (Arcana) +7 (+9), Knowledge (Planes) +7 (+9), Scry +7 (+9), Spellcraft +6 (+8), Spot +3; Combat Casting, Greater Spell Focus* (Necromancy), Heighten Spell, Scribe Scroll, Spell Focus (Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +15 hit points, +3 Fort Save, +3 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/5/4/3 base DC = 14 (16) + spell level + 4 Necromancy or + 2 Evocation): 0–*detect magic*, *open/close*, *ray of frost*, *read magic*; 1st– *lesser cold orb**, ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~; 2nd–*choke**, *ghoul touch*, *Melf's Acid Arrow*, *see invisibility*; 3rd–*fly*, *negative energy burst**, *vampiric touch*.

Equipment: ~~*potion of haste*, *scroll greater magic weapon* (6th level), *potion of intelligence*, *potion of endurance*, *dust of disappearance*, *potion of true strike*, dagger, quarterstaff.~~

* New rule – see Appendix II: New Rules.

☛ **Woostne:** CR 6; male human Ftr6; medium humanoid (human); HD 6d10+6 (+12); hp 50 (62); Init +1; Spd 30 ft.; AC 14 (21) (touch 11 (14); flatfooted 13); Atk +10/+5 melee (1d8+4 [19-20/x2], longsword), +9/+4 (+14/+9) ranged (1d8+7 (+9) [x3], +1 *mighty long composite bow* +4); AL CN; SV Fort +6 (+8), Ref +2 (+5), Will +2. Str 18, Dex 13 (18), Con 12 (16), Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +6, Ride +10, Spot +5; Dodge, Mobility, Precise Shot, Point Blank Shot, Rapid Shot, Spring Attack, Weapon Focus (long composite bow), Weapons Specialization (long composite bow).

Pre-Cast spells: *potion of cat's grace* (3 hours, +5 Dex (18); +3 Atk, +3 Reflex Save, +3 Dex skill checks), *potion of endurance* (3 hours, +4 Con (16); +12 hit points, +2 Fort Save, +2 Con skill checks), *haste* (5 rounds, +4 AC,

extra partial action) *greater magic weapon* (6 hours, 50 Arrows, +2 Atk, +2 Dmg), *potion of fly* (50 minutes, Spd 90 ft.).

Equipment: ~~*potion of cat's grace*, *potion of endurance*, *potion of haste*, *potion of fly*~~, +1 *mighty composite longbow* +4 and studded leather armor, longsword.

☛ **Becour:** CR 7; male human Mnk7; medium humanoid (human); HD 7d8+7 (+7); hp 47 (54); Init +1; Spd 50; AC 15 (19) (touch 15 (19); flatfooted 15 (19)); Atk +7/+4 (+9/+6) (1d8+1 (+3), unarmed), +6 (+8) melee (1d6+1 (+3), kama); SA: stunning attack, unarmed strike, SQ: evasion, purity of body, wholeness of body, slow fall 30 ft., still mind (+2 save verses enchantment), leap of the clouds; AL LE; SV Fort +6 (+7), Ref +6, Will +8; Str 12 (17), Dex 12, Con 12 (15), Int 14, Wis 17, Cha 8.

Skills and Feats: Balance +11, Diplomacy +3, Escape Artist +11, Hide +11, Jump +7, Listen +13, Move Silently +11, Tumble +11; Deflect Arrows, Fists of Iron, Improved Trip, Improved Unarmed Strike, Mantis Leap, Weapon Focus: Unarmed.

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (17); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +3 Con (15); +7 hit points, +1 Fort Save, +1 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action).

Equipment: ~~*potion of haste*, *potion of endurance*.~~

APL10

☛ **Zerith:** CR 10; male half-fiend/half-human Bbn3/Rog3/Asn1/ShD1; evil outsider; HD 3d12 + 3d6 + 1d6 + 1d8 + 16 (+16); hp 63 (79); Init +5 (+6); Spd 40; AC 18 (24) (touch 15 (21); flatfooted 18 (24)); Atk +10 (+12) (1d12+3 (+5) [x3], masterwork greataxe), +9/+4 (melee (1d6+3, bite / 1d4+1, claw); SA: death attack, poison use, sneak attack +3d6, spell like abilities; SQ: darkvision 60 ft., evasion, hide in plane sight, immune to poison, rage 1/day, Resistance 20 (acid, cold, electricity and fire), uncanny dodge (can't be flanked – 7hd); AL CE; SV Fort +6 (+8), Ref +14 (+16), Will +3; Str 16 (21), Dex 21 (24), Con 14 (18), Int 18, Wis 12, Cha 12.

Skills and Feats: Disguise +5, Hide +15 (+17), Intimidate +12, Listen +9, Move Silently +15 (+17), Perform +6, Sense Motive +4, Spot +7, Tumble +15 (+17); Combat Reflexes, Dodge, Mobility, Spring Attack.

Pre-Cast spells: *potion of cat's grace* (3 hours, +3 Dex (24); +2 Atk, +2 Reflex Save, +2 Dex skill checks), *potion of bull's strength* (3 hours, +5 Str (21); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +4 Con (18); +12 hit points, +2 Fort Save, +2 Con skill checks), *potion of haste* (5 rounds, +4 AC, extra partial action).

Spells Prepared (–/1 base DC = 14 + spell level): 1st – *obscuring mist*.

Spells Known: 1st - *Change Self, Detect Poison, Ghost Sound, Obscuring Mist, Spider Climb*.

Spell Like Abilities: (cast as a 8th-level sorcerer; DC14 + spell level) – *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day (Fort Save DC15; Dmg primary – 1d10 temporary Con; secondary – 1d10 temporary Con).

Poison: Zerith's greataxe is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

Equipment: ~~*potion of haste, potion of bull's strength, potion of cat's grace, potion of endurance*~~, studded leather armor, masterwork greataxe.

Zuanrun: CR 9; female human Clr9 (Pyremius); medium humanoid (human); HD 9d8+18 (+18); hp 68 (86); Init +1; Spd 30 ft.; AC21 (24) (touch 10; flatfooted 20 (23)); Atk +6/+1 (+11/+6) melee (1d6 (+11 [19-20/x2]), club), +6/+1 (+8/+3) melee (1d4 (+2), dagger); SQ insanity; AL CE; SV Fort +8 (+10), Ref +4, Will +11 (+12). Str 10 (14), Dex 12, Con 14 (18), Int 12, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +14 (+16), Knowledge (Arcana) +9, Knowledge (Planes) +8, Knowledge (Religion) +10, Scry +8, Spellcraft +8; Brew Potion, Chain Spell**, Greater Spell Focus (Necromancy), Heighten Spell, Scribe Scroll, Spell Focus (Necromancy).

Pre-Cast spells: *bull's strength* (9 hours, +4 Str (14), +2 Atk, +2 Str skill checks), *owl's wisdom* (9 hours, +4 Wis (26); DC 16, +1 Will Save, +1 Wis skill checks), *spikes* (9 hours, +2 Atk, +9 Dmg with club), *protection from elements (cold – 108 pts)*, *potion of endurance* (5 hours, +4 Con (18), +18 hit points, +2 Fort Save, +2 Con skill checks), *greater magic weapon* (club, 9 hours, +3 Atk, +3 Damage), *magic vestment* (9 hours, small steel shield, +3 enhancement bonus, +3 AC).

