

BDK3-08

Change in the Air

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

Version 1

by Jerry Blakemore

Reviewed by Jason Bulmahn

General Hok is preparing to find a stronghold to use as a base of operations. As he initiates this final campaign before the winter, he has another matter that must be dealt with.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
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 Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

General Hok's return has meant a great deal to the rebels in the Bandit Kingdoms. To some he inspired hope, providing an opportunity to strike at Cranzer. Others consider him a tool that can be wielded in their hopes to achieve power. Some fear he has grown too powerful in a short time and he must be removed so they may better control the rebellion.

Iuz is tired of Hok's interference. Furthermore, the Old One does not appreciate the fact that the rebel forces threaten his access to the Nyr Dyv. The fact that the Horned Society brought the man back to lead the rebellion also upsets Iuz. The Old One has a plan to disrupt the revolt's momentum. He has sent an assassin to kill General Hok. He aims to not only kill Hok, but to implicate the Priests of the Horned Society in the murder.

General Hok seeks to establish a garrison for his troops. Winter approaches and he wants to establish comfortable quarters for his men. The general has also grown tired of the Horned Society members' incessant demands, as they distract him from focusing on the campaign to take Hallorn. The man seeks an excuse to remove the yoke of the Horned Society's interference. After all, it is his efforts that are giving the Horned Society real power.

Prince Zeech watches Hok and the Horned Society with great interest. He has made no declarations of support to Hok, nor has he answered Cranzer's requests to strike against the rebels. Zeech waits for the right moment to act. You can be certain that whatever moves he makes, Zeech will seek to please Hextor.

Adventure Summary

Change in the Air is the fourth installment of the "General Hok" series of the Bandit Kingdoms regional series set in Living Greyhawk. It is recommended that each party be well balanced.

This scenario includes many deadly opponents. It is possible the players will find themselves outclassed. Remind them that there is no dishonor in running and it may be the only means to survival.

Encounter One: The Banquet

The adventure begins with Encounter One: The Banquet. The PCs are celebrating the liberation of a herd of cattle from Cranzer. General Hok is present and the characters have a good seat, where they can see the great leader. The man is in the middle of a speech, when a priest of the Horned Society enters the Pavilion. To everyone's surprise, the priest strikes General Hok and then flees, passing the characters' table.

Encounter Two: The Assassin of Iuz

The characters should pursue the assassin. Everyone else is too shocked to act in time or they focus on General Hok's condition. The Priest of Iuz has disguised himself to look like one of the masked Horned Society member. He will not want to be taken prisoner and will fight to the death. Once he is defeated, it will be apparent to the players that he is a servant of the Old One. Hok's men will arrive and escort the players to the general's tent. The dead cleric of Iuz will be taken to the general as well.

Encounter Three: General Hok

General Hok is wounded and lies on his cot when the players enter his tent. He asks to see the dead Priest's body and the general looks disappointed when he sees that his nemesis belongs to Iuz. He orders his men to dispose of the body and all implements of Iuz. General Hok then demands that the characters remain silent in regards to what has happened. Hok also has a mission for them. He wants to be rid of the Horned Society priests. His spies tell him that the Horned Society is preparing a ritual to increase their power. Hok orders the characters to prevent this rite and kill the Horned Society members. The players are given a map to the Horned Society's reclusive shrine.

Encounter Four: A Short Journey

The characters can leave immediately or after a night of resting. The land they must traverse is empty of all life. War has decimated this area and even after peace was established at Greyhawk, the former residents chose not to return. The Horned Society selected this area because they desire privacy. To maintain their privacy, they have hell hounds wandering in packs to discourage intruders.

Encounter Five: Hextor's Shrine

The Horned Society members are busy with their ritual preparation. The Horned Society members are hoping to obtain fiendish abilities from this process. While entering this lair the characters will see examples of their experiments in this process. The characters should prevent the ritual and in the process collect some treasure and a ritual apparatus.

Encounter Six: Zeech's Minions

The characters will be met when they exit the shrine. Prince Zeech has sent a squadron to take the ritual apparatus from the Horned Society members. The party can hand it over or fight to keep it.

Introduction

The last year has been a good one. Good, but not great. Yet there is a hope for better things to come. This hope can be attributed to General Hok, the man back from the dead and haunting the Old One's minions.

Just last week Hok's cavalry liberated a herd of cattle bound for Rifcrag. To show his appreciation to all of those that have fought under his banner, the general has provided three days of feasts and celebration.

You and your comrades are enjoying the night's banquet under Hok's Grand Pavilion. The food has been excellent. What fighting man does not enjoy freshly slaughtered beef? However, Hok went all out and potatoes have been amply provided as well as carrots, turnips, and several varieties of greens. The bread plates are constantly filled and fresh butter has been a welcome blessing upon your plate. Nothing has been spared and everyone has the choice of drinking elven wines and dwarven ales.

Your company has been privileged to sit at a table adjacent to the general's dais on this eve. You can hear the Lords clearly when the ale prompts them to boast. You pat your full belly, but in the back of your mind, you anticipate bread pudding.

Note. If any players have a title, they should be seated at General Hok's table, though the rest of the party will not be so honored. They will be seated at least two chairs away from him and opposite the entrance that the assassin uses.

Allow this time for players to introduce themselves. Make sure they announce whether they wear or display a symbol of a deity.

Encounter One: The Banquet

Let the players have fun role-playing here. There are minstrels entertaining the crowd, a jester, and lots of machismo being displayed. Many toasts are offered in recognition of Hok's ability. Players may offer their own toast if they wish.

Players can also take part in contests of accuracy in dagger and axe throwing. Bards may test their lyrical prowess as well. Clerics may offer prayers of blessing, if a player wants to do it and it fits the mood allow them to enjoy the joviality, as it will end quickly.

Laughter fills the air and a troubadour sings of the better days that will come. In an instant, however, the revelry is lost. A tall man enters the tent, moving

at a brisk pace and wearing the mask of a Horned Society member.

He passes your table without a glance, as if you are not worthy of his recognition, and stops behind General Hok's table. You can read the words of greeting on the General's lips. The Priest stops in front of Hok and, to everyone's shock, he pulls out a dagger and stabs the general.

Before anyone can react, the Priest flees. Hok bleeds and his eyes look to the heavens for succor.

The combination of shock and booze has left everyone without the ability to act, except for the players of course. Ask them what they are doing. They must act quickly. Players may administer to Hok's wounds or they may pursue the assassin.

Encounter Two: The Assassin of Iuz

The Old One sent Sornem, an Assassin, from Dorakaa to remove this thorn called Hok. Sornem has used his divine powers of trickery to infiltrate Hok's camp and implicate the members of the Horned Society in the assassination. The Assassin has already cast a few spells before entering Hok's tent. *Disguise Self* has 10 minutes left on its duration at all APLs. Sornem casts the following spells in this order before entering the tent, *Guidance* and *Magic Weapon*. After he exits the tent, Sornem casts an invisibility spell and then flees to his horse that is hitched outside the tent.

The players may try to intercept him. If they do not prevent him from riding off, there are enough light warhorses tied to the hitch for the entire party. The characters may have their own personal steeds located there as well. The moonlight illuminates the night, so characters with low-light vision or darkvision will have no difficulty seeing, despite the time of day.

The characters will have to make an effort to catch Sornem. He will cast obscuring mist, silence, and pass without trace to facilitate his escape at eligible APLs. The assassin will not stop on his own accord, so his horse will need to be incapacitated in some fashion. Spellcasters will be at a disadvantage on horseback and must pass concentration checks for their spells to work.

Light warhorses can move 17 rounds (Con) without making a check. On every round starting with 18 the horse must make a constitution check (DC10) to continue running. On each subsequent round the DC is raised by 1. Once the check fails, the horse must rest.

When the players catch up to Sornem, he will fight with determination and use his magic to aid him as well.

APL 6 (EL 4)

➤ **Sornem:** Male Human Clr3/Rog1; See Appendix I.

➤ **Horse, Light War (1):** hp 22; See Monster Manual page 274.

APL 8 (EL 6)

➤ **Sornem:** Male Human Clr3/Rog2/Asn1; See Appendix II.

➤ **Horse, Light War (1):** hp 22; See Monster Manual page 274.

APL 10 (EL 8)

➤ **Sornem:** Male Human Clr3/Rog2/Asn3; See Appendix III.

➤ **Horse, Light War (1):** hp 22; See Monster Manual page 274.

APL 12 (EL 10)

➤ **Sornem:** Male Human Clr4/Rog2/Asn4; See Appendix IV.

➤ **Horse, Light War (1):** hp 22; See Monster Manual page 274.

Development: If the character's defeat the priest of Iuz, read the following:

The assassin's body lies in a crumpled heap. You hear horses approach from the direction of the camp. It is several of Lord Hok's men, as you recognize the Warfields heraldry. They are led by a hook nosed Captain, who is outfitted in chain mail.

"Good work," he says. The words would be a complement, yet there is a touch of condescension in his tone. "Lord Hok lives. Wee Jas be denied this night. Still, ye have sent him another. His Lordship will see ye."

The man turns his horse back toward the camp. He gives the beast a rap with his riding crop. Looking back at you, he shouts out, "My men will take of the body. Follow me." Then he disappears into the black of night.

If the priest escapes the party, read this section:

Frustration fills you, as you realize the assassin has escaped your pursuit. The sound of horses approach from the direction of the camp gets your attention. You recognize the Warfields heraldry that is worn by several of Lord Hok's men. They are led by a hook nosed Captain, who is outfitted in chain mail.

"Lost him didn't ye," the man wields the question like an accusation? "Doesn't surprise me.

Fortunately, his Lordship lives. General Hok shall speak with ye."

The man turns his horse back toward the camp. He gives the beast a rap with his riding crop. Looking back at you he shouts out, "General Hok will not wait." They spur their horses on back toward camp.

The party has to get moving, whether they caught the priest or not. If they decide to see General Hok, go to **Encounter Three**. If they want to avoid the general's camp and they say they will stay on the current road go to **Encounter Four**. Any other choice will end the game.

Encounter Three: General Hok

Read this if the party defeated the priest:

You arrive at the camp and the festivities have been cut short. The Grand Pavilion has been struck. Warriors sharpen their swords or test the fletching on their arrows. The tension and anxiety that motivate men to fight for a cause are evident in the soldiers' preparations. The Captain spurs his horse on, forcing those on foot to move or be moved. You follow, managing to avoid running down your comrades.

The Captain halts in front of General Hok's tent and slides down the side of the horse. A squire runs forward, taking the reins. Your group dismounts and other boys take your animals.

"Enter!" The captain looks at the party with the intensity of a hawk. "His Lordship will not wait for ye."

The players should enter the tent. A delay here could be considered insulting. If they enter read:

The tent is by far the largest in camp. A wide table fills the middle area. It is covered with maps and scrolls. To the right is a sitting area with several camp chairs. On the left is a cot. The general lies upon it, a mixture of mead and blood clots stain his dark beard. He appears weakened, but his eyes lock on you with interest.

"Yonder men failed to take the Priest prisoner, your Lordship," the Captain announces. "What shall I do with them?"

Before Hok can speak, the tent flaps open behind you and more of the Warfield men enter bearing a shrouded bundle. One of the men hands a pouch to the Captain. The rest set the shroud in front of Hok's cot and then the soldiers leave.

Hok sits up, a pained grimace briefly covers his face from the effort. "What do you have in your hand Marwald," Hok demands?

The Captain glares at the party, while approaching the general. He maneuvers so that he can interpose his body, blocking the party's view of the bag's contents. A spot DC 20 identifies it as a holy symbol of Iuz. The Captain will replace the holy symbol in the bag, once Hok has recognized it.

"What shall I do with them?" Marwald points at you and your comrades.

"Show me the body," Hok says, ignoring the question. Marwald bends over and pulls the cloth down to reveal the assassin's remains. The captain lets out a surprised gasp, as the corpse's features have changed. The body is covered in tattoo patterns adorned by priests of Iuz.

