

KEO7-02

Mist Taken

A One-Round D&D[®] LIVING GREYHAWK[™] Keoland Regional Adventure

Version 2.1

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The union of two dwarven clans is a momentous occasion, as rare as a precious diamond. This is made even more precious when the union can also serve to bring two countries together in time of need. So the wedding of a prominent clan of dwarves from the Principality of Ulek to the dwarves of Clan Stonecrow carries a special weight. However, there are those who want to see this wedding fail, and those who delight in simple slaughter. The real trick is determining who is who.

A terror of the night once thought defeated rises again to threaten the community of Curget in the Good Hills of Keoland. A Keoland regional adventure for APLs 2-12

Note: This adventure will be of particular interest to Clan Stonecrow.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at keolandpoc@adelphia.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay

one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

A legendary cave that once housed a cult to the God of Murder has had new life 'breathed' into it with the return of someone forced to abandon it five years ago. The priests in Curget tried to end Erythnul's influence on the cave network by blessing the ground and defacing the edifices that abounded within the complex. But the shadow of evil is not so easy to sweep away and many of the graven images are carved into the rock once more.

Having fled Bissel after the disappearance of Evard, Kensha Maltoush has returned to the foul ground that she learned upon to once again practice her evil arts. A vicious woman, she measured her loyalty to Evard only by the opportunity it presented to inflict pain and misery on her fellow sentient beings all to glory her one true master, Erythnul. Kensha has been preparing the site since her arrival here a few weeks ago. She has contacted a group of Grimlocks that have heeded the whispers of her master and dug up from the underworld below. She has relearned the area and prepared the cave to perform great

ritual sacrifices to Erythnul. Now, her preparations complete and new victims waiting, she is ready to start a new reign of terror for Clan Stonecrow and the rest of the town of Curget.

As it did six years ago, the mists once again pour into countryside spreading at night and receding by day. The mist never completely clears away from the cave entrance however, shrouding the vale in which the cave is nestled. The mist has grown in strength and size over the last few nights and now reaches to the town itself as the day's light fades and cool night begins anew. The town has closed itself up in hopes of warding the evil within the mists away until the elders return. Most of the elders are away in the Principality of Ulek giving aid against Turosh Mak. By morning Kensha will have stoked the necrotic energies of the mist and the problem will probably be beyond the capability of the PCs.

For those unfamiliar with the Dreadfog scenario that much of this module revisits, the following is a summary of the events that happened six years ago in the town of Curget. While many of the Clan Stonecrow warriors were at the siege of Westkeep, a cleric of Erythnul named Hexzor discovered a cavernous temple to his god just outside the Dreadwood. Wanting to cause the Clan Stonecrow as much suffering as possible, he used the Clan's week of remembrance for their ancestors as the time to stage his assault on the town and its environs.

Using ancient text within the temple to summon a heavy fog to cover his activities, Hexzor summoned zombies to aid him and his falchion wielding bodyguard Violence. They terrorized the countryside and the town itself over several nights, spiriting away several of the populace for sacrifices to Erythnul. Only the intervention of adventurers stopped the slaughter and freed the captives before the rituals could be completed.

ADVENTURE SUMMARY

This adventure takes place mostly in the Good Hills of Keoland. The PCs start in the town of Woodbridge and meet a young dwarven woman who is waiting forlornly for an overdue marriage procession that was to take her to Curget, her betrothed, and the sisterhood of the Stonecrow matrons, the undisputed leaders of their clan.

Investigating, the PCs find the first signs of trouble on the way to Curget. The procession has been attacked with all the people from it missing and in a farm house already attacked by minions of Kensha the circumstances are the same. A few of them remain to attempt to capture the unwary. Assuming the PCs survive they should press on to Curget and find the town in lockdown in response to the return of the Dreadfog. When they reach the walls they are confronted by the guards of the Stonecrows and meet unlikely travellers. The PCs learn what is plaguing the area and should find their way to the cave complex that was the source of the problem six years ago as it is now.

Grimlock(s) guard the interior of the cave and are feasting on the male prisoners that have been captured. They will confront anyone who enters. Deeper within the complex, Kendra Maltoush proceeds with the final rituals necessary to call the most powerful of Erythnul's servants to her side using as many of the women as she has been able to capture.

PREPARATION FOR PLAY

This module is meant to be atmospheric and creepy. Read aloud text has been intentionally kept to a minimum to allow for paraphrasing and use of external sources to set a mood. If at all possible this is an adventure that should be played in a quiet room. When the combats occur during the adventure, you should always attempt to startle the players when possible with the appearance and disappearance of their foes. If the players are mature, feel free to ratchet up the gore level a notch or two in appropriate locations.

Almost the entirety of the module's combats take place in mist shrouded areas. Use the spell Obscuring Mist as a guideline and note the following effects. Movement is hampered normally (i.e. no running or charging, but characters may take 5' steps as usual). Fireball, Flame Strike and similar spells will clear the mists from area of effect, but these clear spots quickly refill. Pick a point at which mist refills (top of the round, bottom of the round rather than timed off when it occurred in the round) and stick to that point only, it will be easier, especially at higher levels where two or three different things may all be clearing the mist.

The module notes the effects of the mist on people outside the walls of Curget. These are effects that come from cumulative exposure and should not come up during the course of the adventure. The PCs should not be made aware of

this however and it can be noted as something that will encourage PCs to handle the problem immediately rather than rest. While they are not affected by the mist it does not mean it does not react to what they do. Feel free to mention claws or demonic faces forming in the eddies and swirls and having the mist recoil slightly to turn attempts. It detects as faint conjuration, necromancy and evil.

INTRODUCTION

Morning prayers recited, physical exercises performed, arcane texts studied. Whatever your morning rituals, now that they are complete you find yourself in the staid, industrious town of Woodbridge.

Much of the town's populace is made up of craftsmen, traders, and farmers, who have all made their way to work. This would usually leave a bar empty in the morning hours, however the common room of the Blue Bull Inn seems to be the busiest place in town as several eclectic individuals looking for a late breakfast or early drinks share the space with nine dwarves standing in a tight group around a table near the door and a garishly dressed man at the main table idly strumming a lute.

Have the PCs introduce themselves to one another and describe themselves. It is not assumed that PCs know each other however they can assume they have been looking for work or traveling together as they wish.

The dwarves are from the Berrender clan, stoically hovering around a dwarven maiden who is covering her face with her hands crying. Occasionally one will leave the tight circle to go to the door as if looking for something, others pace between the group and the bar, downing drinks and bringing fresh ones to the others in the group.

The bard is an elderly Suel ex-patriot of Geoff named Farlen ap Aiden. He is tall, lanky and somewhat frail looking, but still spry. He is interested in adventurers and their stories.

You may take this introductory encounter two ways at this point. If the PCs seem interested in the group then just go in that direction and proceed to the bullet point info below for the dwarves' story and request. You may also have the bard gather the group to the table with drinks or some other gesture. He would love to hear tales of powerful monsters bested, villains brought to justice, self sacrifice etc... He can be used as a

source of information for PCs to learn about the Stonecrows, the Good Hills or whatever else the PCs might be interested. At some point he will say something to the effect of 'The sound of women wailing makes music hard to compose, maybe adventure harkens again?' pointing to the dwarves.

Berrender Clan:

The nine dwarves are six men; Dwalin, Trelle, Garran, Patrin, Berax, and Stone Heart the clan patriarch and three women; Jenla the bride to be, and her handmaidens Fetli and Yanna.

The clan is famous in Ulek for its weapon forging. It has worked for years with the couple to be and the Stonecrow's matriarchs to get the marriage to happen. Having a daughter of the clan allowed to marry in and become one of the matriarchs of the Stonecrows is very prestigious. It will create a close tie between both clans and allow for a very lucrative trade agreement.

The honor guard that was scheduled to arrive and escort the bride to be to Curget is now more than a day late and Jenla is inconsolable. With the delicate negotiations involved in getting the marriage to this point, the Berrender's are loath to start to Curget against the negotiated schedule.

If the PCs are willing to travel to Curget find out what has happened and act in the best interest of the Berrender clan, they would be willing to put the PCs into their work schedule, an honor for which kings would pay a heavy price. (Favor of the Clan Berrender) If the PCs balk at this then Stone Heart will offer to pay characters 100gp x APL, voiding the favor.

Farlen ap Aiden

Farlen is well versed in the goings on of the Empire and any story of adventure the PCs will likely bring up he will know some generality about it and will be interested in details. He is an enthusiastic bard who always wants to hear tales of heroics.

He knows the reputation of the Berrender clan and is impressed that they would be willing to do work for whoever took up their cause.

He knows that Clan Stonecrow is somewhat insular and led by its council of matriarchs. It is a great honor for any woman to be allowed to marry into the clan, as it brings along with it quite a bit of social stature within the clan.

Farlen would point out that Curget, and indeed the road between there and Woodbridge, are near the

border between the Good Hills and the Dreadwood and that the Dread has a very bad reputation.

Feel free to include any information or rumor you like and think is appropriate.

ENCOUNTER 1: THE PROCESSION

On the road, the marriage processional lies in ruins.

Your journey into the Good Hills along the road to Curget has gone on for most of the day and as it has ill omens have seemed to dog your step. The weather seems to have turned against you with cold drizzle and mist making the likelihood of a comfortable night camping unlikely.

In a bank of particularly thick mist large looming shapes seem to materialize before you, dark against the drab gray.

The remnants of the procession are strewn about. Colorful ribbons and flowers torn and trampled, wagons overturned and animals slaughtered. While a skilled tracker could see signs of resistance from the dwarves and even where some of them fell, no corpses of them remain.

Destruction of the Processional

The processional was set upon by a pair of grimlocks. Using the mist as cover, the grimlocks were able to confuse and confound their opponents, even getting them to mistakenly attack each other. The grimlocks herded up the survivors and marched them off to the cave for sacrifice.