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 (16) + spell level + 4 Necromancy): 0–*detect magic, detect magic, detect poison, guidance, read magic, resistance*; 1st– *bane, cause fear, burning hands**, *divine favor, doom, protection from good, shield of faith*; 2nd– *death kneel, hold person, hold person, remove paralysis, remove paralysis, shatter**; 3rd–*briar web**, *spikes**, ~~*protection from elements (cold)*~~, *contagion**, ~~*magic vestment*~~, 4th–*divine power, greater magic weapon, freedom of movement, wall of fire**; 5th–*hold person (chain), fire shield*, slay living*.

*Domain spell. Domains: Destruction (Smite once per day); Fire (turn or destroy water creatures, rebuke or command fire creatures).

Equipment: ~~*potion of endurance (5th level caster), scroll bull's strength (9th level), scroll owl's wisdom (9th level)*~~

~~*level*~~, scroll-wind wall, *peripart of wisdom* +2, +1 full plate of light fortification, ring of counters spells (hold person), dagger, small steel shield, wood club.

** New rule – see Appendix II: New Rules.

Vlast: CR 9; female human Wiz9 (Necromancer); medium humanoid (human); HD 9d4+9 (+27); hp 37 (64); Init +2; Spd 30 ft.; AC 12 (20) (touch 12; flatfooted 10 (18)); Atk +4 melee (1d6, quarterstaff), +4 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4, Ref +4, Will +7. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +10 (+12), Listen +4, Knowledge (Arcana) +11 (+13), Knowledge (Planes) +11 (+13), Scry +12 (+14), Spellcraft +12 (+14), Spot +4; Combat Casting, Heighten Spell, Greater Spell Focus* (Evocation, Necromancy), Scribe Spell, Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +27 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/5/4/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0–*detect magic, open/close, ray of frost, read magic*; 1st–*lesser cold orb(2)*, mage armor, ray of enfeeblement(2), shield*; 2nd–*choke**, *ghoul touch, lesser cold orb** (Heightened)*, *Melf's Acid Arrow, scare, see invisibility*; 3rd–*displacement, fly, negative energy burst*, slow, vampiric touch*; 4th–*cold orb*, enervation(2), minor globe of invulnerability*; 5^h–*magic jar, spirit wall**.

Equipment: ~~*scroll of mass haste, potion of endurance, potion of intelligence, scroll greater magic weapon (9th level), dust of disappearance, potion of true strike*~~, dagger, and quarterstaff.

* New rule – see Appendix II: New Rules.

Woostne: CR 6; male human Ftr6; medium humanoid (human); HD 6d10+6 (+12); hp 50 (62); Init +1; Spd 30 ft.; AC 14 (21) (touch 11 (14); flatfooted 13); Atk +10/+5 melee (1d8+4 [19-20/x2], longsword), +9/+4 (+14/+9) ranged (1d8+7 (+9) [x3], +1 mighty long composite bow +4); AL CN; SV Fort +6 (+8), Ref +2 (+5), Will +2. Str 18, Dex 13 (18), Con 12 (16), Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +6, Ride +10, Spot +5; Dodge, Mobility, Precise Shot, Point Blank Shot, Rapid Shot, Spring Attack, Weapon Focus (long composite bow), Weapons Specialization (long composite bow).

Pre-Cast spells: *potion of cat's grace* (3 hours, +5 Dex (18); +3 Atk, +3 Reflex Save, +3 Dex skill checks),

potion of endurance (3 hours, +4 Con (16); +12 hit points, +2 Fort Save, +2 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action) *greater magic weapon* (6 hours, 50 Arrows, +2 Atk, +2 Dmg), *potion of fly* (50 minutes, Spd 90 ft.).

Equipment: ~~*potion of cat's grace*, *potion of endurance*, *potion of haste*, *potion of fly*~~, +1 mighty composite longbow +4 and studded leather armor, longsword.

☛ **Becour:** CR 7; male human Mnk7; medium humanoid (human); HD 7d8+7 (+7); hp 47 (54); Init +1; Spd 50; AC 15 (19) (touch 15 (19)); flatfooted 15 (19)); Atk +7/+4 (+9/+6) (1d8+1 (+3), unarmed), +6 (+8) melee (1d6+1 (+3), kama); SA: stunning attack, unarmed strike, SQ: evasion, purity of body, wholeness of body, slow fall 30 ft., still mind (+2 save verses enchantment), leap of the clouds; AL LE; SV Fort +6 (+7), Ref +6, Will +8; Str 12 (17), Dex 12, Con 12 (15), Int 14, Wis 17, Cha 8.

Skills and Feats: Balance +11, Diplomacy +3, Escape Artist +11, Hide +11, Jump +7, Listen +13, Move Silently +11, Tumble +11; Deflect Arrows, Fists of Iron, Improved Trip, Improved Unarmed Strike, Mantis Leap, Weapon Focus: Unarmed.

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (17); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +3 Con (15); +7 hit points, +1 Fort Save, +1 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action).

Equipment: ~~*potion of haste*, *potion of endurance*~~.

APL12

☛ **Zerith:** CR 12; male half-fiend/half-human Bbn3/Rog3/Asn3/ShDr; evil outsider; HD 3d12 + 3d6 + d6 + 1d8 + 20 (+20); hp 75 (95); Init +5 (+6); Spd 40; AC 18 (24) (touch 15 (20); flatfooted 18 (24)); Atk +12/+7 (+14/+9) (1d12+3 (+5) [x3], masterwork greataxe), +11/+6 (+13/+8) melee (1d6+3, bite / 1d4+1, claw); SA: death attack, poison use, sneak attack +4d6, spell like abilities; SQ: darkvision 60 ft., evasion, hide in plane sight, immune to poison, rage 1/day, Resistance 20 (acid, cold, electricity and fire), uncanny dodge (can't be flanked – 9hd); AL CE; SV Fort +7 (+9), Ref +15 (+17), Will +4; Str 16 (21), Dex 21 (24), Con 14 (18), Int 18, Wis 12, Cha 12.

Skills and Feats: Disguise +5, Hide +17, Intimidate +12, Listen +10, Move Silently +17, Perform +7, Sense Motive +5, Spot +8, Tumble +17; Combat Reflexes, Dodge, Mobility, Spring Attack.

Pre-Cast spells: *potion of cat's grace* (3 hours, +3 Dex (24); +2 Atk, +2 Reflex Save, +2 Dex skill checks), *potion of bull's strength* (3 hours, +5 Str (21); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +4 Con (18); +12 hit points, +2 Fort Save, +2 Con skill

checks), *mass haste* (11 rounds, +4 AC, extra partial action) *undetectable alignment*.

Spells Prepared (2/1 base DC = 14 + spell level): 1st – *change self*, *obscuring mist*; 2nd – ~~*undetectable alignment*~~.

Spells Known: 1st – *Change Self*, *Detect Poison*, *Ghost Sound*, *Obscuring Mist*, *Spider Climb*; 2nd – *alter self*, *darkness*, *pass without trace*, *undetectable alignment*.

Spell Like Abilities: (cast as a 8th-level sorcerer; DC14 + spell level) – *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day (Fort Save DC15; Dmg primary – 1d10 temporary Con; secondary – 1d10 temporary Con), *contagion*.

Poison: Zerith's greataxe is coated with deathblade poison; injury (first hit only); DC20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

Equipment: ~~*potion of haste*, *potion of bull's strength*, *potion of cat's grace*, *potion of endurance*~~, studded leather armor, masterwork greataxe.