Hok chuckles, "The Old One would have me fighting the Horned Society. Captain I want this corpse burned. And keep his identity to yourself." He looks at the party. "I demand your silence on this as well. If you cannot keep your mouth shut, leave. Never follow my banner again!"

The general grimaces as he stands. Marwald takes a step closer to his liege, but is waved back. Hok looks at the party, one by one. "It is a bit ironic that I have been looking for the opportunity to remove the Horned Society. How do you feel about that?"

The characters are now allowed to respond to General Hok. He wants to know how they feel in regards to the Horned Society. The priests of Hextor have long been interfering with his plans, as if they knew how to defeat Iuz. Hok holds them in contempt and fears their meddling may tear apart the coalition he has built with the Free Lords. He does not want to strike at them openly, as some of the Lords might feel threatened by such a move, while others actively support the Horned Society's ambitions.

Spies inform him that the Horned Society members are preparing a great ritual. One in which they will attain greater power to use in the fight against Iuz. General Hok would prefer this did not occur, as this newly gained power might tighten the shackles round him. The assassination has provided a reasonable excuse to strike at the Horned Society and if the party shows interest, Hok will prompt them to act.

Hok will provide them with a map and food for the journey. He tells them he wants any Tomes or items used in the ritual. Anything else the characters find they may keep. He has heard that the Horned Society possess

a significant amount of material wealth. The Horned Society members must be killed.

If the players appear unwilling to accept this mission read the following:

"Shall I take them out and flog them for ye, my Lord," Marwald offers.

Hok sits on his bunk and his body shudders from the pain he feels. "Marwald take care of the body," he barks the order. He returns his focus to the party and asks, "What can I do to convince you of the urgency here? I need to strike them now. A reborn Horned Society under these fools is no better than enduring the rule of Iuz. You must help me, I beg of you."

If the characters still do not want to take the bait, then what else can you do? Call it an adventure and good night.

If the assassin escapes and the party returns with the captain read the following to the party:

You arrive at the camp and the festivities have been cut short. The Grand Pavilion has been struck. Warriors sharpen their swords or test the fletching on their arrows. The tension and anxiety that motivate men to fight for a cause are evident in the soldiers' preparations. The Captain spurs his horse on, forcing those on foot to move or be moved. You follow, managing to avoid running down your comrades.

The Captain halts in front of General Hok's tent and slides down the side of the horse. A squire runs forward, taking the reins. Your group dismounts and other boys take your animals.

"Enter!" The captain looks at the party with the intensity of a hawk. "His Lordship will not wait for ye."

The players should enter the tent. A delay here could be considered insulting. If they enter read:

The tent is by far the largest in camp. A wide table fills the middle area. It is covered with maps and scrolls. To the right is a sitting area with several camp chairs. On the left is a cot. The general lies upon it, a mixture of mead and blood clots stain his dark beard. He appears weakened, but his eyes lock on you with interest.

"Yonder men failed to capture the Priest, your Lordship," the Captain announces. "What shall I do with them?"

Hok sits up, a pained grimace briefly covers his face from the effort. "Where did you lose him?"

The party can answer the questions General Hok asks. He is interested in determining the assassin's destination, whether he worked alone, and if they anticipate another attempt on the General's life. The party may ask questions, though Marwald will interrupt them. Read the following when this occurs:

"What shall I do with them?" Marwald points at you and your comrades.

Hok chuckles, "I have felt concerns about the Horned Society's motivation lately. As everyone should have seen from tonight, I frighten them now. Therefore they think I am a tool to be discarded. Well, I live and I will not be set aside. You must help me? I need to strike back before they have a second chance to kill me."

The general grimaces as he stands. Marwald takes a step closer to his liege, but is waved back. He looks the party in their eyes, one by one. "Feel free to speak openly. How do you feel about attacking the Horned Society?"

The characters can now discuss whether they want to accept this mission or not.

Development: Characters that accept the mission will go to **Encounter Four**. Any other choice ends the game.

Encounter Four: A Short Journey

The characters can leave camp immediately if they choose to. They can also rest and start their journey in the morning. They may purchase common goods and services from the Players Handbook page 128. A pair of 7th-level Clerics is in the camp and will provide healing at the standard price. Spellcasters will have time to memorize new spells. The map provided by Hok is easy to interpret and it looks to be a ride of not more than 16 miles to the northeast. He will loan light war horses to the party if they do not have mounts of their own. This distance should only take four hours unless the animals are pushed or burdened.

The first three hours of the journey will be uneventful. But as they approach the cave the Horned Society uses as a shrine, low level parties will encounter guardians. The road and the countryside are well patrolled, making it difficult for a party to avoid this encounter. These guardians seek to deter anyone that comes too close to the temple. They will not attack parties that include individuals wearing implements of Hextor or have Hextor's icon painted on their shielded or

crafted upon their armor. The guardians will not pursue fleeing characters.

APL 6-8 ONLY

Once horse-riding characters are four miles away from the cave, the guardians will spot them. This is also true for any flyers that land 100 yards away from the cave's mouth. Guardians will not enter the cave. When you are ready to attack characters on the ground, read the following:

The ground is jagged and difficult to negotiate, despite the trail. The few trees in this locale have sacrificed their leaves to autumn's call. Brambles border the trail. In some places it is an irritating ground cover, while a few feet further down the trail the brush grows to the height of a horse's head.

Above you thunder booms and echoes. The day is gray and the smell of the coming rain, prompts you to tighten your cloak around you. A flash of lightning reveals strange shadows, or is it just more brush?

Let the players attempt spot checks versus hide checks and then start the battle. Appendix VII provides a map of an ideal location for a pack attack.

APL 6 (EL 8)

👉 **Hell Hound (3):** hp 22 each; See *Monster Manual*, page 151.

👉 **Haraknin (2):** hp 43 each; See Appendix V.

APL 8 (EL 10)

👉 **Hell Hound (4):** hp 22; See *Monster Manual*, page 151.

👉 **Haraknin Warlords (2):** hp 61 each; See Appendix V.

Tactics: The hell hounds and haraknin will sneak as close to the party as they can. The hell hounds will strike at party members that are exposed, such as an advance scout or rearguard. Haraknin, who are using human form, will look for characters in robes and cloaks in that order. They will charge and breathe while attacking. The pack will seek to make flank attacks and use their abilities to their best advantage. They will choose a location where the trail curves to further isolate the party.

Two legged creatures will have difficulty negotiating the brambles. Any biped that gets off the path will move at half their normal speed. Quadrupeds are not affected by this penalty.

The trail is 10 ft. wide with brush bordering it. The brush provides cover for hiding and missile attacks.

Hell hounds will attack until hit. Then they will run into the brambles and look for another opponent. Once a hell hound has suffered 50 per cent damage, it will attempt to flee. The pack realizes they have bit off more than they can chew and will seek to cut their losses. A haraknin will assume hell hound form when it flees, which will cause it to leave the chain mail shirt and scimitar behind. Each haraknin has a second set of possessions located near the cave.

If a party splits up and leaves members outside the cave, the haraknin may command the pack to attack the isolated members. The pack will never enter the cave.

Development: Any surviving guardians will notify the Horned Society. The survivors will howl a warning that trespassers are on the way.

If the party destroys the entire pack they will have gained an advantage when they enter the Shrine. Parties that fly over the pack may miss this encounter. The guardians will each roll a Spot check at DC 20. Success means they see the party and howl a warning. The pack will also run towards the cave.

Any party that makes it beyond the guardians may go to **Encounter Five**.

Encounter Five Hextor's Shrine

Ahead of you is a small rise in the earth. An opening can be seen in the rough gray stone. A red hand grasping 8 arrows has been painted upon the rock next to the cave entrance.

The characters will be entering an access to the Underdark.

Appendix VIII is a map of this area. Encounter Five A takes place in the chamber marked 5A. Encounter Five B occurs between the chambers marked 5A and 5C. Encounter Five C takes place in 5C, while Encounter Five D occurs in 5D.

Encounter Five A: The Entry Chamber

You pass through a narrow hall that runs about 20 feet and then opens into a chamber that is 30 feet in circumference. An opening can be seen across the chamber from where you have entered. A 15-foot tall statue fills the middle of this room and almost touches the ceiling. The statue is a hideous 6-armed creature wielding various bludgeons. Its right foot crushes a shield displaying a fist grasping a lightning

bolt. A pair of benches is arranged before the statue. A golden cup rests between them.

The statue is Hextor and this is where laymen can offer a quick prayer. The cup holds blood from laymen that bleed themselves during prayer. The cup is of ordinary craftsmanship and will sale for 25 gp.

The opening turns into a passageway that will take you to the Horned Society members' quarters below.

Encounter Five B: The Passageway

It is dark in this tunnel. Darkvision will work fine, but all other types of vision will require light. The walls are very rough granite. At higher APL's, the Horned Society's pet guards this path.

An underground river intersects the passage. It is 60 ft, across and reaches a depth of 20 ft in the shallows. A skiff rests upon the far bank. It could easily hold a dozen passengers, though it would be crowded. A pair of long poles lay in the craft. These can be used to move the skiff from one bank to the other. The skiff can move 20 feet each round.

☛ **Skiff:** hardness 5; hp 30; AC 5; Break DC 23.

It is possible that party members may end up in the water. If they head south they could end up going over the falls. Anyone going over the falls suffers 8d6 lethal and 2d3 nonlethal damage from the 120-foot drop into a 20 ft. pool. Diving will not reduce damage, as the pool is too shallow. The pool's water is chilling and characters suffer 1d6 point of nonlethal cold damage each minute they remain in the water. A character that is unconscious will drown unless someone hauls them out of the water. Do not forget to apply armor check penalties to swimmers.

Fortunately, a bank can be found to the left of the falls. From here the characters can attempt the difficult climb up in the dark. The rock is slippery from a combination of the falling water spraying off of it and humidity. The Climb DC is 30 for the slick rock. Characters that fail a climb check by 5 will fall onto the bank. Falling characters do not deliberately jump. Characters that successfully scale the cliff find themselves on the same side of the river as when they entered.

APL10-12 ONLY

A fiendish pyrohydra resides in the river, a pet kept by the Society members to guard their sanctum. The creature is a prototype of what the Horned Society seeks

to improve upon. The pet is extremely loyal and seeks to please its masters.

APL 10 (EL 12)

➤ **Nine-Headed pyrohydra, fiendish;** See Appendix III.

APL 12 (EL 14)

➤ **Eleven-Headed pyrohydra, fiendish;** See Appendix IV.

Tactics: The hydra rests inside its lair, which is located near the crossing. At night, it sleeps, though its slumber is light, waking at the slightest sound. If alerted to unwelcome guests, the hydra will immerse itself under the black waters to surprise unwary intruders. A hydra hiding in the water can be seen with a Spot check of DC 13.

The hydra is not afraid of anyone. If the characters are crossing the water it will attempt to capsize the skiff. Capsizing is an opposed check between Profession (boater) or Profession (sailor) against the hydra's Strength plus 4 for its size. Failure by 5 or more results in the boat being knocked over. Characters must make a Reflex check (DC 15) to grab the skiff. Otherwise they must swim for it. If the characters win the opposed check they may move forward 10 feet. If they should beat the hydra by 10 or more on the check they can move 15 feet.

Swimming characters will be attacked by the hydra. It will go for those that are closest to shore. Once it finishes with the swimmers it will focus on those left clutching the skiff. Its first effort will be to smash the skiff. Once the skiff is broken it will no longer support any character's weight and they must sink or swim.

Once everyone is back on land, the hydra will attack the closest character. It will continue to focus on that character, until they drop or someone destroys a head. Anyone that lops off a head will get the hydra's undivided attention, until someone else knocks off another head. If two or more heads go in one round then the hydra will split its attacks against those that hurt it. This creature will fight to the death.

The hydra's attacks will be noisy, warning the Horned Society members of any intrusion. This creature will not attack the party if one of the members has a Hextor crest or holy symbol, unless a Horned Society member commands otherwise.