Any hero with tracking can attempt to track the creatures that attacked the processional. A **Track** check will yield the following information.

DC 10: The processional was attacked by a pair of creatures and no more. Several pairs of booted feet move northeast, accompanied by two barefooted pairs of feet.

DC 15: The booted feet appear to be dwarven or perhaps Halfling. When the fighting occurred, it appears as though some of those wearing boots fought each other.

DC 20: The barefooted tracks are medium sized humanoids, about the height and weight of a large man. One of the sets of tracks has six toes on its right foot.

Any success on the track check allows the PCs to follow the trail if they so wish. Make it clear to them that the trail is in a wildly divergent direction than the road to Curget. If the PCs follow the trail immediately, they will bypass Encounter Two entirely. If this occurs, have the creatures from Encounter Two attack from the mists in Encounter Three, after the PCs meet Averyn and Reclusiarch Harnek.

ENCOUNTER 2: ON THE FARM

A farmstead shows more evidence (and minions!) of evil.

The road from Woodbridge to Curget winds along the hillsides, rarely remaining straight for long. Ahead, along one of the few flat sections you've seen, the road is crowded with farm animals all wandering about without any apparent supervision.

The animals are all roaming free from a nearby farm that has been recently attacked. A cart path little more than two ruts leads a hundred yards or so away from the road to the farm.

As you approach the farm you can see that the gate and all the doors beyond lie ajar, and signs of a struggle are evident.

There is a barn, several sheds, a chicken coop, the house and several smaller animal pens along the perimeter. All of them are helter skelter as the panicked animals fled the undead and grimlocks. Some of these minions of Kensha are even now hiding within the compound hoping to find more victims.

While running this encounter you should draw out the farm using as much of your map as you can. Keep the suspense up as long as you can. Ask for spot checks often. Once the players have gotten into the middle of the compound or started searching, you should have the undead come out of hiding and attack. This encounter is intentionally done without an included map so as to allow you as the DM to flexibly put the PCs in a position that will provide the most suspense and flavor.

APL 2 (EL 3)

6 Human Commoner Zombies: *Monster Manual*, pg 266

APL 4 (EL 5)

6 Ghouls: *Monster Manual*, pg 119

APL 6 (EL 7)

4 Ghasts: *Monster Manual*, pg 119

APL 8 (EL 9)

4 Wraiths: *Monster Manual*, pg 257

APL 10 (EL 11)

3 Mohrg: *Monster Manual*, pg 189

APL 12 (EL 13)

6 Mohrg: *Monster Manual*, pg 189

ENCOUNTER 3: AT THE GATES OF CURGET

This encounter provides the PCs with an opportunity to learn some of the goings on around the town and valley.

Outside the gates of Curget a small band of pilgrims waits for the matriarchs to open the gates of the town again. They have been here for two days and the fog is starting to get to them.

As you crest another of the seemingly endless hills you are greeted by a strange sight. From the top of this hill you can see to the top of the next which has the muted lights of what you believe is Curget. It is very quiet and indistinct as a blanket of fog has seemed to smother it, dampening any light or sound from the town.

Stranger still the hilltop you are on and the valley between Curget and you are not covered by the heavy veil of fog even though all of it is lower ground than the town.

As the PCs approach:

Drawing near and finally being able to see the gates of the walled town, you can see that they are closed and a small camp of people wait huddled outside. Seeing your band, two of them stand up from the fires and hail you as you approach.

These two are Averyn of Linth, paladin of Rao and Reclusiarch Harnek. If PCs have played KEO3-03 *Will of the People* or KEO4-04 *A Last Dance at Midnight*, Averyn will remember them and greet them even more warmly. PCs may have encountered Reclusiarch Harnek in KEO6-08 *By Virtue or Venture*. The Reclusiarch will greet any

who he recognizes with a crooked smile and a nod.

Coming close to the fire you see the two who hailed you and what looks to be their servants, squires and footman all huddled around a large campfire that doesn't seem to remove the chill from the air. The entourage are all wrapped up in cloaks and blankets, sitting forlornly and staring into the flames. A large banner hangs limply from a pole erected in the middle of the camp.

Averyn and Harnek will offer the PCs food and drink and the warmth of their fire. They will tell the PCs that no one is allowed in or out of the town as the Matriarchs have sealed it up to better defend it from the dreaded fog until the men return from Ulek and the campaign against Turosh Mak. They have however had a running discussion with the wall guards and know some about what is happening.

A **Knowledge: Sheldomar** check **DC: 15** will identify the banner as being the personal standard of King Kimbertos.

Averyn of Linth

The following information is available through Averyn if the PCs talk to him. He will gladly introduce himself and explain why he is here.

Averyn is a paladin of Rao, on quest. He will start off with an attitude of friendly toward the PCs, allowing them to easily plumb him for information. The exception to this will be if Averyn detects any of the PCs as evil. Scanning the PCs will be the first thing Averyn does as they approach, so unless a PC who detects as evil has some way of masking it, Averyn will be aware of it. If this occurs, Averyn will have a neutral attitude and will be much less forthcoming.

Averyn is of typical Suel stock, although he clearly deviates from the norm by following Rao as his deity. His family was indirectly responsible for the many troubles which befell the earldom of Linth during the last several years. As the most direct surviving descendant, the Earldom would have been his to rule by rights, except he decided to abdicate his rulership and pass it to the King and the Court of the Land to decide. As Averyn would put it, "Paladins are called to harder seats than thrones." After he abdicated, Averyn beseeched King Kimbertos to allow Averyn to take his surname and carry the King's personal banner on his quest. King Kimbertos assented, and so Averyn carries the personal banner of Keoland's

monarch. This banner flies planted from a lance mounted on Averyn's tent.

Averyn is following a call from Rao to move westward. His travels took him directly to Curget's door, where he has attempted to persuade the dwarves of clan Stonecrow to allow him to aid them. Once the Stonecrows determined that King Kimbertos himself was not at their doorstep, they turned Averyn away. Averyn believes that Rao wants him to help protect and save the people of Curget from the resurgent threat of the Dreadfog.

Reclusiarch Harnek

Reclusiarch Harnek is a very strange companion to be found in the company of a paladin. Harnek is a LN High Priest of Hextor, who has followed his own call to Curget. Harnek belongs to a schism within the church of Hextor that believes Hextor desires his followers to curb and curtail tyranny and excess, rather than to spread it. They see themselves as caretakers, and it is their duty to protect commoners from the excesses of their rulers. This schism is called the Ironbound, and actively seeks to mend the rift between the clergies of Heironeous and Hextor. After all, what brothers don't squabble?

If the PCs question Harnek he will freely divulge the information above, as well as produce a letter of good conduct written by Count Manz himself. The letter introduces Harnek, explains his faith, and guarantees his safety on pain of death. All scrutiny of the letter will indicate that it is authentic.

Despite this, Harnek suffers from suspicion from the rest of the camp. The entire field of squires and footmen are Averyn's men, the Reclusiarch travels alone. Harnek is up front and visible in his beliefs, and the footmen don't quite know how to react to it. Averyn and Harnek have had an in depth theological discussion since Harnek first arrived. Should any PCs ask, Averyn will say that he believes Harnek is genuine in his beliefs.

Harnek is here to answer a call from his own deity. Harnek believes that the source of the troubles is a follower of an evil deity (which is correct) and he tried to offer his services to the town, which was rebuffed. Now he will try to aid the PCs with what knowledge he has.

The Dreadfog

The Dreadfog itself is very dangerous over a long period of time. Any humanoid who is exposed to it nightly for a period of more than a week

begins to suffer several physical and mental symptoms.

1. Paranoia. As god of Slaughter, Erythnul understands that sowing confusion among his targets is valuable. The fog first affects those who are weakest of will, making them jumpy and paranoid. This will never manifest in outright violence, but it will cause incidental damage when (for example) a paranoid sentry fires his crossbow at something moving on the wall. Accidents happen. At the time the heroes arrive, all of the members of the camp outside Curget with the exception of Averyn and Harnek are paranoid.

2. Wasting. With the same onset as Paranoia comes a new twist to the Dreadfog. The Wasting manifests as a general state of decay on humanoids, although other forms of life seem to be unaffected. Affected creatures begin to lose weight rapidly and feel tired all of the time. Their cheeks take on a sunken aspect and their skin color begins to fade, looking washed out. This manifestation acts as a non-magical disease, and can be cured as such.

3. Light Sensitivity. Anyone who is exposed to the Dreadfog for more than one hour begins to become sensitive to light. Any source of light brighter than a torch causes physical discomfort and a -2 circumstance penalties on all rolls while in any light more powerful than shadowed. This is the only direct manifestation the PCs will suffer from, although you should play up the other manifestations on the NPCs to give them a sense of urgency.

All of the NPCs in the adventure suffer from the above symptoms to some degree. Averyn and Harnek are among the least affected, and should be used as a strict counterpoint to Averyn's retainers and the Curget guards.

Entering Curget

Despite the Stonecrow's refusal to allow entry into Curget, there are some ways that the heroes can gain access. If the Heroes have escorted the Ulekkian dwarves to this point then the gates will be opened and the wedding party will be admitted with the heroes.

Magical means such as flight and teleportation function as normal, and the Curget guards will not immediately attack the heroes who choose to use these methods. They will, however, attempt to hustle the heroes out of the town as quickly as possible while exhibiting all the above signs of Dreadfog contamination.

Finally, if a hero is a member of the Stonecrow metaorganization, they and the rest of the party will be allowed entry.

If the heroes enter Curget, play up a sense of desolation and fear amongst the remaining populace. The town is largely deserted because the Stonecrows have sent off much of their fighting force for contracts. Residents (both Dwarven and non) who are barely of age to join a militia have been pressed into service manning the walls as the night and the fog deepen.