☛ **Zuanrun:** CR 11; female human Clr11 (Pyremius); medium humanoid (human); HD 11d8+22 (+22); hp 83 (105); Init +1; Spd 30 ft.; AC 21 (24) (touch 10; flatfooted 20 (23)); Atk +8/+3 (+13/+8) melee (1d6 (+11 [19-20/x2]), club), +8/+3 (+10/+5) melee (1d4 (+2), dagger); SQ insanity; AL CE; SV Fort +9 (+11), Ref +4, Will +12 (+13). Str 10 (14), Dex 12, Con 14 (18), Int 12, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +16 (+18), Knowledge (Arcana) +9, Knowledge (Planes) +9, Knowledge (Religion) +11, Scry +9, Spellcraft +9; Brew Potion, Chain Spell**, Greater Spell Focus (Necromancy), Heighten Spell, Scribe Spell, Spell Focus (Necromancy).

Pre-Cast spells: *bull's strength* (11 hours, +4 Str (14), +2 Atk, +2 Str skill checks), *owl's wisdom* (11 hours, +4 Wis (22); DC 16, +1 Will Save, +1 Wis skill checks), *spikes* (11 hours, +2 Atk, +10 Dmg with club), *protection from elements (cold – 132 pts)*, *potion of endurance* (5 hours, +4 Con (18), +18 hit points, +2 Fort Save, +2 Con skill checks), *greater magic weapon* (club, 11 hours, +3 Atk, +3 Damage), *magic vestment* (11 hours, small steel shield, +3 enhancement bonus, +3 AC), *air walk* (70 minutes, walk on air at normal movement rate), *true seeing* (9 minutes, 120 ft range).

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 (16) + spell level + 4 Necromancy): 0 – *detect magic*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *bless*, *cause fear*, *burning hands**; *divine favor*, *doom*, *protection from good*, *shield of faith*; 2nd – *death kneel*, *hold person*, *hold person*, *remove paralysis*, *remove paralysis*, *shatter**; 3rd – *briar web**, *dispel magic*, ~~*magic vestment*, *spikes**~~, ~~*protection from elements (cold)*~~, *contagion**; 4th – *divine power*, *freedom of*

movement, poison, spell immunity, wall of fire*; 5th-hold person (chain), fire shield*, righteous might, slay living, 6th-blade barrier, harm*.

*Domain spell. Domains: Destruction (Smite once per day); Fire (turn or destroy water creatures, rebuke or command fire creatures).

Equipment: ~~potion of endurance (5th level caster), scroll greater magic weapon, scroll bull's strength (11th level), scroll owl's wisdom** (11th level), potion of true strike, scroll-wind wall, periapt of wisdom +2, +1 full plate of light fortification, ring of counters spells (hold person), dagger, small steel shield, wood club.~~

** New rule – see Appendix II: New Rules.

☛ **Vlast:** CR 11; female human Wiz11 (Necromancer); medium humanoid (human); HD 11d4+11 (+33); hp 45 (78); Init +2; Spd 30 ft.; AC 12 (18) (touch 12; flatfooted 10 (18)); Atk +5 melee (1d6, quarterstaff), +5 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +4 (+7), Ref +4, Will +8. Str 8, Dex 12, Con 13 (18), Int 19 (23), Wis 12, Cha 10.

Skills and Feats: Concentration +12 (+14), Listen +4, Knowledge (Arcana) +14 (+16), Knowledge (Planes) +14 (+16), Scry +14 (+16), Spellcraft +14 (+16), Spot +4; Combat Casting, Heighten Spell, Extra Spell Slot* (4th), Greater Spell Focus* (Evocation, Necromancy), Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *potion of intelligence* (3 hours, +4 Int (22); DC 15, +2 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +33 hit points, +3 Fort Save, +3 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/3/2 base DC = 14 (16) + spell level + 4 Necromancy or + 4 Evocation): 0-*detect magic, flare, ray of frost, read magic, 1st-lesser acid orb*, lesser cold orb(2)*, ~~mage armor, ray of enfeeblement, shield~~, 2nd-choke*, ghoul touch, lesser cold orb** (Heightened), Melf's Acid Arrow, scare, see invisibility; 3rd-displacement, fly, negative energy burst(2)*, slow, vampiric touch; 4th-acid orb*, cold orb*, enervation(3), ice storm, minor globe of invulnerability, 5^h-spirit wall*, cone of cold (2) 6^h-acid fog, magic jar (Heightened).*

Equipment: ~~scroll of mass haste, potion of intelligence, potion of endurance, scroll greater magic weapon (11th level), dust of disappearance, potion of true strike~~, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

☛ **Woostne:** CR 9; male human Ftr8/DpwdSnpr1; medium humanoid (human); HD 8d10+8 plus 1d8+1 (+18); hp 72 (90); Init +1; Spd 30 ft.; AC 14 (21) (touch 11 (17); flatfooted 13); Atk +14/+9 melee (1d8+4 [19-20/x2],

masterwork longsword), +13/+8 (+19/+15) ranged (1d8+7 (+11) [18-20/x3], +1 mighty composite longbow +4); SA: keen arrows, range increment bonus +10 ft.; AL CN; SV Fort +7 (+9), Ref +3 (+5), Will +2. Str 18, Dex 14 (19), Con 12 (16), Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +4, Listen +2, Move Silent +4, Ride +10, Spot +4; Dodge, Far Shot, Improved Critical (long composite bow), Mobility, Rapid Shot, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (long composite bow), Weapons Specialization (long composite bow).

Pre-Cast spells: *potion of cat's grace* (3 hours, +5 Dex (18); +3 Atk, +3 Reflex Save, +3 Dex skill checks), *potion of endurance* (3 hours, +4 Con (16); +14 hit points, +2 Fort Save, +2 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action) *greater magic weapon* (12 hours, 50 Arrows, +4 Atk, +4 Dmg), *potion of fly* (50 minutes, Spd 90 ft.).

Equipment: ~~potion of cat's grace, potion of endurance, potion of haste, potion of fly, +1 mighty composite longbow +4~~ and studded leather armor, masterwork longsword.

☛ **Becour:** CR 9; male human Mnk9; medium humanoid (human); HD 9d8+9 (+9); hp 61 (70); Init +1; Spd 60; AC 16 (20) (touch 16 (20); flatfooted 16 (20)); Atk +8/+5 (+10/+7) (1d10+1 (+3), unarmed), +6/+1 (+7/+2) melee (1d6+1 (+3), kama); SA: stunning attack, unarmed strike, SQ: improved evasion, purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +7 (+8), Ref +7, Will +10; Str 12 (17), Dex 12, Con 12 (15), Int 14, Wis 18, Cha 8.

Skills and Feats: Balance +13, Diplomacy +3, Escape Artist +11, Hide +13, Jump +8, Listen +14, Move Silently +11, Tumble +11; Deflect Arrows, Dodge, Fists of Iron, Improved Trip, Improved Unarmed Strike, Mantis Leap, Weapon Focus: Unarmed.

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (17); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +3 Con (15); +9 hit points, +1 Fort Save, +1 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action).

Equipment: ~~potion of haste, potion of endurance.~~

APL 14

☛ **Zerith:** CR 14; male half-fiend/half-human Bbn3/Rog3/Asn5/ShDr; evil outsider; HD 3d12 + 3d6 + 5d6 + 1d8 + 24 (+24); hp 87 (111); Init +7 (+8); Spd 40; AC 19 (25) (touch 16 (22); flatfooted 19 (25)); Atk +13/+8 (+15/+8) (1d12+4 (+6) [19-20/x3], +1 greataxe), +12/+7 (+14/+7) melee (1d6+3 (+5), bite / 1d4+1 (+3), claw); SA: death attack, poison use, sneak attack +5d6, spell like

abilities; SQ: darkvision 60 ft., evasion, hide in plane sight, immune to poison, rage 1/day, Resistance 20 (acid, cold, electricity and fire), uncanny dodge (can't be flanked – 13hd); AL CE; SV Fort +7 (+9), Ref +17 (+19), Will +4; Str 16 (21), Dex 22 (25), Con 14 (18), Int 18, Wis 12, Cha 12.