ALL APL's

After they leave the river the party will have to avoid a rolling boulder trap. Characters stepping on a plate in the ground will trigger this trap. Characters must pass a DC 20 search check to notice the plate. Dwarves get a +2

racial bonus on this check. There is a 50% chance that a character will step on the plate if they enter this square. Characters that are aware of the plate can avoid it without taking a roll. As soon as character steps on the plate read the following:

A large rumbling noise can be heard behind you. It is coming closer and growing louder.

Trap: A large boulder is located in a higher cave above the passageway. Stepping on the plate dislodges the rock and it rolls free. One round later it will fall upon the path 20 ft. behind the plate. Roll 4d6 damage against anyone standing upon the plate. From there it rolls down the passageway. It moves on the same initiative minus one as the character that stepped on the plate. It rolls 30 ft. the next round downhill, hitting anyone in its path for 4d6 damage. It gains speed as it rolls and the following round it moves 40 ft. and in the next round it covers 50 ft. of movement. At the end of that turn it rolls into a pit designed to catch it. Rolling over characters will not stop the boulder. The boulder can only strike each character once and then it passes its victim. This pit will only open if a mass of 500 pounds or greater stands upon it, such as the boulder. It is impossible for a character to fall in this hole, unless they possess this much mass. If so, the rock will bury them and they cannot breath while the boulder covers them. (Use the rules for slow suffocation from the DMG, p. 304.)

Characters can outrun the boulder, if they can see. Vision impaired characters must make a reflex check of DC 15 at 5 ft., 15 ft. and 25 ft. of movement. Failure means they have tripped to a prone position in the next square. If the boulder rolls over any tripped characters they will have -4 on the save to avoid being rolled over.

Thieves will be able to disable this trap once they have found it. Characters must be mindful that the slightest noise echoes through these passages. Move Silent checks are penalized by -10 DC for any character that is disabling a trap.

All APLs (EL 4)

↗ **Rolling Boulder Trap:** CR 4; mechanical; location trigger; manual reset; 4d6 damage (see above); Reflex save DC 20 for half damage; Search (DC 20); Disable Device (DC 15).

Development: The boulder will make a great deal of noise and it will awaken the hydra if it is sleeping. The racket will alert the Horned Society members. The hydra will come to investigate the disturbance. It will arrive at the plate 5 rounds after the rock strikes the floor. The Horned Society members will cast protective spells and

barricades to prevent intruders from entering the ritual chamber (Encounter 5c).

Encounter Five C: The Ritual Chamber

You reach a chamber that is domelike with smooth ceilings reaching a height of 60 feet. This room is well lit. A large stone block, 6 foot long, 2 foot wide and 3 foot tall sits in the middle of the room. This altar is blood stained and Hextor's device is chiseled into it. Red chalk has been used to draw a representation of 8 arrows, with candles dotting the fletching and tips. This diagram is on the floor in front of the altar. White chalk and candles complete the pentagram at a radius of 20 feet.

Several tapestries cover the walls. These are gruesome pieces of work depicting the brutal side of war. Looking clockwise round the room at the tapestries, the first depicts the victors finishing off the wounded at the end of a battle. The next portrays several clerics of Hextor gathering slaves and leading the weak to sacrificial altars. The third tapestry shows a Fist of Hextor taunting prisoners with a flail. The last tapestry represents Hextor crushing a lightning bolt. The ground around him is barren and the nearby woods are on fire. A dwarf, elf and human bow before him, wiping his feet with banners of Pelor, Corellon Larethian, and Moradin. Near this tapestry is a pedestal made of mahogany. A large tome is opened upon it.

This room is illuminated by a dozen continual flame spells cast by the wizard. This shrine is a vital to the worship of Hextor in this area. Because of its importance, unhallow has been cast upon the room. This provides the room with a permanent magic circle versus good. All turning checks are made at -4, while rebuke undead is made at +4. All worshippers of Hextor receive the benefit of bless so long as they remain in this room. This room is depicted on DM Aid 4. The Horned Society members are listed on DM Aid 6.

The hydra is a result of the Horned Society members' experiments to gain greater power. The ritual that created it occurred in this chamber. The Horned Society members desire to become closer to Hextor and would achieve this by acquiring fiendish abilities.

If the party arrives at night:

- A quiet party will have an empty room to explore. The Horned Society members are taking a break from the ritual, which requires nine days to complete.

- If the Horned Society members heard the party coming they will seek to protect the room at all costs.

Characters that arrive in the morning and are quiet will find this chamber to be empty. If they arrive during the afternoon the ritual will be in progress.

If a battle ensues, the hydra will hear the commotion. It will run to aid the Horned Society members. These attacks will be frenzied as it does not want to anger the Horned Society members and be punished. Touching the pentagram will only delay the ritual. Contact with the pentagram or its candles will not damage the being that touches it.

The book is written in an ancient draconic dialect, requiring Knowledge (Arcana) check at DC25 to comprehend that this book has to do with converting material plane creatures into Fiendish creatures. The title of the book is "Mortal Integration and Conversion into Superior Diabolic Manifestations." It will take thirty minutes of study to understand this much.

The altar has a hidden lid. When opened it reveals a silver phylactery in the shape of a crown. Eight fists protrude and each holds an arrow extending upwards at a 45-degree angle. The silver fletching has traces of blood, for whoever wears this device will suffer. Each individual that seeks to be converted into a fiend during the ritual wears this crown.

General Hok would like to acquire the tome and the phylactery. Prince Zeech is interested in these items as well. In fact his interest is portrayed in **Encounter Six**.

APL 6 (EL 8)

- **Paxtor:** Male Human Clr2 of Hextor, see Appendix I.
- **Cinthius:** Female Human Clr2 of Hextor, see Appendix I.
- **Crav'ch:** Male Half-Orc Ftr2, see Appendix I.
- **Metzdil:** Male Human Wiz7, see Appendix I.

APL 8 (EL 10)

- **Paxtor:** Male Human Clr4 of Hextor, see Appendix II.
- **Cinthius:** Female Human Clr3/Ftr1 of Hextor, see Appendix II.
- **Crav'ch:** Male Half-Orc Ftr4, see Appendix II.
- **Metzdil:** Male Human Wiz9, see Appendix II.

APL 10 (EL 12)

- **Paxtor:** Male Human Clr11 of Hextor, see Appendix III.
- **Cinthius:** Female Human Clr4/Ftr2 of Hextor, see Appendix III.
- **Crav'ch:** Male Half-Orc Ftr5, see Appendix III.
- **Metzdil:** Male Human Wiz7, see Appendix III.

APL 12 (EL 14)

☛ **Paxtor:** Male Human Clr13 of Hextor, see Appendix IV.

☛ **Cinthius:** Female Human Clr5/Ftr2/Wrpst1 of Hextor, see Appendix IV.

☛ **Crav'ch:** Male Half-Orc Ftr5/Fist2, see Appendix IV.

☛ **Metzdil:** Male Human Wiz8, see Appendix IV.

Tactics: If the Horned Society members hear the party coming, they will try to block the party's ability to enter. They will use various wall spells and blade barriers to close off the entrance. They will summon fiendish allies to deter the invaders. They will also send messages to the hydra and hell hounds to render assistance. They will oblige unless they have been killed. The clerics will seek to weaken the opposition with spells, before entering melee.

Metzdil will levitate to the ceiling, cast spider climb and then summon in allies to bring about the party's defeat. If he loses half his hit points he will *dimension door* to his quarters. There he will drink healing potions and summon creatures to fight the party. He may boost these creatures with spells to make them more challenging.

Crav'ch will boost his strength and charge the strongest looking character, seeking to take them out quickly. Each round he will use his brutal strike advantage to help him hit opponents in medium or heavy armor. Should this warrior ever use his cleave feat, he will make the final blow extremely shocking to invoke his frightful presence ability.

Development: If the party is doing major damage to the Horned Society members, the priest will try to stop the fight and ask the players to join them. They will offer them a nice sum of money to cease hostilities. This will be all the gold they possess in the quarters.

Encounter Five D The Quarters

This part of the cavern appears to be quite comfortable looking. Thick red rugs cover the entire floor. A large table fills the middle of the room. The remains of a roasted boar cover a quarter of a platter. Several decanters are set upon the table. Most are empty, but a pair holds some red wine. An iron pot is half-filled with carrot and turnips in a white broth. Four comfortable chairs surround the table.

Several tapestries cover the walls portraying Hextor's previous victories over Heironeous. Somehow this chamber is able to accommodate a fireplace, which is currently full of ashes. A breeze

caresses your skin, winding its way to a natural vent. Four beds are inside this area as well. At the foot of each bed lies a large trunk.

If the characters arrive at night and are quiet, they will find Horned Society members sleeping in their beds. They have confidence that the guardians and the hydra will protect their slumber.

If the characters reach this point during the morning and they are quiet, the Horned Society Members will be chatting around the table as they prepare for the ritual. If they sneak around the Horned Society members during the ritual, they will find this room empty.

All of the trunks hold clothing, gold, and personal trinkets. In addition, one trunk (Mitzdil's) contains several spellbooks.

Each trunk has a lock which can be picked with a DC 20 check.

☛ **Chests:** hardness 5; hp 10; AC 5; Break DC 21.

Encounter Six Zeech's Minions

You have defeated the agents of the Horned Society. You anticipate the taste of the rum ration Hok will surely reward you with. But as you step outside of the cave, you see a scarred human straddling a large black horse. You recognize that Prince Zeech's crest adorns his shield. A bastard sword is strapped across his back. Ten cloaked warriors straddle warhorses behind him. They too bear Zeech's device. These are obviously well trained troops.

"Killed 'em, huh," his voice rumbles. He looks you over and does not await a reply. "Dey must have been weak. Serves 'em right. But enough chitchat. His Lordship wants da book and da phylactery. He don't care 'bout nuthin' else."

The characters have to decide whether they will hand over the items or fight for possession. In truth, there is little to be gained in fighting for the items (and feel free to let the players know as much). If attacked, Zeech's men will show no mercy. In addition, any surviving hell hounds and haraknins will come and aid Zeech's men (if the creatures were present at this APL).

If the party gives the captain what he wants, he will accept the items and leave with his patrol. If a character has influence with Redhand or Prince Zeech, the captain will recognize the character and offer to accompany the party back to the General in order to discuss terms for the items.

The characters can also refuse without attacking the patrol. A successful Intimidate check versus the captain will force the captain to back down and allow the party to leave with the items. If this check is failed by 5 or more, the captain will order his patrol to attack.

The characters may also appeal to Captain and suggest he accompany them to General Hok and that the good general may decide to offer the item to Prince Zeech as a token of friendship. They could explain they are simply soldiers carrying out the orders of their liege, not unlike what Zeech's men are doing. This requires a successful Diplomacy or Bluff check (DC 25), although the GM should award circumstance bonuses for particularly convincing arguments or lies.

Success in either case will see Zeech's men escort the characters to Hok's camp. Failure indicates the Captain gives the players an ultimatum. "Hand over the items or lose the hand that holds them."

All APL's (EL 15)

➤ **Redhand Captain, Male Human Ftr10:** hp 80; see Appendix VI.

➤ **Redhand Cavalry, Human Ftr9:** hp 72; see Appendix VI.

➤ **Heavy Warhorses (11):** hp 30 each; see Monster Manual p. 273.

Tactics: Zeech's men fight well together. They will fire their crossbows and then charge on horseback into the characters on the first round. Then they will maneuver for flank attacks. Any hell hounds or Haraknin will be watching from the brush and when combat begins, they will move in for flank attacks also.

Development: Characters that give away the book and the phylactery will anger Hok if he should learn of this. Of course, if they bluff him and say they never saw these items, he can only be disappointed. Fighting Zeech's men will be frowned upon by the man in Alhaster.

Conclusion

Surviving characters that return to Hok will be treated well. If they bring the tome and the phylactery he will decorate them with honors, which amount to influence points. He will be pleased to hear that the Horned Society has suffered a fall.