Discoveries at Curget

The PCs are going to want to find out what is going on at Curget. Averyn and Harnek have pieced together some of the goings on between them and are the heroes' most likely source for information. Read or paraphrase the following when the heroes begin asking questions. If the heroes gain access to Curget and ask the matrons questions, they will seem nervous and unwilling to answer, and will then admit Averyn and Harnek to the room to speak for them.

Regarding you with a lifted eyebrow, Averyn gestures for you to have a seat at the fire. Although he draws closer to it for warmth himself, he squints his eyes as though he finds its meager light painful. Looking around, you see much the same reaction from the retainers and men-at-arms.

Lowering himself to the ground, Averyn still seems uncomfortable in the finely tooled full plate that he wears. He adjusts one of the shoulder straps and then fingers his holy symbol of Rao before speaking. When his words issue from his lips, they seem distant and hollow, as though the mist itself were stealing their vibrancy.

“As you know, I am on Quest, called by Rao. In Nirole Dra I felt a call to travel westward, and I followed. I began with a baggage train that would have done my uncle proud. What you see here is all that I have left. I have released the others from my service and I sense that soon may come a time to shed the rest of them. A man must walk some roads alone.

Cyptic words aside, I came to this place. I'd heard of Clan Stonecrow, of course, but never imagined to find them barricaded inside their town and this foul mist clinging to the ground like a leech does to its host. It saps a man's strength and his will to live, and it harbors

foul creatures that would not dare Rao's embrace.

As far as I can tell, this Mist has some sort of past here, although the locals will tell me naught of it. It has been growing steadily worse at night, and recedes during the day. The vale holds many farmsteads, and apparently their occupants have either fled the fog, or fallen prey to it.”

Averyn finishes with a sigh, watching you for your reaction.

If the heroes show a desire to get to the root of the problem Averyn will smile at them and gesture Harnek over. Although Harnek is a priest of Hextor, Averyn seems to bear him no malice. Harnek will speak to the heroes when called over.

Pulling his own holy symbol from his neck, Harnek rubs his thumb over it, tracing the outline of the arrows clenched in a mail fist. He looks up from his symbol at you.

“As a priest of Hextor, Tyranny concerns me the most. Hextor claims domain over all Tyrants and it is my belief that as his clergy we are bound to limit or direct this tyranny in useful manners. Wanton slaughter holds no friends and knows no bounds. It cannot be abided. Just as a father might punish a child who has gone astray, Hextor calls upon me to right those who have fallen from the path. I believe this town represents my calling. The fog is worse than tyranny of the flesh, it is tyranny of the soul.

Unlike Averyn here, I know a great deal of the evil that lurks in these valleys. Unlike the Stonecrows, I will tell you about it and pray that you will do something about it instead of sitting behind walls that offer no protection.

Many years ago there was a fane to Erythnul in this area, its power broken and defaced by the Stonecrows. The leaders of that cabal used a mist to conceal their movements and intents. The resurgence of this mist can only mean that the Stonecrows were unsuccessful in wiping the blight from their lands and that someone has made it useful again. Although none of the Stonecrows will even admit to its existence, I can tell you how to find it.”

Assuming the PCs are interested in his help, Harnek will gladly produce a finely detailed map of the area of Curget, marked with the royal seal of

Keoland. Harnek will outline a series of rocky hills which contains the cave network.

If questioned about his knowledge, Harnek will simply tell the PCs that "I know this, because Hextor knows this," and that Hextor bears them no ill in this endeavor.

Developments

At this point if the group is APL 2-6 and you feel they are less than equipped to deal with further encounters, Averyn volunteers to go with the PCs.

For his statistics, use an NPC Paladin of the level of the APL played from the DMG, page 120. If you feel they are a balanced or strong group then do not give them this benefit even if they ask. Averyn will demur by saying he needs to stay to defend his men in case any of these horrors the Stonecrows are worried about materialize.

If the PCs are unwilling to pursue Harnek's line of investigation, Averyn will personally ask them to do so. Failure to solve the Dreadmist's secrets by the end of the night will yield no further experience and an unfavorable conclusion.

ENCOUNTER 4: INSIDE THE VALE

The path the PCs are told to follow takes them past farms nestled in a valley near the source of the fog. This is an excellent opportunity to play up the isolation the PCs face.

The outlying farms of this community are self sufficient, having supplies of roots, nuts, berries, and vegetables gathered and grown as well as many varieties of domesticated animals. Nestled in the valleys between hills, few can see their neighbor's homes even on a clear day without walking, and no one could see anything in the grips of the dense fog that covers the landscape.

Assuming the PCs can figure it out somehow, the fog is 15-20 feet high on the hill tops and much higher in the valleys. Movement even along pathways is hampered. Treat everywhere as under the effect of an *obscuring mist*, though winds cannot dispel it unless they are sustained and can reach to the edge of the fogs effect, otherwise all it does is move fog about.

The farmsteads near the cave that is the source of the fog are empty. Most have fled to the town as the fog began, but some of the dwarves have been captured or killed in similar scenes to

the one the PCs encountered earlier. If the PCs search the farmsteads they can glean the direction and some characteristics of the attackers. Even when dwarves stood their ground and fought, all the dead were carried away after the combats to fuel the budding undead army that Kensha wishes to raise.

Either using directions from the matrons of Curget, tracking the assailants from the scenes of the farm attacks, or just wandering the hills, the PCs eventually should arrive at the cave mouth that houses the temple to Erythnul.

ENCOUNTER 5: GUARDIANS

Materializing out of the gloom, a huge leering face with a gaping mouth stares at you from the hillside. It seems to have been shaped only by wind and water, but is as unmistakable as it is disturbing. Rubble lies around the cave entrance, remnants of the efforts to destroy and bury this unhallowed place that no one might ever enter into it again. Within, the charnel smell of an abattoir hangs heavily.

The cave is irregularly shaped, more than 100' across, at least 60 feet wide and the ceiling is 20 to 50 feet high. There are a few stalagmites and stalactites in the room and the floor is covered in the bones and gristle of victims and animals from the area. There were originally two exits from this room on the far side of the chamber, both lead to the main temple, but the dwarves collapsed them and only one has been excavated by Kensha and her minions.

Posted just inside the cave's entrance are the guardians of Kensha, sent to her by Erythnul when she began the work of reestablishing this temple. The grimlocks take turns keeping the entrance to the complex within the range of their senses so that one of them will always be aware immediately when the PCs decide to enter. If there is more than one then the others are feasting on and tormenting the prisoners that are kept in the back corner. They are bound, blindfolded and gagged but their muffled wails might still be heard by those entering the cave. There are only a few of them left, but the loot of many prisoners is spread about. Note the time restrictions at the beginning of encounter six if the PCs wish to stop and gather up all the valuables now.

Saving these prisoners is all that is necessary to earn the favor of the Berrender clan as this is

where the groom to be was carried off to. If Averyn is with the group he will more than likely volunteer to escort these people back to Curget, freeing the PCs to plunge ahead into the heart of the evil.

APL 2 (EL 4)

Grimlock Ftr lvl2: *Appendix 1*

APL 4 (EL 6)

2 Grimlock Ftr lvl 2: *Appendix 2*

APL 6 (EL 8)

2 Grimlock Ftr lvl 4: *Appendix 3*

APL 8 (EL 10)

2 Grimlock Ftr lvl 4/Brb 1/Sct 1: *Appendix 4*

APL 10 (EL 12)

2 Grimlock Ftr lvl 4/Brb 1/Sct 3: *Appendix 5*

APL 12 (EL 14)

Grimlock Ftr lvl 4/Brb 1/Sct 5: *Appendix 6*

Note: The EL of this encounter has been adjusted by +1 to account for the grimlocks having favorable terrain.

Tactics: Grimlocks are not adversely affected by the mist, and can move, run or charge normally. The Grimlock(s) will fall back into the cavern and use any of the buff items that they have, especially if the PCs reach the cave mouth and start casting preparatory spells! They will wait, hiding in the mists, in the hopes that the group might split up and be easier to confuse and separate. They will attempt to cut off anyone who comes into the cavern to scout and kill them quickly. At higher levels they will use Spring Attack to keep PCs from being able to full attack them and switch who they attack to try and keep the group off balance.

If the PCs retreat to regroup, the grimlocks will warn Kensha. If any of the PCs seem to be able to locate the grimlocks easily they will become the primary target of their attacks. Otherwise, they will continue to draw the PCs deeper into the cave, flank them and try to strike at anyone who straggles or gets separated. If the grimlocks seem like they are having an easy time with the group they will switch to subdual damage in an attempt to take prisoners for sacrifice by Kensha in her rituals. Encounter Six essentially begins the moment this encounter ends, read the boxed text for the next encounter as the PCs find where the prisoners of the Grimlocks.

ENCOUNTER 6: MIST'ERY SOLVED

If the PCs choose to escort prisoners back to Curget or rest between encounters (even for the length of Vigor spells) remind them of the screams coming from deeper in the complex. The PCs are not in so tight a timeframe to stop the ritual that every round counts, but they don't know that, and the fate of the person screaming will more than likely be sealed by any delay.

If the PCs do not immediately go to this encounter from Encounter Five then they lose the favor of the Stonecrows as one of the matriarchs is sacrificed. When the heroes are finished fighting encounter five:

On the back wall near where the prisoners lie, a rubble strewn passage echoes with screams from victims yet undiscovered.

Down the 10ft wide, 30ft long, slightly sloped passage lays the inner chamber. This is where Kensha is performing her rite to Erythnul. This chamber is roughly the same size as the other but much more finished with a smooth floor and carved walls filed with depraved bas reliefs. There is a pile of bodies on one side of the room, material for her work, an altar towards the far end of the room behind which Kensha whispers the vile prayers to her god. Her latest victim lies helpless, but alive before her. She screams out for help upon hearing the combat in the outer chamber.

A small but noticeable wind stirs the mist from the passage ahead of you. The reek of burned and torn flesh hangs in the air and a single loud shriek tears the air. You sense more than see that the walls on each side of you spread away, you stand in the mouth of a cavern chamber.