Skills and Feats: Disguise +6, Hide +20, Intimidate +14, Listen +10, Move Silently +20, Perform +7, Sense Motive +5, Spot +9, Tumble +209; Combat Reflexes, Dodge, Improved Critical (greataxe), Mobility, Spring Attack.

Pre-Cast spells: *potion of cat's grace* (3 hours, +3 Dex (24); +2 Atk, +2 Reflex Save, +2 Dex skill checks), *potion of bull's strength* (3 hours, +5 Str (21); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +4 Con (18); +12 hit points, +2 Fort Save, +2 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action) *undetectable alignment, nondetection*.

Spells Prepared (2/2/1 base DC = 14 + spell level): 1st–*change self, obscuring mist*; 2nd–~~*undetectable alignment, darkness*~~, 3rd–~~*nondetection*~~.

Spells Known: 1st–*Change Self, Detect Poison, Ghost Sound, Obscuring Mist, Spider Climb*; 2nd–*alter self, darkness, pass without trace, undetectable alignment*; 3rd–*deeper darkness, invisibility, misdirection, nondetection*.

Spell Like Abilities: (cast as a 8th-level sorcerer; DC14 + spell level) – *darkness* 3/day, *desecrate, unholy blight, poison* 3/day (Fort Save DC15; Dmg primary – 1d10 temporary Con; secondary – 1d10 temporary Con), *contagion, blasphemy*.

Poison: Zerith's greataxe is coated with deathblade poison; injury (first hit only); DC 20 for initial (1d6 temporary constitution loss) and secondary save (2d6 temporary constitution loss).

Equipment: ~~*Potion of haste*~~, +1 greataxe, studded leather armor.

Zuanrun: CR 13; female human Clr13 (Pyremius); medium humanoid (human); HD 13d8+26 (+26); hp 98 (124); Init +1; Spd 30 ft.; AC 21 (25) (touch 10; flatfooted 20 (24)); Atk +9/+4 (+15/+10) melee (1d6 (+12 [19-20/x2]), club), +9/+4 (+11/+6) melee (1d4 (+2), dagger), +10 ranged (by spell, ray); SQ insanity; AL CE; SV Fort +10 (+12), Ref +5, Will +14 (+15). Str 10 (14), Dex 12, Con 14 (18), Int 12, Wis 22 (24), Cha 10.

Skills and Feats: Concentration +18 (+20), Knowledge (Arcana) +10, Knowledge (Planes) +10, Knowledge (Religion) +11, Scry +10, Spellcraft +10; Brew Potion, Chain Spell**, Greater Spell Focus (Necromancy), Heighten Spell, Scribe Scroll, Spell Focus (Necromancy, Transmutation).

Pre-Cast spells: *bull's strength* (13 hours, +4 Str (14), +2 Atk, +2 Str skill checks), *owl's wisdom* (13 hours, +4 Wis (24); DC 18, +1 Will Save, +1 Wis skill checks), *spikes* (13 hours, +2 Atk, +10 Dmg with club), *protection from elements (cold – 156 pts)*, *potion of endurance* (5 hours, +4 Con (18), +18 hit points, +2 Fort Save, +2 Con skill checks), *greater magic weapon* (13 hours, club, +4 Atk, +4 Damage) *magic vestment* (13 hours, small steel shield, +4 enhancement bonus, +4 AC) *air walk* (70 minutes, walk on air at normal movement rate), *true seeing* (9 minutes, 120 ft range).

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 (17) + spell level + 4 Necromancy or + 2 Transmutation): 0–*detect magic, detect magic, detect poison, guidance, read magic, resistance*; 1st–*bane, bless, cause fear, burning hands*, divine favor, doom, protection from good, shield of faith*; 2nd–*bull's strength, death kneel, hold person, hold person, hold person, remove paralysis, remove paralysis, shatter***; 3rd–*briar web**, dispel magic, magic vestment, spikes**, protection from elements (cold), contagion**; 4th–*divine power, greater magic weapon, freedom of movement, poison, spell immunity, wall of fire**; 5th–*hold person (chain), fire shield*, righteous might, slay living, slay living*; 6th–*blade barrier, harm, heal, harm**; 7th–*disintegrate*, finger of death*.

*Domain spell. Domains: Destruction (Smite once per day); Fire (turn or destroy water creatures, rebuke or command fire creatures).

Equipment: ~~*potion of endurance (5th level caster), potion of endurance (5th level caster), scroll greater magic weapon, scroll bull's strength (13th level), scroll owl's wisdom** (13th level), potion of true strike, scroll-wind wall, scroll-heal, periapt of wisdom +2, +1 full plate of light fortification, ring of counters spells (hold person), dagger, small steel shield, wood club.*~~

** New rule – see Appendix II: New Rules.

Vlast: CR 13; female human Wiz13 (Necromancer); medium humanoid (human); HD 13d4+13 (+39); hp 53 (92); Init +2; Spd 30 ft.; AC 12 (23) (touch 15; flatfooted 10 (21)); Atk +6/+1 melee (1d6, quarterstaff), +6/+1 melee (1d4 [19-20/x2], dagger), +7/+2 (+10/+5) ranged (ray, by spell); SQ casts spells, familiar (toad); AL CE; SV Fort +5 (+8), Ref +5 (+8), Will +9. Str 8, Dex 12 (18), Con 13 (18), Int 20 (24), Wis 12, Cha 10.

Skills and Feats: Concentration +14 (+16), Listen +4, Knowledge (Arcana) +15 (+17), Knowledge (Planes) +15 (+17), Scry +15 (+17), Spellcraft +15 (+17), Spot +4; Combat Casting, Empowered Spell, Heighten Spell, Extra Spell Slot* (4th-level), Greater Spell Focus* (Evocation, Necromancy), Scribe Spell, Spell Focus (Evocation, Necromancy).

Pre-Cast spells: *scroll-fox's cunning* (empowered) (12 hours, +6 Int (26); DC 18, +3 Int skill checks), *potion of endurance* (3 hours, +5 Con (18); +39 hit points, +3 Fort Save, +3 Con skill checks), *scroll-cat's grace* (empowered) (12 hours, +6 Dex (18), +3 AC, +3 Reflex Save, +3 Dex skill checks), *mass haste* (13 rounds, +4 AC, extra partial action), *dust of disappearance* (12 minutes, +2 Attack bonus, defender loses any Dex bonus to AC, 50% miss chance), *mage armor* (5 hours, +4 AC armor bonus), *shield* (5 minutes, +4 AC armor bonus).

Spells Prepared (4/6/6/6/7/4/3/2 base DC = 15 (18) + spell level + 4 Necromancy or + 4 Evocation): 0—*detect magic*, *flare*, *ray of frost*, *read magic*, 1st—*lesser cold orb*(2)*, ~~*mage armor*~~, *ray of enfeeblement*(2), ~~*shield*~~, 2nd—*choke**, *ghoul touch*, *lesser acid orb*** (*Heightened*), *Melf's Acid Arrow*, *scare*, *see invisibility*; 3rd—*displacement*, *fly*, *negative energy burst*(2)*, *slow*, *vampiric touch*; 4th—*acid orb**, *cold orb**, *enervation*(3), *ice storm*, *minor globe of invulnerability*; 5th—*spirit wall**, *cone of cold*, *feeblemind*, *wall of force*; 6th—*acid fog*, *ice storm* (empowered), *magic jar* (heightened); 7th—*finger of death*, *prismatic spray*.