If the characters have not achieved this and they inform General Hok that they gave the items to Prince Zeech, he will be angry. They characters will be ordered to leave camp and they will receive Enmity with Hok.

If the characters do not give the items to Hok and tell that they found nothing with the Horned Society

members, he will be disappointed. The characters can continue with their lives as normal.

If the characters bring back Zeech's men, Hok will be interested to speak with them. He will give the items to Zeech's men with the hope that the Prince will join him in the coming year in his war against Iuz. Characters will receive IP from Hok and Zeech.

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

Defeat the assassin

APL6 120 xp; APL8 180 xp; APL10 240 xp;
APL12 300 xp.

Encounter Four

Defeat the hellhounds / haraknin

APL6 240 xp; APL8 300 xp.

Encounter Five

Defeat the hydra

APL10 240 xp; APL12 420 xp.

Disarm / Survive the Boulder Trap

APL6 120 xp; APL8 120 xp; APL10 120 xp;
APL12 120 xp.

Defeat the Horned Society agents

APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp.

Encounter Six

Not fighting Prince Zeech's Cavalry

APL6 180 xp; APL8 225 xp; APL10 270 xp;
APL12 315 xp.

Total possible experience

APL6 900 xp; APL8 1125 xp;
APL10 1350 xp; APL12 1575 xp.

Treasure Summary

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

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

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

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

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

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

Encounter Two: A Short Journey

APL 6: L: 22 gp; C: 0 gp; M: *horn of fog* (167 gp), *potion of cure moderate wounds* (25gp), *potion of gaseous form* (62gp).

APL 8: L: 20 gp; C: 0 gp; M: *+1 light crossbow* (194 gp), *horn of fog* (167 gp), *potion of cure moderate wounds* (25gp), *potion of gaseous form* (62gp).

APL 10: L: 19 gp; C: 0 gp; M: *+1 studded leather armor* (98 gp), *+1 light crossbow* (194 gp), *horn of fog* (167 gp), *potion of cure moderate wounds* (25gp), *potion of gaseous form* (62gp).

APL 12: L: 19 gp; C: 0 gp; M: *+2 studded leather armor* (347 gp), *+1 light crossbow* (194 gp), *horn of fog*

(167 gp), *boots of striding and springing* (458 gp), *potion of cure moderate wounds* (25gp), *potion of gaseous form* (62gp).

Encounter Four: A Short Journey

APL 6: L: 26 gp; C: 0 gp; M: 0 gp

APL 8: L: 26 gp; C: 0 gp; M: 0 gp

Encounter Five A: The Entry Chamber

APL 6: L: 25 gp; C: 0 gp; M: 0 gp

APL 8: L: 25 gp; C: 0 gp; M: 0 gp

APL 10: L: 25 gp; C: 0 gp; M: 0 gp

APL 12: L: 25 gp; C: 0 gp; M: 0 gp

Encounter Five C: The Ritual Chamber

APL 6: L: 338 gp; C: 0 gp; M: *cloak of resistance +1* (167 gp), *potion of cure moderate wounds* (4 @ 25 gp each), *ring of protection +1* (167 gp), *wand of web* (375 gp).

APL 8: L: 336 gp; C: 0 gp; M: *cloak of resistance +1* (2 @ 167 gp each), *+1 heavy steel shield* (97 gp), *pearl of power (1st)* (83 gp), *potion of cure moderate wounds* (4 @ 25 gp each), *ring of protection +1* (167 gp), *wand of web* (375 gp).

APL 10: L: 333 gp; C: 0 gp; M: *cloak of resistance +1* (167 gp), *cloak of resistance +2* (333 gp), *+1 heavy flail* (192 gp), *+1 heavy steel shield* (97 gp), *pearl of power (1st)* (83 gp), *potion of cure moderate wounds* (4 @ 25 gp each), *ring of protection +1* (167 gp), *wand of web* (375 gp).

APL 12: L: 160 gp; C: 0 gp; M: *bracers of armor +1* (167 gp), *cloak of resistance +1* (2 @ 167 gp each), *cloak of resistance +3* (750 gp), *+1 full plate* (220 gp), *+1 half-plate* (145 gp), *+1 heavy flail* (192 gp), *+1 heavy steel shield* (97 gp), *+1 spiked gauntlet* (192 gp), *pearl of power (1st)* (83 gp), *potion of cure moderate wounds* (4 @ 25 gp each), *ring of protection +1* (167 gp), *wand of web* (375 gp).

Encounter Five D: The Quarters

APL 6: L: 0 gp; C: 0 gp; M: Metzdil's Lesser Spellbook (55 gp)

APL 8: L: 0 gp; C: 0 gp; M: Metzdil's Lesser Spellbook (55 gp), Metzdil's Greater Spellbook (30gp)

APL 10: L: 0 gp; C: 80 gp; M: Metzdil's Lesser Spellbook (55 gp)

APL 12: L: 0 gp; C: 170 gp; M: Metzdil's Lesser Spellbook (55 gp)

Total Possible Treasure

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Items found during the Adventure:

Cross off all items NOT found

APL 6

Metzdil's Lesser Spellbook (Freq: Adventure, see above)

Wand of Web (Freq: Adventure, DMG)

Horn of Fog (Freq: Adventure, DMG)

Potion of Gaseous Form (Freq: Adventure, CL 5th, DMG)

APL 8 (All of APL 6 plus the following)

Metzdil's Greater Spellbook (Freq: Adventure, see above)

Pearl of Power (1st) (Freq: Adventure, DMG)

APL 10 (All of APL 6-8 plus the following)

Cloak of Resistance +2 (Freq: Adventure, DMG)

APL 12 (All of APL 6-10 plus the following)

Cloak of Resistance +3 (Freq: Adventure, DMG)

Boots of Striding and Springing (Freq: Adventure, DMG)

+2 Studded Leather (Freq: Adventure, DMG)

Special

Metzdil's Lesser Spellbook: This spellbook contains the following spells: *0-acid splash, arcane mark, dancing lights, daze, detect poison, detect magic, disrupt undead, flare, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, touch of fatigue, read magic*; 1st - *animate rope, erase, expeditious retreat, feather fall, magic weapon, shocking grasp*; 2nd - *bull's strength, cat's grace, darkness, darkvision, levitate, owl's wisdom, pyrotechnics, rope trick, spider climb, whispering wind*; 3rd - *blink, gaseous form, keen edge, slow, summon monster III*; 4th - *dimension door, stone shape*. Thirty-four pages remaining. Value: 660 gp.

Metzdil's Greater Spellbook: This spellbook contains the following spells: 1st - *enlarge person*; 2nd - *bear's endurance*; 3rd - *arcane sight, shrink item*; 4th - *bestow curse, mass enlarge person, wall of ice*; 5th - *cone of cold, passwall, teleport*. Sixty-four pages remaining. Value: 360 gp.

If the party returns the phylactery and book to Hok, he will reward them with one influence. If the party returns the phylactery and introduces him to Zeech's captain, award two influence points.

Influence with the Army of the Warfields

Due to the character's actions, they have received the notice of Guardian General Hok and his agents. Check the box below if the influence is not gained or as the influence is spent. [] []

If the party turns the phylactery and book over to Zeech's cavalry, award them one influence with Prince Zeech.

Influence with Prince Zeech

Due to the character's actions, they have received favorable notice from the Prince of Redhand.

If the party turns the phylactery over to Zeech's men or allows the Horned Society priests to live, award the Enmity of Hok.

Enmity of Hok

You have roused the ire of the Guardian General of the Warfields. Hok and his followers will not recognize any influence or favor they have granted you until you use two influence with either Hok or the Army of the Warfields.

If the party attacks Zeech's men, award the Enmity of Zeech.

Enmity of Zeech

The Prince of Redhand has received word of your attack on his forces and is not pleased. Zeech will not recognize any influence or favor he has granted you until two influence points with him have been spent.

In addition, if the character is currently ***Banned in Redhand***, the Enmity is permanent and the BK Triad should be notified.

Appendix I: APL 6 Encounters

Encounter Two

☛ **Sornem, Male Human Clr3/Rogr of Iuz:** CR 4; Medium Humanoid; HD 3d8+3+1d6+1; hp 25; Init +6 (+2 Dex, +4 Imp. Init.); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [[+2 leather, +2 Dex]]; BA/G: +2/+3; Atk +3 melee (1d4+1 [19-20/x2], dagger); Full Att +3 melee (1d4+1 [19-20/x2], dagger) or +4 ranged (1d8 [19-20/x2], light crossbow); SA Sneak Attack +1d6, Spells; SQ Command/Rebuke Undead, Trapfinding; AL CE; SV Fort +4, Ref +5, Will +5; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Concentration +2, Disguise +7, Hide +9, Knowledge (Religion) +5, Move Silently +8, Ride +5; Dodge, Improved Initiative, Quick Draw.

Spells Prepared (4/4/3; base DC=12 + spell level): 0 - [guidance, mending, resistance, virtue]; 1st - [bane, cause fear, ~~disguise self~~, magic weapon]; 2nd - [death knell, ~~invisibility~~; silence].

*Domain spell. *Domains:* [Chaos (You cast Chaos spells at +1 caster level), Trickery (Add bluff, disguise and hide to your list of Cleric class skills)].

Possessions: 4 daggers, light crossbow, bolts (10), 4 bags of caltrops, 4 vials of acid, 2 tanglefoot bags, 2 thunderstones, leather armor, silver holy symbol of Iuz, *horn of fog*, *potion of cure moderate wounds*, *potion of gaseous form*.

Encounter Four

☛ **Hell Hound (3):** hp 22 each; See *Monster Manual*, page 151.

☛ **Haraknin (2):** hp 43 each; See Appendix V.

Encounter Five C

☛ **Paxtor, Male Human Clr2 of Hextor:** CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+6 half-plate, +1 light shield]]; BA/G: +1/+1; Atk +3 melee (1d8, flail); Full Att +3 melee (1d8, flail) or +1 ranged (1d8 [19-20/x2], light crossbow); SA: Command / Rebuke Undead, Spells; AL LE; SV Fort +5, Ref +1, Will +7; Str 11, Dex 10, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Speak Languages (Common, Infernal), Concentration +6, Knowledge (Religion) +6, Intimidate +4, Spellcraft +6; Combat Casting, Scribe Scroll, Weapon Focus (Flail).

Spells Prepared (4/4; base DC = 13 + spell level): 0 - [guidance, guidance, light, resistance]; 1st - [bane, divine favor, magic weapon*, sanctuary].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: Flail, light crossbow, bolts (10), half-plate, light steel shield, thunderstone, *cloak of resistance +1*, *potion of cure moderate wounds*.

☛ **Cinthius, Female Human Clr2 of Hextor:** CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [[+8 full plate, +2 heavy shield]]; BA/G: +1/+3; Atk +4 melee (1d10+3 [19-20/x2], heavy flail); Atk +4 melee (1d10+3 [19-20/x2], heavy flail) or +1 ranged (1d8 [19-20/x2], light crossbow); SA Command / Rebuke Undead, Spells; AL LE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 11, Con 13, Int 12, Wis 15, Cha 10.

Skills and Feats: Speak Languages (Common, Orc), Concentration +6, Diplomacy +5, Knowledge (Religion) +6, Sense Motive +4; Combat Casting, Spell Penetration, Weapon Focus (Heavy Flail).

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 - [guidance, mending, resistance, virtue, 1st-bane, cause fear, command, magic weapon*.

*Domain spell. *Domains:* Domain: Destruction (Smite (Su): Once per day, the cleric may make a single melee attack with a +4 bonus on attack rolls and a +2 bonus to damage.); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: Heavy flail, light crossbow, bolts (10), full plate, heavy steel shield, tanglefoot bags (2), thunderstone, *potion of cure moderate wounds*.