Suddenly, a high pitched female voice rings out.

"For the blighter! Take this matriarch and consign her heart to the abyss. Erythnul's slaughter begins anew!"

APL 2 (EL 5)

Kensha clr5: *Appendix 1*

APL 4 (EL 7)

Kensha clr5, *Appendix 2*

Vilard wiz5: *Appendix 2*

APL 6 (EL 9)

Kensha clr7, *Appendix 3*

Vilard wiz5, *Appendix 3*

2 Spellstitched Ghosts: *Appendix 3*

APL 8 (EL 11)

Kensha clr7, *Appendix 4*

Vilard wiz5, *Appendix 4*

3 Jovoc demons: *Appendix 4*

APL 10 (EL 13)

Kensha clr9, *Appendix 5*

Vilard wiz7, *Appendix 5*

3 Jovoc Demons Brb 1 Ftr 1: *Appendix 5*

APL 12 (EL 15)

Kensha clr 11, *Appendix 6*

Vilard wiz 9, *Appendix 6*

3 Jovoc Demons Brb 1 Ftr 3: *Appendix 6*

Note: At APL 8 and above, the EL has been modified by +1 to account for the NPCs' favorable position and numbers.

Tactics: Two rounds after the combat ends in Encounter Five, when Kensha does not hear (any of) the grimlock(s) report she prepares for unwelcome guests. At higher APLs she will start off with Silent buffs to try and maintain her advantage. She will wait for the any of her minions to engage the PCs trying to get off as many spells as possible. Casting normally she will cast and move, trying to maintain her ability to hide and raising her combat effectiveness until she is fully prepared. At APL 4 and higher, Vilard will have the entrance to the main chamber *alarmed* and will cast his most powerful offensive spell at the entrance once it's been tripped. Remember that neither he, nor any of the other combatants for that matter, can see and will have to target the entrance blindly, allowing the bead(s) of the Fireball(s) to impact against the walls to go off. Feel free to randomize as you see fit.

Her Undead or demonic followers will move to intercept anyone moving in the cavern, though their senses are just as hampered by the mists. They will stay away from the entrance knowing what Vilard is likely to do and try to kill anyone who tries to reach Kensha. Kensha and Vilard will stay in the back of the room and hope their minions can defeat the PCs while casting their

buffs so as to not be caught by the Jovoc's Retributive Strikes at APL 8 and beyond.

CONCLUSION

With the last of the worshippers of the deity of slaughter defeated, the mist that pervades the area dissipates almost immediately. When you return to Curget you are immediately hailed and greeted with the due respect of heroes. Averyn and Reclusiarch Harnek take their leave of you and each other, heading their own ways. Each thanks you profusely for ending the threat to Clan Stonecrow so decisively.

Within a week a special detachment of the Stonecrows returns to Curget, replete with several clerics. Using powerful spells granted by their deities, they completely eradicate the hill where so much evil has taken place. This valley shall know the touch of evil no longer.

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 2

Defeat the Undead.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 5

Defeat the Cave Guardian(s).

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 6

Defeat Kensha and Halt the Ceremony.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 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 adventure, 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 2:

APL 2: L: 0 gp, C: 200 gp, M:
APL 4: L: 0 gp, C: 300 gp, M:
APL 6: L: 0 gp, C: 400 gp, M:
APL 8: L: 0 gp, C: 500 gp, M:
APL 10: L: 0 gp, C: 600 gp, M:
APL 12: L: 0 gp, C: 700 gp, M:

Encounter 5:

APL 2: L: 0 gp, C: X gp, M: *item* (X gp).
APL 4: L: 0 gp, C: X gp, M: *item* (X gp).
APL 6: L: 0 gp, C: X gp, M: *item* (X gp).
APL 8: L: 0 gp, C: X gp, M: *item* (X gp).
APL 10: L: 0 gp, C: X gp, M: *item* (X gp).
APL 12: L: 0 gp, C: X gp, M: *item* (X gp).

Encounter X:

APL 2: L: X gp, C: X gp, M: *item* (X gp).
APL 4: L: X gp, C: X gp, M: *item* (X gp).
APL 6: L: X gp, C: X gp, M: *item* (X gp).
APL 8: L: X gp, C: X gp, M: *item* (X gp).
APL 10: L: X gp, C: X gp, M: *item* (X gp).

APL 12: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: X gp, C: X gp, M: X gp – Total: X gp (450 gp).

APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).

APL 6: L: X gp, C: X gp, M: X gp – Total: X gp (900 gp).

APL 8: L: X gp, C: X gp, M: X gp – Total: X gp (1,300 gp).

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of the Clan Berrender: For assisting the Berrender Clan, their weaponsmiths have offered to craft you a special gift. You gain access to a weapon crafted from Adamantine. This weapon may be of any which you have gained access to through any means. The crafting of this weapon takes 1 TU if it is simple or martial, and 2 TU if it is exotic. Mark this favor off when used.

Favor of the Clan Stonecrow: For rescuing Matriarch Hammergrim from the clutches of sacrifice to Erythnul and cleansing the valley of the Dead Mist, clan Stonecrow gifts you with a magical amulet. This amulet is wrought from the finest silver and emblazoned with the holy symbol of the deity of your choice. This amulet functions as a holy symbol and grants its wearer a +1 holy bonus to armor class. This item does not take up the neck slot.

Erythnul's Reaping: For foiling Erythnul's plan to slaughter clan Stonecrow, his followers have marked you for slaughter instead, in the most painful manner. For the next 52 TU, any critical threat made against you by a weapon with a x4 or greater threat modifier is considered an automatic success. This may be cleansed with a *remove curse* cast by a 17th level caster.

Mistlungs: A curious side effect has occurred from your exposure to the new dread mist. You can now permanently hold your breath for double

the normal duration listed in the DMG. Additionally, if you are killed and *raised*, the material cost is halved. This cost reduction only applies once.

Item Access

APL 2:

- *Dust of Dryness* (Adventure; DMG)
- *Hand of the Mage* (Adventure; DMG)
- *Mithral Shirt* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Ring of Feather Falling* (Adventure; DMG)
- *Potion of Shield of Faith +2* (Any; DMG)
- *Mithral Heavy Shield* (Adventure; DMG)

APL 6 (all of APLs 2, 4 plus the following):

- *Rod of Metal and Mineral Detection* (Adventure; DMG)
- *Figurine of Wondrous Power: Silver Raven* (Adventure; DMG)
- *Vestment, Druid's* (Adventure; DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Vest of Escape* (Adventure; DMG)
- *Vicious Dwarven Waraxe +1* (Adventure; DMG)
- *Rod of Enemy Detection* (Adventure; DMG)
- *Arrow of Slaying (Evil Outsider)* (Quantity: 5) (Adventure; DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Shifter's Sorrow* (Adventure; DMG)
- *Potion of Shield of Faith +4* (Any; DMG)
- *Ring of Chameleon Power* (Adventure; DMG)
- *Staff of Swarming Insects* (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *Ring of Shooting Stars* (Adventure; DMG)
- *Vicious Dwarven Waraxe of Speed* (Adventure; DMG)

- *Reflecting Full Plate +1 (Adventure; DMG)*
- *Orb of Storms (Adventure; DMG)*
- *Manual of Clear Thought +2 (Adventure; DMG)*

APPENDIX 1 – APL 2

ENCOUNTER 5

GRIMLOCK CR 3

Male, grimlock fighter 2
NE Medium monstrous humanoid
Init +2; **Senses** Blindsight 40', Scent; Listen +6, Spot +3

Languages

AC 20, touch 12, flat-footed 18; Dodge, Mobility (Modifiers)

hp 36 (4 HD);

Immune – See Below

Fort +5, **Ref** +5, **Will** +2

Spd 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk spiked chain +10 (2d4+7) or

Ranged alchemist fire +6 (1d6+splash and fire)

Base Atk +4; **Grp** +9

Atk Options Spring Attack

Combat Gear *alchemist fire (2), potion of bull strength, potion of cure moderate wounds, potion of shield of faith (+4), oil of shillelagh, tanglefoot bag*

Abilities Str 20, Dex 15, Con 17, Int 12, Wis 8, Cha 4.

Feats Dodge, Exotic Weapon Proficiency Spiked Chain, Mobility, Spring Attack, Track

Skills Climb +4, Hide +7, Listen +6, Spot +3, Move silently +4

Possessions Combat gear plus chain shirt, masterwork spiked chain (2), club, silver dagger

Blindsight (EX) - Grimlocks can sense all foes within 40' as well as a sighted creature can.

Beyond that range they treat everything as total concealment. If either it's sense of smell or hearing is negated treat it as though it had the Blindfighting feat. If both are hampered then it is blind.

Scent -

Immunities - Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

ENCOUNTER 6

KENSHA MALTOUSH CR 5

Female, human (Suel) cleric 5

CE Medium humanoid

Init +1; **Senses** Listen +3, Spot +3

Languages

AC 19, touch 11, flat-footed 18; +2 when using shield

(Modifiers)

hp 38 (5 HD);

Fort +6, **Ref** +2, **Will** +6

Spd 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee +1 *morningstar* +6 (1d8+2)

Base Atk +3; **Grp** +4

Atk Options Blind Fighting, Cleave, Power Attack

Combat Gear *Potion of Blur*

Cleric Spells Prepared (CL 5th):

3rd–*invisibility purge, magic vestment^D, protection from energy* (DC 16)

2nd–*bear's endurance, bull strength, cure moderate wounds, spiritual weapon^D* (DC 15)

1st–*bless, cause fear, divine favor, protection from good^D, shield of faith* (DC 14)

0-

D: Domain spell. Deity: Erythnul. Domains: Evil, War

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16, Cha 10.