Equipment: ~~*scroll of mass haste*~~, ~~*potion of endurance*~~, ~~*scroll of cat's grace* (empowered)~~, ~~*scroll greater magic weapon* (13th level)~~, ~~*dust of disappearance*~~, *potion of true strike*, dagger, quarterstaff.

* New rule – see Appendix II: New Rules.

☛ **Woostne:** CR 11; male human Ftr8/DpwdSnpr3; medium humanoid (human); HD 8d10+8 plus 3d8+3 (+22); hp 86 (108); Init +1; Spd 30 ft.; AC 14 (21) (touch 11 (17); flatfooted 17); Atk +16/+11/+6 melee (1d8+4 [19-20/x2], masterwork longsword), +15/+10/+5 (+27/+22/+17) ranged (1d8+7 (+16) 1d6 frost [18-20/x4], +1 *mighty frost composite longbow* +4); SA: concealment reduction 10%, keen arrows, *magic weapon*, projectile improved critical +1, range increment bonus +30 ft.; AL CN; SV Fort +7 (+9), Ref +3 (+5), Will +2. Str 18, Dex 14 (19), Con 12 (16), Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +8, Listen +4, Move Silent +6, Ride +10, Spot +8; Dodge, Far Shot, Improved Critical (long composite bow), Mobility, Rapid Shot, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (long composite bow), Weapons Specialization (long composite bow).

Pre-Cast spells: *potion of cat's grace* (3 hours, +5 Dex (18); +3 Atk, +3 Reflex Save, +3 Dex skill checks), *potion of endurance* (3 hours, +4 Con (16); +14 hit points, +2 Fort Save, +2 Con skill checks), *mass haste* (11 rounds, +4 AC, extra partial action) *greater magic weapon* (15 hours, 50 Arrows, +5 Atk, +5 Dmg), *greater magic weapon* (15 hours, mighty long composite bow, +5 Atk, +5 Dmg), *potion of fly* (50 minutes, Spd 90 ft.)

Equipment: ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, ~~*potion of haste*~~, ~~*potion of fly*~~, +1 *mighty frost composite longbow* +4, *bracers of archery*, studded leather armor, masterwork longsword.

☛ **Becour:** CR 11; male human Mnk11; medium humanoid (human); HD 11d8+11; hp 74 (87); Init +1; Spd 60; AC 17 (21) (touch 17 (21); flatfooted 17 (21)); Atk +9/+7/+5 (+11/+9/+7) (1d10+1 (+3), unarmed), +9/+4 (+11/+6) melee (1d6+1 (+3), kama); SA: Ki strike +1, stunning attack, unarmed strike, SQ: diamond body, improved evasion, purity of body, wholeness of body, slow fall 50 ft., still mind (+2 save verses enchantment), leap of the clouds; AL LE; SV Fort +8 (+9), Ref +8, Will +11; Str 12 (17), Dex 12, Con 12 (15), Int 14, Wis 18, Cha 8.

Skills and Feats: Balance +13, Diplomacy +3, Escape Artist +13, Hide +15, Jump +8, Listen +14, Move Silently +12, Tumble +15; Deflect Arrows, Dodge, Fists of Iron, Improved Trip, Improved Unarmed Strike, Mantis Leap, Weapon Focus: Unarmed.

Pre-Cast spells: *potion of bull's strength* (3 hours, +5 Str (17); +2 Atk, +2 Dmg, +2 Str skill checks), *potion of endurance* (3 hours, +3 Con (15); +11 hit points, +1 Fort Save, +1 Con skill checks), *haste* (5 rounds, +4 AC, extra partial action).

Equipment: ~~*potion of haste*~~, ~~*potion of endurance*~~.

Items

Whip Dagger as presented in the Sword and Fist

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat of the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to a strike by a proficient user). Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon which has a maximum range of 15 feet and no range penalties.

Because the whip dagger can wrap around an enemy's leg or other limb, you can make a trip attack with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.

You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

Whip or Whip Dagger, Mighty as presented in the Sword and Fist

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the mighty whip (or mighty whip dagger). A mighty whip or mighty whip dagger is made with especially heavy material that allows a strong character to take advantage of an above-average Strength score. The mighty whip allows you to add your Strength bonus to subdual damage for whip and normal damage for a mighty whip dagger, up to the maximum bonus listed on the chart above.

Market Price – Mighty Whip +4; 500 gp; Market Price – +1 *Mighty Whip Dagger* +4; 2,800 gp.

The following spellbook is found by APL:

Feats

CHAIN SPELL [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other Metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th level wizard casts a chained *cause fear* on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

CREATE INFUSION [ITEM CREATION] AS PRESENTED IN THE *MASTERS OF THE WILD*

You store a divine spell within a specially prepared herb.

Prerequisites: Wilderness Lore 4 ranks, spell caster level 3rd.

Benefit: You create an infusion of any divine spell available to you. Infusing an herb with a spell takes one day. When you create an infusion, you set the caster level, which must be sufficient to cast the spell in question but not higher than your own level. The base price of an infusion is its spell level times caster level times 50 gp. To create an infusion, you must spend 1/25 of its base price in XP and use up raw materials costing one-half this base price.

Any infusing that stores a spell with a costly material component or xp cost also carries commensurate cost. In addition to the cost derived

from the base price, you must also expend the material component or ply the XP when creating the infusion.

EXPERT TACTICIAN [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that be can done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your. Reduction ends when the target receives healing (a successful Heal check, any cure spell, or other magical healing) or after 24 hours, whichever comes first. A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have either no legs at all or more than four legs. It takes two successful hamstring attacks to affect a quadruped.

EXTRA SPELL SLOT [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can cast an extra spell.

Prerequisite: Spellcaster level 4th +

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chose level one more time each day. A 4th level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of this school are no even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from the Spell Focus.

Special: you can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

KNOCK DOWN [GENERAL] AS PRESENTED IN THE *SWORD AND FIST*

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

NATURAL SPELL [WILD] AS PRESENTED IN *MASTERS OF THE WILD*

You cast spells while in a *wild shape*.

Prerequisite: Ability to use *wild shape*, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a *wild shape*. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a *wild shape*.

POWER LUNGE [GENERAL] AS PRESENTED IN THE *SWORD AND FIST*

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal strength modifier in addition to the attack's damage. You provide an attack of opportunity from the opponent you charge.

Spells

ACID ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoots from your palm to their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1d6 points of cold damage per caster level (maximum of 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and becomes nauseated from the acid's noxious fumes for 1 round. A successful Fortitude save reduces the damage by half and negates the nausea.

If you miss, acid splashes in a 10-foot burst, dealing 2 points per die of damage dealt by that orb. A successful Reflex reduces splash damage by half.

BRIAR WEB AS PRESENTED IN MASTERS OF THE WILD

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants in a 40-ft. radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with somatic components, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a successful Reflex save or be entangled (-2 penalty on attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell within the area must also make a Concentration Check (DC 15 + spell level + damage taken) or lose the spell.

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

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

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

CHOKER AS PRESENTED IN TOME AND BLOOD

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature up to size Large (see text)

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected. Creatures without necks, such as beholders, cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4. Spell casting is possible, but the target must make a successful Concentration check (DC10 + spell level +1/2 the last damage dealt) or lose the spell. The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied in a knot.

COLD ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of cold about 3 inches across shoots from your palm to their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1d6 points of cold damage per caster level (maximum of 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You

declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and is blinded by a shower of ice crystals for 1 round. A successful Fortitude save reduces the damage by half and negates the blindness.

If you miss, the ice crystals splash in a 10-foot burst, dealing 2 points per die of damage dealt by that orb. A successful Reflex reduces splash damage by half.