☛ **Crav'ch: Male Half-Orc Ftr2;** CR 2; Medium Humanoid (orc); HD 2d10+4; hp 20; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [[+1 dex, +8 full plate, +2 heavy shield]]; BA/G: +2/+4; Atk +4 melee (1d8+3 [x3], longspear); Full Att +4 melee (1d8+3 [x3], longspear) or +5 melee (1d4+2, spiked gauntlet) or +3 ranged (1d4+2 [19-20/x2], dagger); SQ: Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common, Goblin, Infernal, Orc), Jump +6, Knowledge (Religion) +4, Intimidate +1, Spot +3; Cleave, Power Attack, Weapon Focus (spiked gauntlet).

Possessions: Spiked gauntlet, longspear, daggers (2), full plate, heavy steel shield, tanglefoot bags (2), *potion of cure moderate wounds*.

☛ **Metzdil, Male Human Wiz7:** CR 7; Medium Human; HD 7d4+14; hp 36; Init +0; Spd 30 ft.; AC 11

(touch 11, flat-footed 11) [[+1 deflection]]; BA/G: +3/+2; Atk +2 melee (1d6-1, club); Full Att +2 melee (1d6-1, club) or +3 ranged (1d8 [19-20/x2], light crossbow); SA Spells; AL LE; SV Fort +4, Ref +2, Will +6; Str 8, Dex 10, Con 14, Int 17, Wis 12, Cha 13.

Skills and Feats: Speak Languages (Common, Draconic, Elf, Infernal), Alchemy +13, Concentration +12, Craft (Jewelry) +13, Craft (Painting) +13, Knowledge (Arcana) +13, Spellcraft +13; Brew Potion, Combat Casting, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (4/6/5/4/2; base DC = 13 + spell level): *o-daze*, *mending**, *open/close**, *read magic*, *1st-expeditious retreat**, *feather fall*, *magic weapon**, *shocking grasp (x3)*, *2nd-darkness*, *darkvision**, *levitate**, *spider climb**, *whispering wind**, *3rd-blink**, *keen edge**, *slow**, *summon monster III*; *4th-ritual of vitality*, *stone shape**.

*School Specialization. **Specialization:** Transmutation. Prohibited Schools (Abjuration and Illusion).

Possessions: club, light crossbow, bolts (10), *potion of cure moderate wounds*, *ring of protection +1*, *wand of web* (50 charges).

☛ **Dribble Itch:** Imp (Familiar); CR-; Tiny Outsider (evil, lawful, extraplanar); HD 7; hp 18; Init +3 (+3 Dex); Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [[+2 Size, +3 dex, +9 natural]]; BA/G: +3/-5; Atk +8 melee (1d4 plus poison, sting); Full Atk Atk +8 melee (1d4 plus poison, sting); Space / Reach 2½ ft. / 0 ft.; SA: Poison, spell-like abilities; SQ: Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC13, Initial damage 1d4 Dex, secondary damage 2d4 Dex.

Granted Abilities: All familiars grant their masters the Alertness feat, the benefit of the empathic link, and the ability to share spells.

Spell-Like Ability: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion*, Caster level 6th; save DC 12 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th. Dribble Itch can transform into a raven or a medium monstrous spider.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Appendix II: APL 8 Encounters

Encounter Two

☛ **Sornem, Male Human Clr3/Rog2/Asn1 of Iuz:** CR 6; Medium Humanoid; HD 3d8+3d6+6; hp 35; Init +6 (+2 Dex, +4 Imp. Init.); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [[+2 leather, +2 Dex]]; BA/G: +3/+4; Atk +4 melee (1d4+1 [19-20/x2], dagger); Full Att +4 melee (1d4+1 [19-20/x2], dagger) or +6 ranged (1d8+1 [19-20/x2], light crossbow); SA Death Attack, Sneak Attack +2d6, Spells; SQ Evasion, Poison Use, Command / Rebuke Undead, Trapfinding; AL CE; SV Fort +4, Ref +8, Will +5; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Concentration +4, Disguise +9, Hide +11, Knowledge (Religion) +6, Move Silently +11, Ride +6, Tumble +7; Combat Reflexes, Dodge, Improved Initiative, Quick Draw.

Death Attack: If Sornem studies his victim for 3 rounds then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Sornem's choice). While studying the victim, Sornem can undertake other actions so long as his attention stays focused on the target and the target does not detect him or recognize him as an enemy. If the victim of such an attack fails a Fortitude save (DC 12) against the kill effect, she dies. If the saving throw fails against the paralyzing effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+1 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Sornem has completed the three rounds of study, he must make the death attack with the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if he does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Sornem is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Cleric Spells Prepared (4/4/3; base DC=12 + spell level): 0 - [guidance, mending, resistance, virtue]; 1st - [bane, cause fear, disguise self*, magic weapon]; 2nd - [death knell, invisibility*, silence].

*Domain spell. *Domains:* [Chaos (You cast Chaos spells at +1 caster level), Trickery (Add bluff, disguise and hide to your list of Cleric class skills)].

Assassin Spells Known (1; base DC= 11 + spell level): 1st - [ghost sound, obscuring mist].

Possessions: 4 daggers, +1 light crossbow, bolts (10), 4 bags of caltrops, 4 vials of acid, 2 tanglefoot bags,

2 thunderstones, leather armor, silver holy symbol of Iuz, horn of fog, potion of cure moderate wounds, potion of gaseous form.

Encounter Four

☛ **Hell Hound (4):** hp 22; See *Monster Manual*, page 151.

☛ **Haraknin Warlords (2):** hp 61 each; See Appendix V.

Encounter Five C

☛ **Paxtor, Male Human Clr4 of Hextor:** CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+6 half-plate, +1 light shield]]; BA/G: +3/+3; Atk +5 melee (1d8, flail); Full Att +5 melee (1d8, flail) or +3 ranged (1d8 [19-20/x2], light crossbow); SA Command / Rebuke Undead, Spells; AL LE; SV Fort +6, Ref +2, Will +8; Str 11, Dex 10, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Speak Languages (Common, Infernal), Concentration +8, Knowledge (Religion) +8, Intimidate +5, Spellcraft +8; Combat Casting, Scribe Scroll, Spell Penetration, Weapon Focus (Flail).

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 - [guidance, guidance, guidance, light, resistance]; 1st - [bane, divine favor, magic weapon*, sanctuary, shield of faith]; 2nd - [darkness, hold person, silence, spiritual weapon*].

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: Flail, light crossbow, bolts (10), half-plate, light steel shield, thunderstone, cloak of resistance +1, pearl of power (1st-level spell), potion of cure moderate wounds.

☛ **Cinthius, Female Human Clr3/Ftr1 of Hextor:** CR 4; Medium Human; HD 3d8+3+1d10+1; hp 28; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [[+8 full plate, +2 heavy shield]]; BA/G: +3/+5; Atk +5 melee (1d10+3 [19-20/x2], heavy flail); Full Att +5 melee (1d10+3 [19-20/x2], heavy flail) or +3 ranged (1d8 [19-20/x2], light crossbow); SA: Command / Rebuke Undead, Spells; AL LE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 11, Con 13, Int 12, Wis 16, Cha 10.

Skills and Feats: Speak Languages (Common, Orc), Climb +4, Concentration +7, Diplomacy +6, Jump +3, Knowledge (Religion) +7, Sense Motive +6; Combat Casting, Power Attack, Cleave, Spell Penetration, Weapon Focus (Heavy Flail).

Spells Prepared (4/4/3; base DC = 13 + spell level): 0 – [guidance, mending, resistance, virtue]; 1st – [bane, cause fear, command, magic weapon*]; 2nd – [aid, bull's strength, shatter*].

*Domain spell. *Domains*: Domain: Destruction (Smite (Su): Once per day, the cleric may make a single melee attack with a +4 bonus on attack rolls and a +3 bonus to damage.); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: Heavy flail, light crossbow, bolts (10), full plate, heavy steel shield, tanglefoot bags (2), thunderstone, *cloak of resistance +1*, *potion of cure moderate wounds*.

☛ **Crav'ch, Male Half-Orc Ftr4**: CR 4; Medium Humanoid (orc); HD 4d10+8; hp 36; Init +1 (+1 Dex); Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [[+1 Dex, +8 full plate, +3 heavy shield]]; BA/G: +4/+7; Atk +8 melee (1d4+5, spiked gauntlet); Full Att +8 melee (1d4+5, spiked gauntlet) or +7 melee (1d8+4 [x3], longspear) or +5 ranged (1d4+3 [19-20/x2], dagger); SQ: Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common, Goblin, Infernal, Orc), Jump +10 Knowledge (Religion) +5, Intimidate +2, Spot +4; Cleave, Great Cleave, Power Attack, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet).

Possessions: Spiked gauntlet, longspear, daggers (2), full plate, +1 *heavy steel shield*, tanglefoot bags (2), *potion of cure moderate wounds*.

☛ **Metzdil, Male Human Wiz9**: CR 9; Medium Humanoid; HD 9d4+18; hp 46; Init +0; Spd 30 ft.; AC 11 (touch 11, flat-footed 11) [[+1 deflection]]; BA/G: +4/+3; Atk +3 melee (1d6-1, club), Full Att +3 melee (1d6-1, club) or +4 ranged (1d8 [19-20/x2], light crossbow); SA: Spells; AL LE; SV Fort +5, Ref +3, Will +7; Str 8, Dex 10, Con 14, Int 18, Wis 12, Cha 13.

Skills and Feats: Speak Languages (Common, Draconic, Elf, Infernal), Concentration +14, Craft (Alchemy) +16, Craft (Jewelry) +16, Craft (Painting) +16, Knowledge (Arcana) +16, Knowledge (Local – Core) +10, Knowledge (Local - Iuz's Border States) +10, Spellcraft +16; Brew Potion, Combat Casting, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Spell Focus (Transmutation), Spell Penetration.

Spells Prepared (4/6/6/5/4/2; base DC = 14 + spell level, **transmutation DC = 15 + spell level**): 0-daze, mending*, open/close*, read magic, 1st-expeditious retreat*, feather fall, magic weapon*, shocking grasp (x3), 2nd-bull's strength*, darkness, darkvision*, levitate*, spider climb*, whispering wind*, 3rd-blink*, gaseous form, keen edge*, slow*, summon monster III;

4th-bestow curse, ritual of vitality, stone shape*; 5th-cone of cold, passwall*.

*School Specialization. *Specialization*: Transmutation. Prohibited Schools (Abjuration and Illusion).

Possessions: club, light crossbow, bolts (10), *potion of cure moderate wounds*, *ring of protection +1*, *wand of web* (50 charges).

☛ **Dribble Itch**: Imp (Familiar); CR-; Tiny Outsider (evil, lawful, extraplanar); HD 7; hp 23; Init +3 (+3 Dex); Spd 20 ft., fly 50 ft. (perfect); AC 25 (touch 15, flat-footed 22) [[+2 Size, +3 dex, +10 natural]]; BA/G: +3/-5; Atk +8 melee (1d4 plus poison, sting); Full Att +8 melee (1d4 plus poison, sting); Space/Reach 2½ ft. / 0 ft.; SA: Poison, spell-like abilities; SQ: Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC13, Initial damage 1d4 Dex, secondary damage 2d4 Dex.

Granted Abilities: All familiars grant their masters the Alertness feat, the benefit of the empathic link, and the ability to share spells.

Spell-Like Ability: At will-detect good, detect magic, invisibility (self only); 1/day-suggestion, Caster level 6th; save DC 12 + spell level. Once per week an imp can commune to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th. Dribble Itch can transform into a raven or medium monstrous spider.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Appendix III: APL 10 Encounters

Encounter Two

☛ **Sornem, Male Human Clr3/Rog2/Asn3 of Iuz:** CR 8; Medium Humanoid; HD 3d8+5d6+8; hp 45; Init +6 (+2 Dex, +4 Imp. Init.); Spd 30 ft.; AC 16 (touch 12, flat-footed 16) [[+4 studded leather, +2 Dex]]; BA/G: +5/+6; Atk +6 melee (1d4+1 [19-20/x2], dagger); Full Att +6 melee (1d4+1 [19-20/x2], dagger) or +8 ranged [(1d8+1 [19-20/x2], +1 light crossbow)]; SA Death Attack, Sneak Attack +3d6; SQ +1 Save vs Poison, Evasion, Poison Use, Command /Rebuke Undead, Trapfinding, Uncanny Dodge; AL CE; SV Fort +5, Ref +9, Will +6; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Concentration +5, Disguise +11, Forgery +4, Hide +12, Knowledge (Religion) +7, Move Silently +12, Ride +7, Tumble +7; Combat Reflexes, Dodge, Improved Initiative, Quick Draw.