SQ Spontaneous casting, rebuke undead X/day (+X, 2d6+X, 5th)

Feats Blind Fighting, Cleave, Power Attack, Weapon Focus (Morningstar)

Skills Concentration +8, Knowledge Religion +4, Spellcraft +4

Possessions Combat gear plus Full Plate, Lrg Metal shield, +1 Morningstar, Three holy symbols (Erythnul), silver dagger, cold iron Morningstar

APPENDIX 2 – APL 4

ENCOUNTER 5

GRIMLOCK CR 3

Male, grimlock fighter 2
NE Medium monstrous humanoid;
Init +2; **Senses** Blindsight 40'; Scent; Listen +6,
Spot +3

Languages

AC 20, touch 12, flat-footed 18; Dodge, Mobility
(Modifiers)

hp 36 (4 HD);

Immune – See Below

Fort +5, **Ref** +5, **Will** +2;

Spd 30 ft. in chain shirt (6 squares), base
movement 30 ft.

Melee mwk spiked chain +10 (2d4+7) or

Ranged alchemist fire +6 (1d6+splash and fire)

Base Atk +4; **Grp** +9

Atk Options Spring Attack

Combat Gear *alchemist fire (2), potion of bull
strength, potion of cure moderate wounds, potion
of shield of faith (+4), oil of shillelagh, tanglefoot
bag*

Abilities Str 20, Dex 15, Con 17, Int 12, Wis 8,
Cha 4.

Feats Dodge, Exotic Weapon Proficiency Spiked
Chain, Mobility, Spring Attack, Track

Skills Climb +4, Hide +7, Listen +6, Spot +3,
Move silently +4

Possessions Combat gear plus chain shirt,
masterwork spiked chain (2), club, silver dagger

Blindsight (EX) - Grimlocks can sense all foes
within 40' as well as a sighted creature can.

Beyond that range they treat everything as total
concealment. If either it's sense of smell or
hearing is negated treat it as though it had the
Blindfighting feat. If both are hampered then it is
blind.

Scent -

Immunities - Grimlocks are immune to gaze
attacks, visual effects, illusions and other attack
forms that rely on sight

ENCOUNTER 6

KENSHA MALTOUSH CR 5

Female, human (Suel) cleric 5

CE Medium humanoid

Init +1; **Senses** Listen +3, Spot +3

Languages

AC 19, touch 11, flat-footed 18; +2 when using
shield

(Modifiers)

hp 38 (5 HD);

Fort +6, **Ref** +2, **Will** +6

Spd 20 ft. in Full Plate (4 squares), base
movement 30 ft.

Melee +1 *morningstar* +6 (1d8+2)

Base Atk +3; **Grp** +4

Atk Options Blind Fighting, Cleave, Power Attack

Combat Gear *Potion of Blur*

Cleric Spells Prepared (CL 5th):

3rd–*invisibility purge, magic vestment^P, protection
from energy* (DC 16)

2nd–*bear's endurance, bull strength, cure
moderate wounds, spiritual weapon^P* (DC 15)

1st–*bless, cause fear, divine favor, protection from
good^P, shield of faith* (DC 14)

0-

D: Domain spell. Deity: Erythnul. Domains: Evil,
War

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16,
Cha 10.

SQ Spontaneous casting, rebuke undead X/day
(+X, 2d6+X, 5th)

Feats Blind Fighting, Cleave, Power Attack,
Weapon Focus (Morningstar)

Skills Concentration +8, Knowledge Religion +4,
Spellcraft +4

Possessions Combat gear plus Full Plate, Lrg
Metal shield, +1 Morningstar, Three holy symbols
(Erythnul), silver dagger, cold iron Morningstar

VILARD DELTASAN CR 5

Male, human (Suel) wizard 5

CE Medium humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages

AC 11, touch 11, flat-footed 10
(Modifiers)

hp 38 (5 HD);

Fort +3, **Ref** +2, **Will** +4

Spd 30 ft. in clothes (6 squares), base movement
30 ft.

Melee mwk dagger +4 (1d4+1) 19-20

Base Atk +3; **Grp** +4

Atk Options Blind Fighting, Cleave, Power Attack

Combat Gear *Potion of Blur*

Wizard Spells Prepared (CL 5th):

3rd—fell drain *burning hands*, *fireball* (DC 17)
2nd—fell weak *burning hands*, *mirror image*,
scorching ray (DC 16)
1st—*alarm*, *burning hands*, *mage armor*, *shield* (DC
15)
0-

Abilities Str 12, Dex 13, Con 14, Int 18, Wis 10,
Cha 8.

Feats Fell Drain, Fell Weakness, Improved
Initiative, True Believer.

Skills Concentration +10, Knowledge Arcana +11,
Knowledge Dungeoneering +11, Knowledge
Planes +11, Knowledge Religion +11, Spellcraft
+11

Possessions Combat gear plus CLOTHES, mwk
dagger (2), *headband of intellect* +2, spell
component pouch (3)

Fell Drain(LM)-Any creature damaged by the spell
gains a negative level

Fell Weak(LM)- Any creature damaged by the
spell takes a -4 penalty to strength for 1 minute.
Multiple exposures to this ability do not stack, but
will extend the time affected to 1 minute from the
most recent damage dealt

APPENDIX 3 – APL 6

ENCOUNTER 5

GRIMLOCK CR 5

Male, grimlock fighter 4
NE Medium monstrous humanoid;
Init +2; **Senses** Blindsight 40'; Scent; Listen +6,
Spot +3

Languages

AC 21, touch 12, flat-footed 19; Dodge, Mobility
(Modifiers)

hp 56 (6 HD);

Immune – See Below

Fort +7, **Ref** +6, **Will** +3;

Spd 30 ft.;

Melee mwk spiked chain +13/+8 (2d4+9) or

Ranged alchemist fire +8 (1d6+splash and fire)

Base Atk +6; **Grp** +11

Atk Options Spring Attack

Combat Gear *alchemist fire (2)*, *potion of bull strength*, *potion of cure moderate wounds*, *potion of shield of faith (+4)*, *oil of shillelagh*, *tanglefoot bag*

Abilities Str 20, Dex 15, Con 17, Int 12, Wis 8,
Cha 4.

Feats Dodge, Exotic Weapon Proficiency Spiked Chain, Mobility, Spring Attack, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Climb +4, Hide +7, Listen +6, Spot +3,
Move silently +7

Possessions Combat gear plus chain shirt +1,
masterwork spiked chain (2), club, silver dagger

Blindsight (EX) - Grimlocks can sense all foes within 40' as well as a sighted creature can. Beyond that range they treat everything as total concealment. If either it's sense of smell or hearing is negated treat it as though it had the Blindfighting feat. If both are hampered then it is blind.

Scent -

Immunities - Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

ENCOUNTER 6

KENSHA MALTOUSH CR7

Female, human (Suel) cleric 7

CE Medium humanoid

Init +1; **Senses** Listen +3, Spot +3

Languages

AC 19, touch 11, flat-footed 18; +2 when using shield

(Modifiers)

hp 53 (7 HD);

Fort +7, **Ref** +3, **Will** +7

Spd 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee +1 *morningstar* +8 (1d8+2)

Base Atk +5; **Grp** +6

Atk Options Blind Fighting, Cleave, Power Attack

Combat Gear *potion of blur*, *rod of silent lesser*

Cleric Spells Prepared (CL 7th):

4th—*divine power*^D, *poison*, *searing light*

3rd—*invisibility purge*, *magic vestment*^D, *protection from energy* (DC 16)

2nd—*bear's endurance*, *bull strength*, *cure moderate wounds*, *silence*, *spiritual weapon*^D (DC 15)

1st—*bless*, *cause fear*, *divine favor*, *inflict light wounds*, *protection from good*^D, *shield of faith* (DC 14)

0-

D: Domain spell. Deity: Erythnul. Domains: Evil, War

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16,
Cha 10.

SQ Spontaneous casting, rebuke undead X/day (+X, 2d6+X, 7th)

Feats Blind Fighting, Cleave, Combat Casting, Power Attack, Weapon Focus (Morningstar)

Skills Concentration +10, Knowledge Religion +5, Spellcraft +5

Possessions Combat gear plus Full Plate, Lrg Metal shield, +1 Morningstar, Three holy symbols (Erythnul), silver dagger, cold iron Morningstar

Skills +4 to concentration when in casting defensively from combat casting

VILARD DELTASAN CR 5

Male, human (Suel) wizard 5

CE Medium humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages

AC 11, touch 11, flat-footed 10
(Modifiers)

hp 38 (5 HD);

Fort +3, **Ref** +2, **Will** +4

Spd 30 ft. in clothes (6 squares), base movement 30 ft.

Melee mwk dagger +4 (1d4+1) 19-20

Base Atk +3; **Grp** +4

Combat Gear *Potion of Blur*

Wizard Spells Prepared (CL 5th):

3rd—fell drain *burning hands*, *fireball* (DC 17)

2nd—fell weak *burning hands*, *mirror image*,
scorching ray (DC 16)

1st—~~alarm~~, *burning hands*, *mage armor*, *shield* (DC 15)

0-

Abilities Str 12, Dex 13, Con 14, Int 18, Wis 10, Cha 8.

Feats Fell Drain, Fell Weakness, Improved Initiative, True Believer.

Skills Concentration +10, Knowledge Arcana +11, Knowledge Dungeoneering +11, Knowledge Planes +11, Knowledge Religion +11, Spellcraft +11

Possessions Combat gear plus CLOTHES, mwk dagger (2), *headband of intellect* +2, spell component pouch (3)

Fell Drain(LM)—Any creature damaged by the spell gains a negative level

Fell Weak(LM)— Any creature damaged by the spell takes a -4 penalty to strength for 1 minute. Multiple exposures to this ability do not stack, but will extend the time affected to 1 minute from the most recent damage dealt

SPELLSTICHD GHOSTS CR 4 CE Medium undead

Init +2; **Senses** Listen +2, Spot +8

Stench 10 ft.