DECOMPOSITION AS PRESENTED IN MASTERS OF THE WILD

Necromancy

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within a 50-ft. radius emanation center on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area suffers normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any cure spell or other healing magic (heal, healing circle and so on) stops the festering. Only one wound festers at a time; additional wound suffered while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of decomposition spell suffers 1 point of damage from festering the next round, and another 1 point on the round after that. On the following round, that subject receives 4 points of healing from a cure light wounds spell, so the festering stops and the subject takes no festering damage that round. The next round the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, inflicting 1 point of festering damage on the next round.

FALSE BRAVADO AS PRESENTED IN MASTERS OF THE WILD

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 3

Components: V, S, F

Casting Time: 1 action

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

Target: One Humanoid

Duration: 3 rounds + the subject's Constitution modifier

Saving Throw: Will negates

Spell Resistance: Yes

False bravado causes the subject to grow overconfident, believing that he or she has gained the full effects of a barbarian's rage (Constitution and Strength bonuses as well as improved Will saves). In fact, however, the affected creature incurs all the penalties of the barbarian's rage but gains none of its advantages. The subject suffers a -2 penalty to AC and cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. At the end of the spells duration, the creature is fatigued (-2 to Strength and Dexterity, unable to charge or run) for the rest of that encounter.

Focus: A small mirror with the sigil of bravery painted upon it, worth at least 25 gp.

FOX'S CUNNING AS PRESENTED IN TOME AND BLOOD

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-based skills. Wizards who receive fox's cunning do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few hairs or a pinch of dung from a fox.

LESSER ACID ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 pints of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

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

LESSER COLD ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

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

NATURE'S FAVOR AS PRESENTED IN MASTERS OF THE WILD

Evocation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Animal touched

Duration: 5 rounds/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every two caster levels you possess.

NEGATIVE ENERGY BURST AS PRESENTED IN TOME AND BLOOD

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum of 1d8+10-). A successful will save reduces the damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

OWL'S WISDOM AS PRESENTED IN TOME AND BLOOD

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement bonus to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-based skills. Clerics, druids, paladins, and rangers who receive owl's wisdom do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few feathers or a pinch of droppings from an owl.

PERSISTENCE OF THE WAVES AS PRESENTED IN MASTERS OF THE WILD

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch
Target: Living creatures touched
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell bestows the smooth indomitability of the waves crashing on the shore. The subject gains a +4 enhancement bonus to Constitution and suffers a -2 penalty to Strength.

REGENERATE RING AS PRESENTED IN MASTERS OF THE WILD

Conjuration (Healing)
Level: Drd 3
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Target: One creature/two levels, no two of which can be more than 30 ft. apart
Duration: 10 rounds + 1 round/two levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. This healing applies only to damage sustained during the spell's duration, not to that from previous injuries. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically subsidized if he or she beings dying from hit point loss during that time. *Regenerate Ring* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple regenerate spells do not stack; only the highest level effect applies. Applying a second regenerate spell of equal level extends the first spell's duration by the full duration of the second spell.

SPIKES AS PRESENTED IN DEFENDERS OF THE FAITH

Transmutation
Level: Clr 3, Drd 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Wooden weapon touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +2 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10) and its threat range is doubled. This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

SPIRITWALL AS PRESENTED IN TOME AND BLOOD

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 minutes/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semi material and opaque, providing total concealment. It blocks magical effect and provides nine-tenths cover against physical attacks. Creatures can easily move through a spiritwall, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 points of damage, as above and must make a successful fortitude save or receive one negative level.

Material Component: a clear, faceted gemstone.

Equipment

WHIP DAGGER AS PRESENTED IN THE SWORD AND FIST

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat of the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep

wounds when accelerated to a strike by a proficient user). Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon which a maximum range of 15 feet and no range penalties.

Because the whip dagger can wrap around an enemy's leg or other limb, you can make a trip attack with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.

You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

WHIP OR WHIP DAGGER, MIGHTY AS PRESENTED IN THE *SWORD AND FIST*

A character whip takes an Exotic Weapon Proficiency in the whip is also proficient in the might whip (or mighty whip dagger). A might whip or mighty whip dagger is made with especially heavy material that allows a strong character to take advantage of an above-average Strength score. The mighty whip allows you to add your Strength bonus to subdual damage for whip and normal damage for a might whip dagger, up to the maximum bonus listed on the chart above.

Price: Mighty Whip +1 (x gp), Might Whip +2 (x gp), Mighty Whip +3 (x gp), Mighty Whip +4 (x gp), Mighty Whip Dagger +1 (x gp), Might Whip Dagger +2 (x gp), Mighty Whip Dagger +3 (x gp), Mighty Whip Dagger +4 (x gp).

Prestige Classes

LASHER AS PRESENTED IN *SWORD AND FIST*

The lasher prestige class uses the whip as an extension of herself. A whip in the hands of a lasher is like unto a live thing, obeying the character's every command. Lasher training goes far beyond simple exotic weapon proficiency, and not all who take up the discipline survive to its end. Lashers prefer to use a whip or a whip dagger (exotic weapons, both). Their ability with the whip makes them deadly warriors to be reckoned with.

Fighters, ex-paladins, rangers, ex-druids and barbarians are drawn to the art of the lash, which transforms an interesting tool into a deadly weapon. Rogues, monks, and bardic lashers find the understated profile of a whip a plus in many of their activities. Sorcerers, wizards, and clerics are least likely to be drawn to the art of the lash.

As NPCs, lashers are individuals who love to display the crack and snap of their whip skills. Though they consider the use of the whip an art form, they recognize it is a martial art used primarily for combat.

Hit Die: d10.

REQUIREMENTS

To qualify to become a lasher, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Rope Use: 2 ranks.

Craft (leatherworking): 2 ranks.

Weapon Focus: Whip.

Exotic Weapon Proficiency: Whip.

Special: The lasher must own a whip or whip dagger (see Chapter 5). Usually, a lasher owns both types of whip (and, if wealthy enough, mighty versions of both types).

CLASS SKILLS

The lasher's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A lasher's weapon training focuses on the whip. Lashers are proficient with no armor and no shields.

Whip Sneak Attack: If a lasher catches an opponent unable to defend himself effectively from her attack anywhere within range (up to 15 ft.), she can use a whip or whip dagger to strike a vital spot for extra damage (a lasher does not gain a sneak attack with other weapons). Any time the lasher's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the lasher's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every fourth level (+2d6 at 5th level, and +3d6 at 9th level). Should the lasher score a critical hit with a sneak attack, this extra damage is not multiplied. This ability stacks with any other sneak attack ability.

With a regular whip (but not a whip dagger), the lasher can make a sneak attack that deals subdual damage instead of normal damage (see Wound below).

Table 2-10: The Lasher

Class	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1 st	+1	+0	+2	+0	Whip sneak attack + 1d6, Close combat, Wound, Whip lash
2 nd	+2	+0	+3	+0	Improved trip, Third hand
3 rd	+3	+1	+3	+1	Crack of fate
4 th	+4	+1	+4	+1	Lashing whip
5 th	+5	+1	+4	+1	Sneak attack + 2d6
6 th	+6	+2	+5	+2	Improved Disarm
7 th	+7	+2	+5	+2	Stunning snap
8 th	+8	+2	+6	+2	Crack of doom
9 th	+9	+3	+6	+3	Sneak attack + 3d6
10 th	+10	+3	+7	+3	Death spiral

A lasher can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the lasher must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The lasher cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a lasher gets a general sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Close Combat: At 1st level, the lasher can attack an opponent in a threatened square with a whip or whip dagger and not provoke an attack of opportunity.