Death Attack: If Sornem studies his victim for 3 rounds then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Sornem's choice). While studying the victim, Sornem can undertake other actions so long as his attention stays focused on the target and the target does not detect him or recognize him as an enemy. If the victim of such an attack fails a Fortitude save (DC 14) against the kill effect, she dies. If the saving throw fails against the paralyzing effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+3 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Sornem has completed the three rounds of study, he must make the death attack with the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if he does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Sornem is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. *Poison:* Nitharit – Contact DC 13 Fortitude; Damage: Initial 0, Secondary 3d6 Con (temporary damage). The poison has already been applied to each of Sornem's blades and to the bolt currently loaded in his crossbow. If unused, the poison will spoil within an hour.

Uncanny Dodge (Ex): Sornem possesses the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC regardless of being caught

flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Cleric Spells Prepared (4/4/3; base DC=12 + spell level): 0 - [guidance, mending, resistance, virtue]; 1st - [bane, cause fear, ~~disguise self~~, magic weapon]; 2nd - [death knell, ~~invisibility~~, silence].

*Domain spell. *Domains:* [Chaos (You cast Chaos spells at +1 caster level), Trickery (Add bluff, disguise and hide to your list of Cleric class skills)].

Assassin Spells Known (2; base DC= 11 + spell level): 1st - [ghost sound, obscuring mist, true strike].

Possessions: 4 daggers, +1 light crossbow, bolts (10), 4 bags of caltrops, 4 vials of acid, 2 tanglefoot bags, 2 thunderstones, +1 studded leather armor, silver holy symbol of Iuz, horn of fog, potion of cure moderate wounds, and potion of gaseous form.

Encounter Five B

☛ **Nine-Headed pyrohydra, fiendish:** CR 12; Huge Magical Beast (extraplanar, fire); HD 9d10+48; hp 97; Init +1 (+1 Dex); Spd 20 ft., swim 20 ft.; AC 19 (touch 9, flat-footed 18) [[-2 size, +1 Dex, +10 natural]]; BA/G: +9/+22; Atk +13 melee (1d10+5, 9 bites); Full Att +13 melee (1d10+5, 9 bites); Space/Reach 15 ft./10 ft.; SA: Smite Good, Breath Weapon; SQ: Darkvision 60 ft., Fast Healing 19, Fire subtype, Low-light Vision, Resistance to Cold 10, Scent, DR 5/magic; SR 14; AL NE; SV Fort +11, Ref +7, Will +5; Str 21, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills and Feats: Listen +8, Spot +8, Swim +13; Blind-Fight, Combat Reflexes (b), Iron Will, Toughness, Weapon Focus (Bite).

Smite Good (Su): Once per day, the hydra can make a normal melee attack to deal +9 damage against a good foe.

Pyrohydra: A pyrohydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save (DC 19) halves the damage.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Fast Healing 19 (Ex): Each round the hydra heals 19 hit points.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its heads for attacks of opportunity. See *Monster Manual*, page 107 & 155, especially for rules regarding severing heads.

Encounter Five C

☛ **Paxtor, Male Human Clr11 of Hextor:** CR 11; Medium Humanoid; HD 11d8+11; hp 69; Init +4 (Improved Initiative); Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+6 half-plate, +1 light shield]]; BA/G: +8/+8; Atk +10 melee (1d8, flail); Full Att +10/+5 melee (1d8, flail) or +8/+3 ranged (1d8 [19-20/x2], light crossbow); SA: Command / Rebuke Undead, Spells; AL LE; SV Fort +10, Ref +5, Will +13; Str 11, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Speak Languages (Common, Infernal), Concentration +15, Knowledge (Religion) +15, Intimidate +8, Spellcraft +15; Combat Casting, Improved Initiative, Leadership, Scribe Scroll, Spell Penetration, Weapon Focus (Flail).

Spells Prepared (6/7/6/6/5/3/2; base DC = 14 + spell level): 0 – [guidance, guidance, guidance, guidance, light, resistance]; 1st – [bane, command, divine favor, doom, magic weapon*, sanctuary, shield of faith]; 2nd – [darkness, death knell, hold person, silence, spiritual weapon*, sound burst]; 3rd – [bestow curse, dispel magic, invisibility purge, magic vestment*, summon monster III, wind wall]; 4th – [divine power, lesser planar ally, summon monster IV, unholy blight*]; 5th – [flame strike*, slay living, wall of stone]; 6th – [blade barrier*, harm].

*Domain spell. **Domains:** Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: Flail, light crossbow, bolts (10), half-plate, light steel shield, thunderstone, *cloak of resistance* +2, *pearl of power* (1st-level spell), *potion of cure moderate wounds*.

☛ **Cinthius, Female Human Clr4/Ftr2 of Hextor:** CR 6; Medium Humanoid; HD 4d8+2d10+6; hp 41; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [[+8 full plate, +2 heavy shield]]; BA/G: +5/+7; Atk +8 melee (1d10+4 [19-20/x2], +1 heavy flail); Full Att +8 melee

(1d10+4 [19-20/x2], +1 heavy flail) or +5 ranged (1d8 [19-20/x2], light crossbow); SA: Command / Rebuke Undead, Spells; AL LE; SV Fort +8, Ref +2, Will +8; Str 14, Dex 11, Con 13, Int 12, Wis 16, Cha 10.

Skills and Feats: Speak Languages (Common, Orc), Climb +5, Concentration +8, Diplomacy +7, Jump +5, Knowledge (Religion) +8, Sense Motive +7; Cleave, Combat Casting, Great Cleave, Leadership, Power Attack, Spell Penetration, Weapon Focus (Heavy Flail).

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 – [guidance, guidance, mending, resistance, virtue]; 1st – [bane, cause fear, command, doom, magic weapon*]; 2nd – [aid, bull's strength, shatter*, sound burst].

*Domain spell. **Domains:** Destruction (Smite (Su): Once per day, the cleric may make a single melee attack with a +4 bonus on attack rolls and a +4 bonus to damage.); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: +1 heavy flail, light crossbow, bolts (10), full plate, heavy steel shield, tanglefoot bags (2), thunderstone, *cloak of resistance* +1, *potion of cure moderate wounds*.

☛ **Crav'ch, Male Half-Orc Ftr5:** CR 5; Medium Humanoid (orc); HD 5d10+10; hp 44; Init +1 (+1 Dex); Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [[+1 dex, +8 full plate, +3 heavy shield]]; BA/G: +5/+8; Atk +9 melee (1d4+5, spiked gauntlet); Full Att +9 melee (1d4+5, spiked gauntlet) or +8 melee (1d8+3 [x3], longspear) or +6 ranged (1d4+3 [19-20/x2], dagger); SQ: Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common, Goblin, Infernal, Orc), Jump +11 Knowledge (Religion) +6, Intimidate +3, Spot +5; Cleave, Great Cleave, Power Attack, Cleave, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet).

Possessions: Spiked gauntlet, longspear, daggers (2), full plate, +1 heavy steel shield, tanglefoot bags (2), *potion of cure moderate wounds*.

☛ **Metzdil, Male Human Wiz7:** CR 7; Medium Humanoid; HD 7d4+14; hp 36; Init +0; Spd 30 ft.; AC 11 (touch 11, flat-footed 11) [[+1 deflection]]; BA/G: +3/+2; Atk +2 melee (1d6-1, club); Full Att +2 melee (1d6-1, club) or +3 ranged (1d8 [19-20/x2], light crossbow); SA: Spells; AL LE; SV Fort +4, Ref +2, Will +6; Str 8, Dex 10, Con 14, Int 17, Wis 12, Cha 13.

Skills and Feats: Speak Languages (Common, Draconic, Elf Infernal), Concentration +12, Craft (Alchemy) +13, Craft (Jewelry) +13, Craft (Painting) +13, Knowledge (Arcana) +13, Spellcraft +13; Brew Potion, Combat Casting, Craft Wondrous Item,

Improved Familiar, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (4/6/5/4/2; base DC = 13 + spell level, **transmutation DC = 14 + spell level**): 0 – [*daze*, *mending**, *open/close**, *read magic*]; 1st – [*expeditious retreat**, *feather fall*, *magic weapon**, *shocking grasp*, *shocking grasp*, *shocking grasp*]; 2nd – [*darkness*, *darkvision**, *levitate**, *spider climb**, *whispering wind**]; 3rd – [*blink**, *keen edge**, *slow**, *summon monster III*]; 4th – [*ritual of vitality*, *stone shape**].

*School Specialization. *Specialization*: Transmutation. Prohibited Schools (Abjuration and Illusion).

Possessions: club, light crossbow, bolts (10), *potion of cure moderate wounds*, *ring of protection +1*, *wand of web* (50 charges).

☛ **Dribble Itch**: Imp (Familiar); CR-; Tiny Outsider (evil, lawful, extraplanar); HD 7; hp 18; Init +3 (+3 Dex); Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [[+2 Size, +3 dex, +9 natural]]; BA/G: +3/-5; Atk +8 melee (1d4 plus poison, sting); Full Att +8 melee (1d4 plus poison, sting); Space/Reach 2 ½ ft. / 0 ft.; SA: Poison, spell-like abilities; SQ: Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Religion) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC13, Initial damage 1d4 Dex, secondary damage 2d4 Dex.

Granted Abilities: All familiars grant their masters the Alertness feat, the benefit of the empathic link, and the ability to share spells.

Spell-Like Ability: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion*, Caster level 6th; save DC 12 + spell level. Once per week an imp can *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th. Dribble Itch can transform into a raven or a medium monstrous spider

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Appendix IV: APL 12 Encounters

Encounter Two

☛ **Sornem:** Male Human Clr4/Rog2/Asn4; CR 10; Medium Human; HD 4d8+6d6+10; hp 56; Init +6 (+2 Dex, +4 Imp. Init.); Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [[+5 leather, +2 Dex]]; BA/G: +7/+8; Atk +8 melee (1d4+1 [19-20/x2], dagger); Full Att +8/+3 melee (1d4+1 [19-20/x2], dagger) or +10 ranged (1d8+1, [19-20/x2], +1 light crossbow); SA Death Attack, Sneak Attack +3d6; SQ +1 Save vs Poison, Evasion, Poison Use, Command / Rebuke Undead, Trapfinding, Uncanny Dodge; AL CE; SV Fort +6, Ref +10, Will +7; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Concentration +5, Disguise +12, Forgery +7, Hide +13, Jump +6, Knowledge (Religion) +7, Move Silently +13, Ride +8, Tumble +9; Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw.

Death Attack: If Sornem studies his victim for 3 rounds then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Sornem's choice). While studying the victim, Sornem can undertake other actions so long as his attention stays focused on the target and the target does not detect him or recognize him as an enemy. If the victim of such an attack fails a Fortitude save (DC 15) against the kill effect, she dies. If the saving throw fails against the paralyzing effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+4 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Sornem has completed the three rounds of study, he must make the death attack with the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if he does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Sornem is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade. *Poison:* Nitharit – Contact DC 13 Fortitude; Damage: Initial 0, Secondary 3d6 Con (temporary damage). The poison has already been applied to each of Sornem's blades and to the bolt currently loaded in his crossbow. If unused, the poison will spoil within an hour.

Uncanny Dodge (Ex): Sornem possesses the ability to react to danger before his senses would normally allow him to even be aware of it. He retains

his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Cleric Spells Prepared (5/5/4; base DC=12 + spell level): 0 - [guidance, mending, resistance, resistance, virtue]; 1st - [bane, cause fear, protection from law*, divine favor, magic weapon]; 2nd - [bull's strength, death knell, shatter*, silence].