Languages

AC 16, touch 12, flat-footed 14 (modifiers)

hp 37 (4 HD);

Fort +3, **Ref** +5, **Will** +8

Spd 30 ft. (6 squares)

Melee 2 claws each +4 (1d4 plus paralysis) and Bite +1 (d8+1 plus paralysis)

Base Atk +3; **Grp** +4;

Spell-Like Abilities (CL 4th)

3rd (1/day)—*fireball* (DC 15)

3rd (1/day)—*ray of exhaustion* (+5 to hit)

2nd (2/day)—*bull strength*

2nd (2/day)—*fog cloud* (DC 14)

1st (2/day)—*mage armor*

1st (2/day)—*ray of enfeeblement* (+5 to hit)

Abilities Str 13, Dex 15, Con -; Int 13, Wis 14, Cha 16.

SQ turn resistance +4, spell like abilities, undead traits;

Feats Multiattack (see page 304 of the *Monster Manual*), Toughness.

Skills Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Possessions dirty rags passing as clothing

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d6+4 minutes. Elves are immune to this paralysis.

Undead Traits: Darkvision out to 60 feet.

Immunity to poison, magic sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, non-lethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or lower. Not affected by raise dead or reincarnate spells or abilities.

Stench— Each creature within 10' must succeed at a DC 15 Fort save or be nauseated for 1d6+4 minutes. This is a -2 circumstance penalty on attack rolls, saves, and skill checks.

APPENDIX 4 – APL 8

ENCOUNTER 5

GRIMLOCK CR 7

Male, grimlock fighter 4/barb1/scout 1
NE Medium Monstrous humanoid;
Init +2; **Senses** Blindsight 40'; Scent; Listen +11,
Spot +3

Languages

AC 22, touch 13, flat-footed 20; Dodge, Mobility
(Modifiers)

hp 81 (8 HD);

Immune – See Below

Fort +9, **Ref** +8, **Will** +3;

Spd 40 ft.;

Melee mwk spiked chain +14/+9 (2d4+9) or

Ranged alchemist fire +9 (1d6+splash and fire)

Base Atk +7; **Grp** +12

Atk Options Spring Attack, Rage, Skirmish

Combat Gear *alchemist fire (2)*, *potion of bull strength*, *potion of cure moderate wounds*, *potion of shield of faith (+4)*, *oil of shillelagh*, *tanglefoot bag*

Abilities Str 20, Dex 15, Con 18, Int 12, Wis 8,
Cha 4.

Feats Dodge, Exotic Weapon Proficiency Spiked Chain, Mobility, Spring Attack, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Climb +4, Hide +7, Listen +11, Spot +3,
Move silently +7, Tumble +9

Possessions Combat gear plus chain shirt +1,
masterwork spiked chain (2), club, silver dagger,
ring of protection +1

Blindsight (EX) - Grimlocks can sense all foes within 40' as well as a sighted creature can. Beyond that range they treat everything as total concealment. If either it's sense of smell or hearing is negated treat it as though it had the Blindfighting feat. If both are hampered then it is blind.

Scent -

Immunities - Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Rage

Skirmish- Any round the Grimlock moves 10' or more its attacks do an extra 1d6 damage. This bonus damage only applies to living creatures with discernable anatomies and only within 30' if using a ranged weapon.

ENCOUNTER 6

KENSHA MALTOUSH CR7

Female, human (Suel) cleric 7

CE Medium humanoid

Init +1; **Senses** Listen +3, Spot +3

Languages

AC 19, touch 11, flat-footed 18; +2 when using shield

(Modifiers)

hp 53 (7 HD);

Fort +7, **Ref** +3, **Will** +7

Spd 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee +1 *morningstar* +8 (1d8+2)

Base Atk +5; **Grp** +6

Atk Options Blind Fighting, Cleave, Power Attack

Combat Gear *potion of blur*, *rod of silent lesser*

Cleric Spells Prepared (CL 7th):

4th-*divine power*^D, *poison*, *searing light* (DC 18)

3rd-*invisibility purge*, *magic vestment*^D, *protection from energy* (DC 16)

2nd-*bear's endurance*, *bull strength*, *cure moderate wounds*, *silence*, *spiritual weapon*^D (DC 15)

1st-*bless*, *cause fear*, *divine favor*, *inflict light wounds*, *protection from good*^D, *shield of faith* (DC 14)

0-

D: Domain spell. Deity: Erythnul. Domains: Evil, War

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 16,
Cha 10.

SQ Spontaneous casting, rebuke undead X/day (+X, 2d6+X, 7th)

Feats Blind Fighting, Cleave, Combat Casting, Power Attack, Weapon Focus (Morningstar)

Skills Concentration +10, Knowledge Religion +5, Spellcraft +5

Possessions Combat gear plus Full Plate, Lrg Metal shield, +1 Morningstar, Three holy symbols (Erythnul), silver dagger, cold iron Morningstar

Skills +4 to concentration when in casting defensively from combat casting

VILARD DELTASAN CR 5

Male, human (Suel) wizard 5

CE Medium humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages

AC 11, touch 11, flat-footed 10
(Modifiers)

hp 38 (5 HD);

Fort +3, **Ref** +2, **Will** +4

Spd 30 ft. in clothes (6 squares), base movement 30 ft.

Melee mwk dagger +4 (1d4+1) 19-20

Base Atk +3; **Grp** +4

Combat Gear *Potion of Blur*

Wizard Spells Prepared (CL 5th):

3rd—fell drain *burning hands*, *fireball* (DC 17)

2nd—fell weak *burning hands*, *mirror image*,
scorching ray (DC 16)

1st—*alarm*, *burning hands*, *mage armor*, *shield* (DC 15)

0-

Abilities Str 12, Dex 13, Con 14, Int 18, Wis 10, Cha 8.

Feats Fell Drain, Fell Weakness, Improved Initiative, True Believer.

Skills Concentration +10, Knowledge Arcana +11, Knowledge Dungeoneering +11, Knowledge Planes +11, Knowledge Religion +11, Spellcraft +11

Possessions Combat gear plus CLOTHES, mwk dagger (2), *headband of intellect* +2, spell component pouch (3)

Fell Drain(LM)—Any creature damaged by the spell gains a negative level

Fell Weak(LM)— Any creature damaged by the spell takes a -4 penalty to strength for 1 minute. Multiple exposures to this ability do not stack, but will extend the time affected to 1 minute from the most recent damage dealt

JOVAC DEMON CR 5

CE Small outsider (Tanar'ri)

Init +2; **Senses** Blindsight 40 ft., Scent; Listen +7, Spot +7

Aura of Retribution 30 ft.

Languages (Telepathy)

AC 16, touch 13, flat-footed 14
(Modifiers)

hp 38 (4 HD); **DR** 5/good or cold iron; fast healing 5

Immune electricity, poison

Resist Acid 10, Cold 10, Fire 10 **SR** 13

Fort +7, **Ref** +6, **Will** +4;

Spd 30 ft.;

Melee 2 claws +6 (2d3+1) and bite +1 (1d4)

Base Atk +4; **Grp** +1

Abilities Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

SQ Outsider Traits, Tanar'ri traits

Feats Toughness, Toughness

Skills Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7

Aura of Retribution— Always active in a 30' spread centered on the demon. Whenever the Jovoc takes damage from any source, every non Tanar'ri with the area also take the same amount of damage. A Fortitude save DC 15 halves the effect which is otherwise not mitigated by SR, resistances, DR or the like.

Tanar'ri Traits— Immunity to electricity and poison. Resistance to Acid, Cold, and Fire 10. Telepathy

APPENDIX 5 – APL 10

ENCOUNTER 5

GRIMLOCK CR 9

Male, grimlock fighter 4/barb1/scout 3
NE Medium Monstrous humanoid;
Init +3; **Senses** Blindsight 40'; Scent; Listen +11,
Spot +3

Languages

AC 22, touch 13, flat-footed 20; Dodge, Mobility,
Uncanny Dodge, Skirmish +1
(Modifiers)

hp 99 (10 HD);

Immune – See Below

Fort +11, **Ref** +9, **Will** +4;

Spd 50 ft.;

Melee mwk spiked chain +16/+11 (2d4+9) or

Ranged alchemist fire +11 (1d6+splash and fire)

Base Atk +9; **Grp** +14

Atk Options Power Attack, Spring Attack, Rage,
Skirmish 1d6

Combat Gear *alchemist fire (2), potion of barkskin (+5), potion of bull strength, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, potion of heroism, potion of shield of faith (+4), oil of shillelagh, tanglefoot bag*

Abilities Str 20, Dex 15, Con 18, Int 12, Wis 8,
Cha 4.

SQ Battle Fortitude +1, Trackless Step

Feats Dodge, Exotic Weapon Proficiency Spiked Chain, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Climb +4, Hide +10, Listen +11, Spot +3,
Move silently +10, Tumble +8

Possessions Combat gear plus chain shirt +1,
masterwork spiked chain (2), club, silver dagger,
ring of protection +1

Blindsight (EX) - Grimlocks can sense all foes within 40' as well as a sighted creature can. Beyond that range they treat everything as total concealment. If either it's sense of smell or hearing is negated treat it as though it had the Blindfighting feat. If both are hampered then it is blind.

Scent -

Immunities - Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Rage

Skirmish- Any round the Grimlock moves 10' or more its attacks do an extra 1d6 damage. This bonus damage only applies to living creatures with discernable anatomies and only within 30' if using a ranged weapon. It also confers a +1 competence bonus to AC which lasts until the beginning of its next round.

Battle Fortitude- Confers a +1 competence bonus to Fort saves and Initiative checks. Already figured into the above stat line.

Trackless Step- The Grimlock cannot be tracked in natural settings.

Uncanny Dodge- The Grimlock does not lose his dexterity bonus to AC for being flatfooted or fighting an invisible opponent.