Wound: At 1st level, a lasher can use a normal whip to deal regular damage to an opponent, instead of subdual damage, at her option. This allows the lasher to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. If using the whip to deal subdual damage, it deals no damage to creatures with a +1 or more armor bonus or +3 or more natural armor (as usual), lashers using a whip dagger always deal regular damage to opponents.

Whip Lash: The lasher can make attacks of opportunity with his whip or whip dagger against foes within 5 feet as if it were a melee weapon.

Improved Trip: At 2nd level, the lasher gains the Improved Trip feat, if using a whip or whip dagger to perform the trip. She need not have taken the Expertise feat, normally a prerequisite, before this.

Third Hand: At 2nd level, a lasher's precision with the whip or whip dagger allows her to use it almost like a third hand—a third hand at the end of a flexible 15-foot-long arm—as a standard action. Depositing a lashed object into your hand is a move-equivalent action. Note; A lasher generally uses a normal whip to perform abilities granted by third hand, because a whip dagger deals its damage to the

object or individual grasped, while a regular whip does not. Sometimes, this is not a problem, especially if the item grasped has hardness, but other times inflicting damage by using third hand is a bad idea. Thus, most lashers carry two whips. A lasher successfully performs a task if her attack roll equals or exceeds the DC for a given task:

Punch a button, snuff a candle flame, flick a coin lying along the ground, etc. as a move-equivalent action. Range 15 feet, DC 15. Retrieve an unattended object of up to 20 pounds, and deposit into your offhand as a move-equivalent action. Range 15 feet, DC 20. Firmly wrap the end of your whip around a pole, spike, or other likely projection up to 15 feet away as a move-equivalent action. The DC is 22. If used to wrap around a projection at the top of a wall, reduce the DC to climb the wall by 5. If the point of attachment is optimal on a ceiling fixture, you could swing over a chasm of up to 25 feet wide. You can also wrap items heavier than 20 pounds, but you cannot automatically flick them into your off hand (but you could drag them). You can unwrap the end of your whip from the entangled object as a free action.

When the victim of a precipitous fall, you can give up your Reflex save in an attempt to use your whip to snag a likely projection, pillar, rafter, etc., within 15 feet of the edge of the pit, cliff, bridge, etc. Generally, an unattached item (such as a statue, table, etc.) must weight twice as much as you for you to arrest your fall, otherwise you merely pull it after you). You may attempt to snag a friend or foe standing near the edge of the precipice as you fall. You make a ranged touch attack against another creature's AC (the friend does not apply his Dexterity bonus while an unwilling friend or a foe applies their Dexterity modifier to AC), If you hit, you wrap your whip around the target, who must make a successful Strength check against DC 20 to arrest both you and himself. An unsuccessful Strength check sends both you and your target into the

precipice. You can unwrap the end of our whip from the entangled object as a free action.

Crack of Fate: At 3rd level, a lasher can take one extra attack per round with a whip or whip dagger. The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a -2 penalty. The lasher must use the full attack action to use crack of fate.

Lashing Whip: At fourth level, the lasher adds a +2 damage bonus to her whip and/or whip dagger. If using a whip, she adds +2 subdual damage or +2 regular damage, at her option. If the lasher has already gained weapon specialization from another class (fighter, for example), the damage bonus stacks.

Improved Disarm: At 6th level, the lasher gains the Improved Disarm feat, if using a whip or whip dagger to perform the disarm action. She need not have taken the Expertise feat, normally a prerequisite, before this. If the lasher successfully disarms a foe, she can attempt use her third hand ability to deposit the weapon of up to 20 pounds in her off hand if she makes the appropriate check, as a move-equivalent action. Treat the lasher's whip as a Medium-size weapon for purposes of disarming an opponent.

Stunning Snap: A lasher can use a whip or whip dagger to stun a creature instead of inflicting subdual or normal damage. The lasher can use this ability once per round, but no more than once per level per day. The lasher must declare she is using a stun attack before making an attack roll. (A missed attack roll ruins the attempt.) A foe struck by a whip or whip dagger must make a Fortitude saving throw (DC 10 + the lasher's level + Strength modifier), in addition to receiving normal damage (subdual or standard). If the saving throw fails, the opponent is stunned for one round. A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the lasher's stunning attack.

Crack of Doom: At 8th level, a lasher can take two extra attacks per round with a whip or whip dagger. This ability supersedes crack of fate (the abilities do not stack). The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a -4 penalty. The lasher must use the full attack action to use crack of doom.

Death Spiral: At 10th level, the lasher gains transcendental understanding other whip or whip dagger. Once per day, she can spin the whip over her head with supernatural speed. All foes within a 15-foot radius of the lasher must make a Reflex save against a

DC equal to the lasher's attack roll. Opponents who fail are stunned for 1d4+1 rounds. Stunned opponents must make a successful Fortitude save (DC 18) or become helpless for 1d4+1 rounds (minimum 1 round). Allies (as selected by the lasher) in range are spared the effects of the death spiral. The death spiral is a supernatural ability.

DEEPWOOD SNIPER AS PRESENTED IN MASTERS OF THE WILD

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8.

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bow-making) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Table 5-5: The Deepwood Sniper

Class	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st-level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a magic weapon spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage x3 on a critical hit instead does damage x4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the *Dungeon Master's Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th-level and three times per day at 10th-level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a true strike spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

ANIMAL LORD AS PRESENTED IN *MASTERS OF THE WILD*

For the animal lord, a humanoid form is simply an accident of birth. In spirit, she belongs with the wild pack of wolves, the running herd of horses, or the

dancing school of fish. Her nearly hairless, two-legged form is just a hindrance to being one with her true kind, but it is a hindrance she can overcome.

Each animal lord forms a bond with one group of animals. Apelords, bear-lords, birdlords, catlords, equinelords, marinelords, snakelords, and wolflords all exist. Animals in her selected group accept the animal lord as a sister and a leader. They offer her their support, and she in turn watches over them.

Individual animal lords may approach their calling in very different ways. Some are simple defenders of their kind, content to live as part of the natural cycle of predator and prey. Others, believing that nature's creatures are meant to guard and ultimately improve this world, use their gifts to do good. Still others lead their animal brothers and sisters down the path of selfishness or vengeance.

Because they are so close to nature, elves and half-elves are the most likely races to lay aside the burdens of the humanoid form. Halflings and gnomes rarely become animal lords because of their strong community ties, and half-ores are even less likely to do so because of their typically rapacious attitudes. Though rangers, druids, and barbarians are the most likely characters to adopt this class, some arcane spellcasters (especially bards) choose to become animal lords late in their adventuring careers.

A character can choose this prestige class more than once but must select a different group of associated animals and start at 1st-level each time. Levels of different animal lord classes do not stack when determining level-based class features.

Eight animal lords are presented here (the DM is free to create others). The various kinds of animals from the *Monster Manual* they are associated with are as follows.

Apelord: ape, baboon, monkey.

Bearlord: black bear, brown bear, polar bear.

Birdlord: eagle, hawk, owl, raven.

Catlord: cat, cheetah, leopard, lion, tiger.

Equinelord: donkey, heavy horse, heavy warhorse, light horse, light warhorse, mule, pony, warpony.

Marinelord: crocodile, giant crocodile, octopus, giant octopus, porpoise, shark (all), squid, giant squid, whale (all).

Snakelord: constrictor, giant constrictor, viper (all).

Wolflord: dog, riding dog, wolf.

Hit Die: d8.