*Domain spell. *Domains:* [Chaos (You cast Chaos spells at +1 caster level), Trickery (Add bluff, disguise and hide to your list of Cleric class skills)].

Assassin Spells Known (3/0; base DC= 11 + spell level): 1st - [disguise self, ghost sound, obscuring mist, true strike]; 2nd - [cat's grace, invisibility, pass without trace]. Note: Sornem has already cast *disguise self* and *invisibility*; these spells have been deducted from his spells available for the day.

Possessions: 4 daggers, +1 light crossbow, bolts (10), 4 bags of caltrops, 4 vials of acid, 2 tanglefoot bags, 2 thunderstones, +2 studded leather armor, silver holy symbol of Iuz, boots of striding and springing, horn of fog, potion of cure moderate wounds, and potion of gaseous form.

Encounter Five B

☛ **Eleven-Headed pyrohydra, fiendish:** CR 14; Huge Magical Beast (extraplanar, fire); HD 11d10+58; hp 118; Init +1 (+1 Dex); Spd 20 ft., swim 20 ft.; AC 21 (touch 9, flat-footed 20) [[-2 size, +1 Dex, +10 natural]]; BA/G: +11/+25; Atk +16 melee (1d10+6, 11 bites); Full Att +16 melee (1d10+6, 11 bites); Space/Reach 15 ft./10 ft.; SA: Smite Good, Breath Weapon; SQ: Darkvision 60 ft., Fast Healing 21, Fire subtype, Low-light Vision, Resistance to Cold 10, Scent, DR 5/magic; SR 16; AL NE; SV Fort +12, Ref +8, Will +5; Str 23, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills and Feats: Listen +9, Spot +9, Swim +14; Blind-Fight, Combat Reflexes (b), Iron Will, Toughness, Weapon Focus (Bite).

Smite Good (Su): Once per day, the hydra can make a normal melee attack to deal +11 damage against a good foe.

Pyrohydra: A pyrohydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save (DC 20) halves the damage.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Fast Healing 21 (Ex): Each round the hydra heals 21 hit points.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all of its heads for attacks of opportunity.

See *Monster Manual*, page 107 & 155, especially for rules regarding severing heads.

Encounter Five C

☛ **Paxtor, Male Human Clr13 of Hektor:** CR 13; Medium Humanoid; HD 13d8+13; hp 81; Init +4 (Improved Initiative); Spd 20 ft.; AC 19 (touch 10, flat-footed 19) [[+8 half-plate, +1 light shield]]; BA/G: +9/+10; Atk +11 melee (1d8+1, flail); Full Att +11/+6 melee (1d8+1, flail) or +9 ranged (1d8 [19-20/x2], light crossbow); SA: Command / Rebuke Undead; AL LE; SV Fort +12, Ref +7, Will +15; Str 12, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Speak Languages (Common, Infernal), Concentration +17, Knowledge (Religion) +17, Intimidate +9, Spellcraft +17; Combat Casting, Improved Initiative, Leadership, Scribe Scroll, Spell Penetration, Weapon Focus (Flail).

Spells Prepared (6/7/7/6/6/4/3/2; base DC = 14 + spell level): 0 – [guidance, guidance, guidance, guidance, light, resistance]; 1st – [bane, command, divine favor, doom, magic weapon*, sanctuary, shield of faith]; 2nd – [darkness, death knell, hold person, hold person, silence, spiritual weapon*, sound burst]; 3rd – [bestow curse, dispel magic, invisibility purge, magic vestment*, summon monster III, wind wall]; 4th – [air walk, divine power, lesser planar ally, summon monster IV, unholy blight*]; 5th – [flame strike*, slay living, summon monster V, wall of stone]; 6th – [blade barrier*, harm, summon monster VI]; 7th – [power word stun*, repulsion].

*Domain spell. **Domains:** Evil (Cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: Flail, light crossbow, bolts (10), +1 half-plate, light steel shield, thunderstone, cloak of resistance +3, pearl of power (1st-level spell), potion of cure moderate wounds.

☛ **Cinthius, Female Human Clr5/Ftr2/Wrpst1 of Hektor:** CR 8; Medium Humanoid; HD 6d8+6+2d10+2; hp 53; Init +1 (+1 Dex); Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [[+9 full plate, +2 heavy shield, +1 Dex]]; BA/G: +6/+8; Atk +10 melee (1d10+4 [19-20/x2], +1 heavy flail); Atk +10/+5 melee (1d10+4 [19-20/x2], +1 heavy flail) or +7 ranged (1d8 [19-20/x2], light crossbow); SA: Command / Rebuke Undead, Rally, Spells; AL LE; SV Fort +10, Ref +3, Will +8; Str 14, Dex 12, Con 13, Int 12, Wis 16, Cha 10.

Skills and Feats: Speak Languages (Common, Orc), Climb +5, Concentration +10, Diplomacy +9, Jump +5, Knowledge (Religion) +9, Knowledge (History) +1, Sense Motive +8, Spellcraft +2; Cleave, Combat Casting, Great Cleave, Leadership, Maximize Spell, Power Attack, Spell Penetration, Weapon Focus (Heavy Flail).

Rally (Ex): A warpriest who currently is not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 – [guidance, guidance, guidance, mending, resistance, virtue]; 1st – [bane, cause fear, command, doom, magic weapon*]; 2nd – [aid, bull's strength, shatter*, sound burst]; 3rd – [magic vestment, suggestion*, wind wall].

*Domain spell. **Domains:** Destruction (Smite (Su): Once per day, the cleric may make a single melee attack with a +4 bonus on attack rolls and a +6 bonus to damage.); Domination (Spell Focus – Enchantment); War (Free Martial Weapon Proficiency with a flail and Weapon Focus (Flail)).

Possessions: +1 heavy flail, light crossbow, bolts (10), +1 full plate, heavy steel shield, tanglefoot bags (2), thunderstone, cloak of resistance +1, potions of cure moderate wounds.

☛ **Crav'ch, Male Half-Orc Ftr5/Fist2:** CR 7; Medium Humanoid (orc); HD 7d10+14; hp 60; Init +1 (+1 Dex); Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [[+1 Dex, +8 full plate, +3 heavy shield]]; BA/G: +7/+10; Atk +12 melee (1d4+6 [19-20/x2], +1 spiked gauntlet); Full Atk +12/+7 melee (1d4+6 [19-20/x2], +1 spiked gauntlet) or +10/+5 melee (1d8+3 [x3], longspear) or +8/+3 ranged (1d4+3 [19-20/x2], dagger); SA: Brutal strike +1, Strength Boost (1/day); SQ: Darkvision 60 ft.;

AL LE; SV Fort +9, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common, Goblin, Infernal, Orc), Climb +4, Jump +11 Knowledge (Religion) +7, Intimidate +4, Spot +6; Cleave, Great Cleave, Improved Critical (spiked gauntlet), Power Attack, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet).

Brutal Strike (Ex): Every action, Crav'ch may add a +1 bonus to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost (Ex): Crav'ch can call upon Hextor for a +4 Strength bonus once per day. This bonus lasts for 6 rounds.

Possessions: +1 spiked gauntlet, longspear, daggers (2), full plate, +1 heavy steel shield, tanglefoot bags (2), *potion of cure moderate wounds*.

☛ **Metzdil, Male Human Wiz8:** CR 8; Medium Humanoid; HD 8d4+16; hp 41; Init +0; Spd 30 ft.; AC 12 (touch 11, flat-footed 12) [[+1 deflection, +1 bracers]]; BA/G: +4/+3; Atk +3 melee (1d6-1, club); Full Att +3 melee (1d6-1, club) or +4 ranged (1d8 [19-20/x2], light crossbow); SA: Spells; AL LE; SV Fort +5, Ref +3, Will +7; Str 8, Dex 10, Con 14, Int 18, Wis 12, Cha 13.

Skills and Feats: Speak Languages (Common, Draconic, Elf, Infernal), Concentration +13, Craft (Alchemy) +15, Craft (Jewelry) +15, Craft (Painting) +15, Knowledge (Arcana) +15, Knowledge (Local – Core) +6, Knowledge (Local – Iuz's Border States) +7, Spellcraft +15; Brew Potion, Combat Casting, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (4/6/5/5/4; base DC = 14 + spell level, **transmutation DC = 15 + spell level**): 0 – [*daze*, *mending**, *open/close**, *read magic*]; 1st – [*expeditious retreat**, *feather fall*, *magic weapon**, *shocking grasp*, *shocking grasp*, *shocking grasp*]; 2nd – [*darkness*, *darkvision**, *levitate**, *spider climb**, *whispering wind**]; 3rd – [*blink**, *gaseous form*, *keen edge**, *slow**, *summon monster III*]; 4th – [*dimension door*, *ritual of vitality*, *stone shape**, *wall of ice*].

*School Specialization. *Specialization:* Transmutation. Prohibited Schools (Abjuration and Illusion).

Possessions: club, light crossbow, bolts (10), *bracers of armor* +1, *cloak of resistance* +1, *potion of cure moderate wounds*, *ring of protection* +1, *wand of web* (50 charges).

☛ **Dribble Itch:** Imp (Familiar); CR-; Tiny Outsider (evil, lawful, extraplanar); HD 7; hp 20; Init +3 (+3 Dex); Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15,

flat-footed 21) [[+2 Size, +3 dex, +9 natural]]; BA/G: +3/-5; Atk +8 melee (1d4 plus poison, sting); Full Att +8 melee (1d4 plus poison, sting); Space/Reach 2 ½ ft. / 0 ft.; SA: Poison, spell-like abilities; SQ: Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (religion) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC13, Initial damage 1d4 Dex, secondary damage 2d4 Dex.

Granted Abilities: All familiars grant their masters the Alertness feat, the benefit of the empathic link, and the ability to share spells.

Spell-Like Ability: At will-*detect good*, *detect magic*, *invisibility* (self only); 1/day-*suggestion*, Caster level 6th; save DC 12 + spell level. Once per week an imp can *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th. Dribble Itch can transform into a raven or a medium monstrous spider.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Appendix V: Haraknin

Those that don't understand the true nature of haraknins often incorrectly identify them as fiendish lycanthropes. The haraknin is not a true lycanthrope; it is a fiendish hell hound that has learned to assume humanoid form. Created by devil lords to serve as intelligent trackers and guardians, haraknin often journey to the material plane to undertake diabolical missions for their infernal masters.

Haraknin have all the abilities and characteristics of the hell hound form, plus class levels learned in their humanoid form. Haraknin can change form at will from their hound form to a humanoid form – usually human, although other races are possible. They infiltrate humanoid settlements in this guise, but often revert to their natural forms to attack.

Physical Description: Can assume a number of forms, preferring humans or half-orcs with hair the color of flame, smoldering red eyes, and wiry rust-colored hair all over its body. A faint smell of brimstone clings to its humanoid form, and it tends to be ill-tempered and violent.

APL 6

🔥 **Haraknin, Humanoid Form Bbnz:** CR 5; Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); HD 4d8+8 plus 2d12+4; hp 43; Init +6 (+2 Dex, +4 Imp. Init); Spd 40 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +5 natural, +4 chain shirt]]; BA/G: +6/+9; Atk +10 melee (1d6+4 [18-20/x2], scimitar); Full Att +10/+5 melee (1d6+4 [18-20/x2], scimitar); SA: Breath Weapon, Rage; SQ: Alternate forms, Command Hell Hound, Darkvision 60', Fire Subtype, Scent, Uncanny Dodge; AL LE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 14, Con 15, Int 6, Wis 12, Cha 4.

Skills and Feats: Hide +12, Jump +8, Listen +11, Move Silently + 12, Spot +9, Survival +8*; Improved Initiative, Run, Track(b), Weapon Focus (Scimitar).