ENCOUNTER 6

KENSHA MALTOUSH CR9

Female, human (Suel) cleric 9

CE Medium humanoid

Init +5; **Senses** Listen +3, Spot +3

Languages

AC 19, touch 11, flat-footed 18; +2 when using shield
(Modifiers)

hp 68 (9 HD);

Fort +9, **Ref** +5, **Will** +10

Spd 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee +1 *morningstar* +10/+5 (1d8+2)

Base Atk +6/+1; **Grp** +8

Atk Options Blind Fighting, Cleave, Power Attack

Combat Gear *potion of blur, rod of silent lesser*

Cleric Spells Prepared (CL 9th):

5th-*flame strike*^D, *freedom of movement, righteous might*

4th-*air walk, divine power*^D, *poison, searing light* (DC 18)

3rd-*invisibility purge, magic vestment, magic vestment*^D, *protection from energy* (DC 17)

2nd-*bear's endurance, bull strength, cure moderate wounds (2), silence, spiritual weapon*^D (DC 16)

1st-*bless, cause fear, divine favor, inflict light wounds, protection from good*^D, *shield of faith* (DC 15)

0-

D: Domain spell. Deity: Erythnul. Domains: Evil, War

Abilities Str 14, Dex 12, Con 14, Int 8, Wis 18, Cha 10.

SQ Spontaneous casting, rebuke undead X/day (+X, 2d6+X, 9th)

Feats Blind Fighting, Cleave, Combat Casting, Improved Initiative, Power Attack, Weapon Focus (Morningstar)

Skills Concentration +12, Knowledge Religion +6, Spellcraft +6

Possessions Combat gear plus Full Plate, Lrg Metal shield, +1 *Morningstar*, Three holy symbols (Erythnul), silver dagger, cold iron Morningstar, +2 *amulet of wisdom*, +1 *cloak of resistance*

Skills +4 to concentration when in casting defensively from combat casting

VILARD DELTASAN CR 7

Male, human (Suel) wizard 7

CE Medium humanoid

Init +5; **Senses** Listen +0, Spot +0

Languages

AC 11, touch 11, flat-footed 10 (Modifiers)

hp 32 (7 HD);

Fort +4, **Ref** +5, **Will** +5

Spd 30 ft. in clothes (6 squares), base movement 30 ft.

Melee mwk dagger +5 (1d4+1) 19-20

Base Atk +3; **Grp** +4

Combat Gear *Potion of Blur*

Wizard Spells Prepared (CL 7th):

4th—*dimension door*, fell weak *fireball* (DC 18)

3rd—fell drain *burning hands*, *fireball*, *gaseous form* (DC 17)

2nd—fell weak *burning hands*, *invisibility*, *mirror image*, *scorching ray* (DC 16)

1st—~~alarm~~, *burning hands*, *mage armor*, *magic missile*, *shield* (DC 15)

0-

Abilities Str 12, Dex 13, Con 14, Int 18, Wis 10, Cha 8.

Feats Fell Drain, Fell Weakness, Improved Initiative, Lightning Reflexes, True Believer.

Skills Concentration +12, Knowledge Arcana +13, Knowledge Dungeoneering +13, Knowledge Planes +13, Knowledge Religion +13, Spellcraft +13

Possessions Combat gear plus CLOTHES, mwk dagger (2), *headband of intellect* +2, spell component pouch (3)

Fell Drain(LM)-Any creature damaged by the spell gains a negative level

Fell Weak(LM)- Any creature damaged by the spell takes a -4 penalty to strength for 1 minute.

Multiple exposures to this ability do not stack, but

will extend the time affected to 1 minute from the most recent damage dealt

Gaseous Form - Gaseous form should be considered invisibility due to the mist.

JOVAC DEMON CR 5

Male, outsider Fighter 2

CE Small outsider (Tanar'ri)

Init +2; **Senses** Blindsight 40 ft., Scent; Listen +7, Spot +7

Aura of Retribution 30 ft.

Languages (Telepathy)

AC 16, touch 13, flat-footed 14 (Modifiers)

hp 57 (6 HD); **DR** 5/good or cold iron; fast healing 5

Immune electricity, poison

Resist Acid 10, Cold 10, Fire 10 **SR** 13

Fort +10, **Ref** +6, **Will** +6;

Spd 30 ft.;

Melee 2 claws +8 (2d3+1) and bite +3 (1d4)

Base Atk +6; **Grp** +7

Abilities Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

SQ Outsider Traits, Tanar'ri traits

Feats Improved Unarmed Strike, Improved Grapple, Iron Will, Toughness, Toughness

Skills Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7, Jump +2

Aura of Retribution- Always active in a 30' spread centered on the demon. Whenever the Jovoc takes damage from any source, every non Tanar'ri with the area also take the same amount of damage. A Fortitude save DC 15 halves the effect which is otherwise not mitigated by SR, resistances, DR or the like.

Tanar'ri Traits- Immunity to electricity and poison. Resistance to Acid, Cold, and Fire 10. Telepathy

APPENDIX 6 – APL 12

ENCOUNTER 5

GRIMLOCK CR 11

Male, grimlock fighter 4/barb1/scout 5
NE Medium Monstrous humanoid;
Init +3; **Senses** Blindsight 40'; Scent; Listen +14,
Spot +6

Languages

AC 20, touch 12, flat-footed 20; Dodge, Evasion,
Mobility, Uncanny Dodge, Skirmish +1
(Modifiers)

hp 117 (12 HD);

Immune – See Below

Fort +13, **Ref** +12, **Will** +6;

Spd 50 ft.;

Melee mwk spiked chain +17/+12 (2d4+9) or

Ranged alchemist fire +12 (1d6+splash and fire)

Base Atk +10; **Grp** +15

Atk Options Combat Expertise, Improved Trip,
Power Attack, Spring Attack, Rage, Skirmish 2d6

Combat Gear *alchemist fire (2)*, *elemental gem (earth)*, *potion of barkskin (+5)*, *potion of bull strength*, *potion of blur*, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of haste*, *potion of heroism*, *potion of shield of faith (+4)*, *oil of shillelagh*, *tanglefoot bag*

Abilities Str 20, Dex 15, Con 18, Int 12, Wis 8,
Cha 4.

SQ Battle Fortitude +1, Evasion, Trackless Step

Feats Combat Expertise, Dodge, Exotic Weapon
Proficiency Spiked Chain, Improved Trip, Mobility,
Power Attack, Spring Attack, Track, Weapon
Focus (spiked chain), Weapon Specialization
(spiked chain)

Skills Climb +4, Hide +15, Listen +14, Spot +6,
Move silently +15, Tumble +9

Possessions Combat gear plus chain shirt +1,
masterwork spiked chain (2), club, silver dagger,
ring of protection +1, *cloak of resistance +2*

Blindsight (EX) - Grimlocks can sense all foes
within 40' as well as a sighted creature can.
Beyond that range they treat everything as total
concealment. If either it's sense of smell or
hearing is negated treat it as though it had the
Blindfighting feat. If both are hampered then it is
blind.

Scent -

Immunities - Grimlocks are immune to gaze
attacks, visual effects, illusions and other attack
forms that rely on sight.

Rage

Skirmish- Any round the Grimlock moves 10' or
more its attacks do an extra 2d6 damage. This
bonus damage only applies to living creatures with
discernable anatomies and only within 30' if using
a ranged weapon. It also confers a +1
competence bonus to AC which lasts until the
beginning of its next round.

Battle Fortitude- Confers a +1 competence
bonus to Fort saves and Initiative checks. Already
figured into the above stat line.

Trackless Step- The Grimlock cannot be tracked
in natural settings.

Uncanny Dodge- The Grimlock does not lose his
dexterity bonus to AC for being flatfooted or
fighting an invisible opponent.

Evasion- On a successful Reflex save the
Grimlock takes no damage rather than half.

ENCOUNTER 6

KENSHA MALTOUSH CR11

Female, human (Suel) cleric 11

CE Medium humanoid

Init +5; **Senses** Listen +3, Spot +3

Languages

AC 19, touch 11, flat-footed 18; +2 when using
shield

(Modifiers)

hp 83 (11 HD);

Fort +10, **Ref** +6, **Will** +11

Spd 20 ft. in Full Plate (4 squares), base
movement 30 ft.

Melee +1 *morningstar* +12/+7 (1d8+2) 19-20

Base Atk +8/+3; **Grp** +10

Atk Options Blind Fighting, Cleave, Power Attack
Combat Gear *potion of blur*, *potion of barkskin +4*,
rod of silent lesser

Cleric Spells Prepared (CL 11th):

6th-*blade barrier*^D, *greater dispel magic* (DC 20)

5th-*flame strike*, *flame strike*^D, *freedom of
movement*, *righteous might* (DC 19)

4th-*air walk*, *divine power*^D, *poison (2)*, *searing
light* (DC 18)

3rd-*invisibility purge*, *magic vestment*, *magic
vestment*^D, *protection from energy (2)* (DC 17)

2nd-*bear's endurance*, *bull strength*, *cure
moderate wounds (2)*, *silence*, *spiritual weapon*^D
(DC 16)

1st—*bless, cause fear (2), divine favor, inflict light wounds, protection from good^P, shield of faith* (DC 15)

0-

D: Domain spell. Deity: Erythnul. Domains: Evil, War

Abilities Str 14, Dex 12, Con 14, Int 8, Wis 18, Cha 10.

SQ Spontaneous casting, rebuke undead X/day (+X, 2d6+X, 11th)

Feats Blind Fighting, Cleave, Combat Casting, Improved Initiative, Improved Critical (Morningstar), Power Attack, Weapon Focus (Morningstar)

Skills Concentration +14, Knowledge Religion +7, Spellcraft +7

Possessions Combat gear plus Full Plate, Lrg Metal shield, +1 *Morningstar*, Three holy symbols (Erythnul), silver dagger, cold iron *Morningstar*, +2 *amulet of wisdom*, +1 *cloak of resistance*

Skills +4 to concentration when in casting defensively from combat casting

VILARD DELTASAN CR 9

Male, human (Suel) wizard 9

CE Medium humanoid

Init +6; **Senses** Listen +0, Spot +0

Languages

AC 12, touch 12, flat-footed 10 (Modifiers)

hp 47 (9 HD);

Fort +5, **Ref** +7, **Will** +6

Spd 30 ft. in clothes (6 squares), base movement 30 ft.