Requirements

To become an animal lord, a character must fulfill the following criteria.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Skills: Animal Empathy 6 ranks, Wilderness Lore 8 ranks, plus 2 ranks in the appropriate skill from the following list: Apelord—Climb; Bearlord—Intimidate; Birdlord—Intuit Direction; Catlord—Move Silently; Equinelord—Jump; Marinelord—Swim; Snakelord—Escape Artist; Wolflord—Hide.

Feats: Animal Control and the appropriate feat from the following list: Apelord, Skill Focus (Climb); Bearlord, Power Attack; Birdlord, Improved Flight; Catlord, Weapon Finesse (any); Equinelord, Run; Marinelord, Skill Focus (Swim); Snakelord, Resist Poison; Wolflord, Expertise.

Class Skills

The animal lord's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the animal lord prestige class.

Weapon and Armor Proficiency: Animal lords gain no weapon or armor proficiencies.

Spells: An animal lord can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the animal lord's Wisdom modifier. When the table indicates that the animal lord is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows. An animal lord prepares and casts spells just like a druid does, but she must choose them from the spell list below.

TABLE 5-1: THE ANIMAL LORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+0	+2	+2	+0	Animal bond, animal sense	0	-	-	-
2 nd	+1	+3	+3	+0	Animal speech, first totem	1	-	-	-
3 rd	+2	+3	+3	+1	Lesser wild shape	1	0	-	-
4 th	+3	+4	+4	+1	Animal farspeech, summon animal (1 /day)	1	1	-	-
5 th	+3	+4	+4	+1	Second totem, share lesser form	1	1	0	-
6 th	+4	+5	+5	+2	Animal perception, summon animal (2/day)	1	1	1	0
7 th	+5	+5	+5	+2	Lesser wild shape (dire)	2	1	1	0
8 th	+6	+6	+6	+2	Third totem, summon animal (dire, 2/day)	2	1	1	1
9 th	+6	+6	+6	+3	Share greater form	2	2	1	1
10 th	+7	+7	+7	+3	Lesser wild shape (legendary)	2	2	2	1

Animal Bond: Beginning at 1st level, the animal lord develops a bond with animals of her selected group (see above). For instance, the bearlord bonds with brown bears, black bears, and polar bears, and the apelord with monkeys, baboons, and apes. The marinelord's bond ex-tends to porpoises, whales, and other aquatic mammals as well as fish. Because of this bond, all animals of the appropriate kinds automatically have a friendly attitude toward the animal lord.

Animal bond also allows the animal lord to have one or more animal companions chosen from among her se animal lord can acquire companions only from among her selected group, and her maximum Hit Dice of animal companions (whether or not she adventures) equals twice her animal lord level. The character can train these animal companions just as the druid does (see Chapter 4 for details).

Animal Sense (Su): At 1st level, an animal lord can sense any animals of her selected group within a radius of miles equal to her animal lord level squared. For ex-ample, a 6th-level bearlord can sense brown bears, black bears, and polar bears within thirty-six miles. This ability does not allow the character to communicate with the animals she senses.

Animal Speech (Ex): At 2nd level, an animal lord can converse at will with any animals of her selected group as though a speak with animals spell were in effect. The creatures' responses, of course, are limited by their intelligence and perceptions.

First Totem: At 2nd level, the animal lord gains a benefit related to her selected group from the list below.

Lesser Wild Shape (Sp): At 3rd level, an animal lord can use wild shape to take the form of any kind of natural animal in her selected group. This ability otherwise functions like the druid's wild shape, except that the animal lord can use it as often as desired. At 7th level, an animal lord can use this ability to adopt

the dire form of an animal in her selected group, and at 10th level, she can use it to adopt the legendary form of an animal in her selected group.

Animal Farspeech (Sp): At 4th level, an animal lord can use her animal speech ability to converse telepathically with any animal of her selected group that she can sense (see animal sense, above).

Summon Animal (Sp): Also at 4th level, an animal lord can summon 1d3 animals of her selected group once per day. This ability functions like the appropriate summon nature's ally spell, except that the duration is 1 round per animal lord level. At 6th level, the animal lord can use this ability twice per day, and at 8th level, she can use it to summon 1d3 dire animals of her selected group.

Share Lesser Form (Sp): Beginning at 5th level, an animal lord can share whichever animal form she is currently using with a number of willing individuals equal to her animal lord level. This effect is identical to that of the polymorph other spell, except that its duration is 1 hour per animal lord level.

Second Totem: At 5th level, an animal lord gains a benefit related to her selected group from the list below.

Animal Perception (Sp): At 6th level, an animal lord can share the sensory input of any animal of her selected group that is within range of her animal sense.

Third Totem: At 8th level, an animal lord gains a benefit related to her selected group from the list below.

Share Greater Form (Sp): At 9th level, an animal lord can share her dire form with her allies. This ability is otherwise identical to share lesser form, above.

Animal Lord Spell List

Animal lords choose their spells from the following list.

1st level-*alarm, animal trick, calm animals, camouflage, cure light wounds, detect animals or plants, pass without trace, purify food and drink, speak with animals.*

2nd level-*adrenaline surge, animal reduction, cure moderate wounds, animal trance, endure elements, hold animal, invisibility to animals, nature's favor.*

3rd level-*cure serious wounds, embrace the wild, lesser restoration, neutralize poison, protection from elements, remove disease.*

4th level-*awaken (animals in selected group only), animal growth (animals in selected group only), commune with nature, cure critical wounds, freedom of movement.*

* New spell described in Chapter 6 of this book.

Totems

Each animal lord gains special abilities according to her selected animal type as she rises in level.

Apelord

First Totem: The apelord gains Brachiation as a bonus feat.

Second Totem: The apelord gains a +2 inherent bonus to intelligence.

Third Totem: The apelord gains the spell-like ability to scare by howling, hooting, and beating her chest. The Will save DC against this ability is 10 + the apelord's class level + her Charisma modifier. In all other ways, this effect is identical to the *scare* spell.

Bearlord

First Totem: The bearlord gains a +2 inherent bonus to Strength.

Second Totem: The bearlord gains Great Fortitude as a bonus feat.

Third Totem: The bearlord gains damage reduction 2/- . If she already has damage reduction, this does not stack with it.

Birdlord

First Totem: The birdlord gains a +2 inherent bonus to Dexterity.

Second Totem: The birdlord gains a +8 conditional bonus on Spot checks made in daylight.

Third Totem: The birdlord gains improved Critical (claw) as a bonus feat.

Catlord

First Totem: The catlord gains Skill Focus (Move Silently) as a bonus feat.

Second Totem: Once per hour, the catlord can use the sprint extraordinary ability to move at ten times per normal speed as a charge action.

Third Totem: The catlord gains a +2 inherent bonus to Dexterity.

Equinelord

First Totem: The equinelord gains a bonus to her speed of +10 feet.

Second Totem: The equinelord gains a +2 inherent bonus to Constitution.

Third Totem: The equinelord gains Trample as a bonus feat.

Marinelord

First Totem: The marinelord gains the extraordinary ability to breathe water in her normal form. (She cannot, however, breathe air while in a form that can breathe only water.)

Second Totem: The marinelord gains Improved Swimming (see Chapter 2) as a bonus feat.

Third Totem: The marinelord gains a +2 inherent bonus to Wisdom.

Snakelord

First Totem: The snakelord gains Resist Poison (see Chapter 2) as a bonus feat.

Second Totem: The snakelord gains the extraordinary ability to produce poison once per day (Fortitude save DC 10 + class level; initial and secondary damage 2d6 temporary Constitution). She can produce only one dose of poison per day. The snakelord is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Third Totem: The snakelord gains a +2 inherent bonus to Charisma.

Map 1



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