🔥 **Haraknin, Hell Hound Form:** Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); HD 4d8+8+2d12+4; hp 43; Init +6 (+2 Dex, +4 Imp. Init.); Spd 50 ft.; AC 17 (touch 12, flat-footed 17) [[+2 Dex, +5 natural]]; BA/G: +6/+9; Atk +9 melee (1d8+4, Bite); Full Att +9 melee (1d8+4, Bite); SA: Breath Weapon, Rage; SQ: Fire Subtype, Scent, Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 14, Con 15, Int 6, Wis 12, Cha 4.

Skills and Feats: Hide +14, Jump +10, Listen +11, Move Silently + 14, Spot +9, Survival +8*; Improved Initiative, Run, Track(b), Weapon Focus (Scimitar).

Breath Weapon (Su): Cone of fire, 30 feet every 2d4 rounds, damage 1d4+1, Reflex half DC 14 (16 when raging). The haraknin's fiendish breath ignites any flammable materials within the cone. The creature can use its breath weapon while biting and in either form.

Rage (Ex): Once per day this haraknin can fly into a frenzy, raging like a barbarian. For 7 rounds, the haraknin gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a –2 penalty to Armor Class. For the haraknin in humanoid form, the following changes are in effect as long as the rage lasts: HD 4d8+16 plus 2d12+8 (55 hp); AC 19, touch 10, flat-footed 17; Atk +12/+7 melee (1d8+6 [18-20/x2] masterwork scimitar); SV Fort +8, Will +7; Str 20, Con 19; Jump +10.

For the haraknin in hell hound form, the following changes are in effect as long as the rage lasts: HD 4d8+16 plus 2d12+8 (55 hp); AC 15, touch 10, flat-footed 13; Atk +11 melee (1d8+6, Bite); SV Fort +8, Will +7; Str 20, Con 19; Jump +12.

Alternate Forms (Su): Haraknin can assume humanoid forms at will. Transforming to a humanoid form from hound form, or vice versa, is a move action. This transfer works like alter self; the haraknin retains its physical ability scores, extraordinary abilities, and supernatural ability scores in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size.

A haraknin's alternate form ability does not affect equipment it may be carrying or wearing. Most haraknin's create secure caches of arms and armor they intend to use in humanoid form when they expect to shift frequently.

Command Hell Hound (Su): All haraknin's can use *greater command* at will against hell hounds. A hell hound will never voluntarily attack a haraknin.

Fire Subtype (Ex): A haraknin is immune to fire damage. It takes half again as much (+50%) damage as normal from cold regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Scent (Ex): A haraknin can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Haraknin have a +5 racial bonus to Hide and Move Silently checks. They also have a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Possessions: Masterwork scimitar, chain shirt.

APL 8

➤ **Haraknin Warlord, Humanoid Form Bbn4:** CR 7; Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); HD 4d8+12 plus 4d12+12; hp 69; Init +6 (+2 Dex, +4 Imp. Init); Spd 40 ft.; AC 21 (touch 12, flat-footed 21) [[+2 Dex, +5 natural, +4 chain shirt]]; BA/G: +8/+11; Atk +12 melee (1d6+4 [18-20/x2], scimitar); Full Att +12/+7 melee (1d6+4 [18-20/x2], scimitar); SA: Breath Weapon, Rage 2/day; SQ: Alternate forms, Command Hell Hound, Darkvision 60', Fire Subtype, Scent, Trap Sense +1, Uncanny Dodge; AL LE; SV Fort +8, Ref +7, Will +6; Str 16, Dex 14, Con 16, Int 6, Wis 12, Cha 4.

Skills and Feats: Hide +12, Jump +8, Listen +11, Move Silently +12, Spot +9, Survival +8*; Improved Initiative, Run, Track(b), Weapon Focus (Scimitar).

➤ **Haraknin Warlord, Hell Hound Form:** Medium Outsider (Evil, Extraplanar, Fire, Lawful, Shapechanger); HD 4d8+12 plus 4d12+12; hp 69; Init +6 (+2 Dex, +4 Imp. Init.); Spd 50 ft.; AC 17 (touch 12, flat-footed 17) [[+2 Dex, +5 natural]]; BA/G: +8/+11; Atk +11 melee (1d8+4, Bite); Full Att +11 melee (1d8+4, Bite); SA: Breath Weapon, Rage 2/day; SQ: Fire Subtype, Scent, Uncanny Dodge; AL LE; SV Fort +8, Ref +7, Will +6; Str 16, Dex 14, Con 16, Int 6, Wis 12, Cha 4.

Skills and Feats: Hide +14, Jump +10, Listen +11, Move Silently +14, Spot +9, Survival +8*; Improved Initiative, Run, Track(b), Weapon Focus (Scimitar).

Breath Weapon (Su): Cone of fire, 30 feet every 2d4 rounds, damage 1d4+1, Reflex half DC 15 (17 when raging). The haraknin's fiendish breath ignites any flammable materials within the cone. The creature can use its breath weapon while biting and in either form.

Rage (Ex): Once per day this haraknin can fly into a frenzy, raging like a barbarian. For 8 rounds, the haraknin gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. For the haraknin in humanoid form, the following changes are in effect as long as the rage lasts: HD 4d8+20 plus 4d12+20 (85 hp); AC 19, touch 10, flat-footed 17; Atk +14/+9 melee (1d8+6 [18-20/x2], masterwork scimitar); SV Fort +10, Will +8; Str 20, Con 20; Jump +10.

For the haraknin in hell hound form, the following changes are in effect as long as the rage lasts: HD 4d8+20 plus 2d12+20 (85 hp); AC 15, touch 10, flat-footed 13; Atk +13 melee (1d8+6, Bite); SV Fort +10, Will +8; Str 20, Con 20; Jump +12.

Alternate Forms (Su): Haraknin can assume humanoid forms at will. Transforming to a humanoid

form from hound form, or vice versa, is a move action. This transfer works like alter self; the haraknin retains its physical ability scores, extraordinary abilities, and supernatural ability scores in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size.

A haraknin's alternate form ability does not affect equipment it may be carrying or wearing. Most haraknin's create secure caches of arms and armor they intend to use in humanoid form when they expect to shift frequently.

Command Hell Hound (Su): All haraknin's can use *greater command* at will against hell hounds. A hell hound will never voluntarily attack a haraknin.

Fire Subtype (Ex): A haraknin is immune to fire damage. It takes half again as much (+50%) damage as normal from cold regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Scent (Ex): A haraknin can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Haraknin have a +5 racial bonus to Hide and Move Silently checks. They also have a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Possessions: Masterwork scimitar, chain shirt.

Appendix VI: Redhand Patrol

☛ **Zeech's Captain, Male Human Ftr10:** CR 10; Medium Humanoid; HD 10d10+20 hp 80; Init +5 (+1 Dex, Imp. Init.); Spd 20ft; AC 23 (touch 11, flat footed 22) [[+1 Dex, +9 full plate, +3 heavy shield]]; BA/G: +10/+13; Atk +15 melee (1d10+6 [17-20/x2], +1 *bastard sword*); Full Att +15/+10 melee (1d10+6 [17-20/x2], +1 *bastard sword*) or +13 ranged (1d8+2 [19-20/x2], +2 *light crossbow*); AL LE; SV Fort +10, Ref+5, Will+5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +9, Handle Animal +4, Jump +8, Ride +14; Blind Fight, Cleave, Dodge, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (bastard sword), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Possessions: +1 *bastard sword*, +1 *heavy steel shield*, +2 *light crossbow*, bolts (20), +2 *full plate*, *cloak of resistance* +1, *potion of cure light wounds*.

☛ **Zeech's Cavalrymen, Human Ftr9 (10):** CR 9; Medium Humanoid; HD 9d10+18 hp 72; Init +5 (+1 Dex, Imp. Init.); Spd 20ft; AC 22 (touch 10, flat footed 21) [[+1 Dex, +8 full plate, +3 heavy shield]]; BA/G: +9/+12; Atk +14 melee (1d10+6 [17-20/x2], +1 *bastard sword*); Full Att +14/+9 melee (1d10+6 [17-20/x2], +1 *bastard sword*) or +11 ranged (1d8+1 [19-20/x2], +1 *light crossbow*); AL LE; SV Fort +9, Ref+5, Will+5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

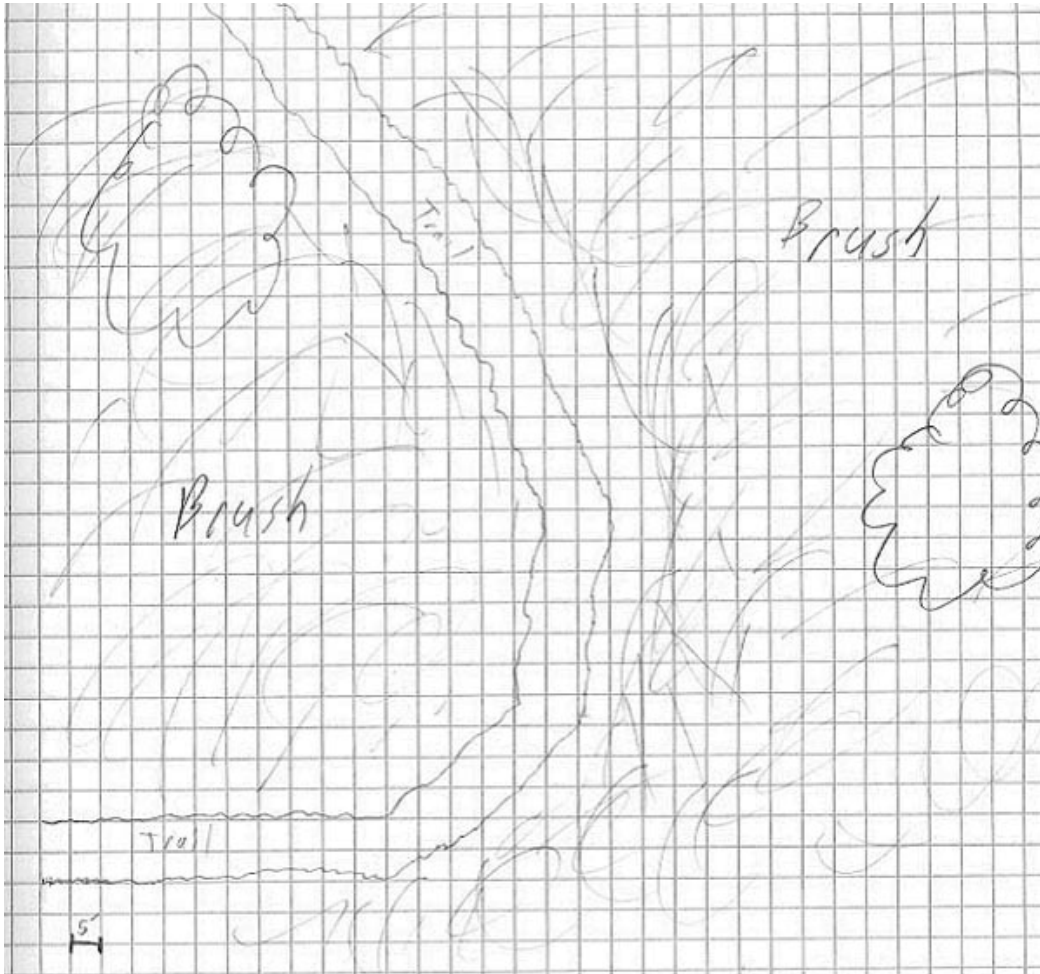
Skills & Feats: Climb +4, Handle Animal +4, Jump +5, Ride +14; Blind Fight, Cleave, Dodge, Exotic Weapons Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Possessions: +1 *bastard sword*, +1 *heavy steel shield*, +1 *light crossbow*, bolts (20), full plate, *cloak of resistance* +1, *potion of cure light wounds*.

☛ **Heavy Warhorse (11):** hp 30 each; see *Monster Manual* page 273.

Possessions: Banded mail barding (+6 AC, Maximum Dex Bonus +1, Move 35 ft.).

Appendix VII: Ambush Map



Appendix VIII: Hextor's Shrine