Melee mwk dagger +6 (1d4+1) 19-20

Base Atk +4; **Grp** +5

Attack Options sudden maximize

Combat Gear *Potion of Blur*

Wizard Spells Prepared (CL 9th):

5th—*fell weak fell drain burning hands, fell drain fireball* (DC 19)

4th—*dimension door, fell weak fireball* (DC 18)

3rd—*fell drain burning hands, fireball, gaseous form* (DC 17)

2nd—*fell weak burning hands, invisibility, mirror image, scorching ray* (DC 16)

1st—~~*alarm*~~, *burning hands, mage armor, magic missile, shield* (DC 15)

0-

Abilities Str 12, Dex 14, Con 16, Int 18, Wis 10, Cha 8.

Feats *Fell Drain*, *Fell Weakness*, Improved Initiative, *Lightning Reflexes*, *Sudden Maximize*, *True Believer*.

Skills Concentration +15, Knowledge Arcana +15, Knowledge Dungeoneering +15, Knowledge Planes +15, Knowledge Religion +15, Spellcraft +15

Possessions Combat gear plus CLOTHES, mwk dagger (2), *headband of intellect* +2, *amulet of health* +2, *cloak of resistance* +1, spell component pouch (3)

Fell Drain(LM)—Any creature damaged by the spell gains a negative level

Fell Weak(LM)— Any creature damaged by the spell takes a -4 penalty to strength for 1 minute. Multiple exposures to this ability do not stack, but will extend the time affected to 1 minute from the most recent damage dealt

JOVAC DEMON CR 9

Male, outsider Fighter 2, Barbarian 2

CE Small outsider (Tantar'ri)

Init +2; **Senses** Blindsight 40 ft., Scent; Listen +7, Spot +7

Aura of Retribution 30 ft.

Languages (Telepathy)

AC 17, touch 14, flat-footed 17; *Uncanny Dodge* (Modifiers)

hp 79 (8 HD); **DR** 5/good or cold iron; fast healing 5

Immune electricity, poison

Resist Acid 10, Cold 10, Fire 10 **SR** 13

Fort +10, **Ref** +6, **Will** +6;

Spd 30 ft.;

Melee 2 claws +10 (2d3+1) and bite +5 (1d4)

Base Atk +8; **Grp** +9

Abilities Str 12, Dex 16, Con 16, Int 7, Wis 10, Cha 7.

SQ Outsider Traits, Tantar'ri traits

Feats Improved Unarmed Strike, Improved Grapple, Iron Will, Toughness, Toughness

Skills Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7, Jump +2

Aura of Retribution— Always active in a 30' spread centered on the demon. Whenever the Jovoc takes damage from any source, every non Tantar'ri with the area also take the same amount of damage. A Fortitude save DC 15 halves the effect which is otherwise not mitigated by SR, resistances, DR or the like.

Tantar'ri Traits— Immunity to electricity and poison. Resistance to Acid, Cold, and Fire 10. Telepathy

Uncanny Dodge— Retains Dex bonus to AC when flatfooted

APPENDIX 7 – ALL APLS

ENCOUNTER X

Name, Gender Race ClassLevel: Size Type; CR X; HD XdY+Z; hp X; Init +X; Spd X ft.; AC X, touch X, flat-footed X (+X source, +Y source); Base Atk/Grp: +X/+Y; Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); Full Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); SA X, Y, Z; SQ X, Y, Z; AL X; SV Fort +X, Ref +X, Will +X; Str X, Dex X, Con X, Int X, Wis X, Cha X. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Skills; Feats. ^{Abbreviation} *Non-Core Source of Feat.*

Ability (Ex/Sp/Su): Description.

Languages: Languages.

X Spells Known/Prepared (X/X/X, save DC = X + spell level): 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X. ^{Abbreviation} *Non-Core Source of Spell.*

*Domain spell. *Domains:* X (Y), A (B).

Spellbook: 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X.

Possessions: Possessions. ^{Abbreviation} *Non-Core Source of Item.*

Description: Description.

ENCOUNTER X

Name, Gender Race ClassLevel: Size Type; CR X; HD XdY+Z; hp X; Init +X; Spd X ft.; AC X, touch X, flat-footed X (+X source, +Y source); Base Atk/Grp: +X/+Y; Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); Full Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); SA X, Y, Z; SQ X, Y, Z; AL X; SV Fort +X, Ref +X, Will +X; Str X, Dex X, Con X, Int X, Wis X, Cha X. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Skills; Feats. ^{Abbreviation} *Non-Core Source of Feat.*

Ability (Ex/Sp/Su): Description.

Languages: Languages.

X Spells Known/Prepared (X/X/X, save DC = X + spell level): 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X. ^{Abbreviation} *Non-Core Source of Spell.*

*Domain spell. *Domains:* X (Y), A (B).

Spellbook: 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X.

Possessions: Possessions. ^{Abbreviation} *Non-Core Source of Item.*

Description: Description.

ENCOUNTER X

Name, Gender Race ClassLevel: Size Type; CR X; HD XdY+Z; hp X; Init +X; Spd X ft.; AC X, touch X, flat-footed X (+X source, +Y source); Base Atk/Grp: +X/+Y; Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); Full Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); SA X, Y, Z; SQ X, Y, Z; AL X; SV Fort +X, Ref +X, Will +X; Str X, Dex X, Con X, Int X, Wis X, Cha X. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Skills; Feats. ^{Abbreviation} *Non-Core Source of Feat.*

Ability (Ex/Sp/Su): Description.

Languages: Languages.

X Spells Known/Prepared (X/X/X, save DC = X + spell level): 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X. ^{Abbreviation} *Non-Core Source of Spell.*

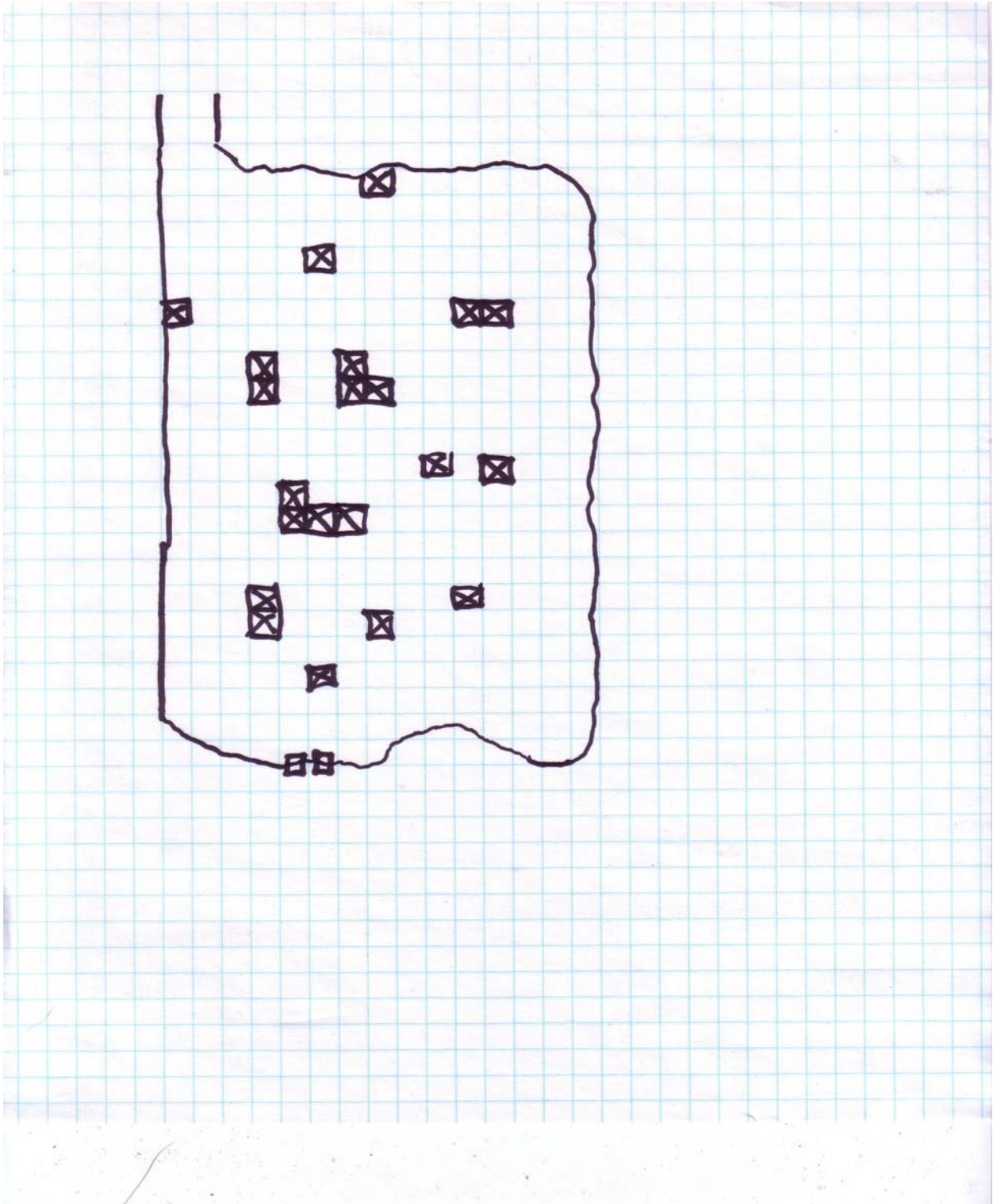
*Domain spell. *Domains:* X (Y), A (B).

Spellbook: 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X.

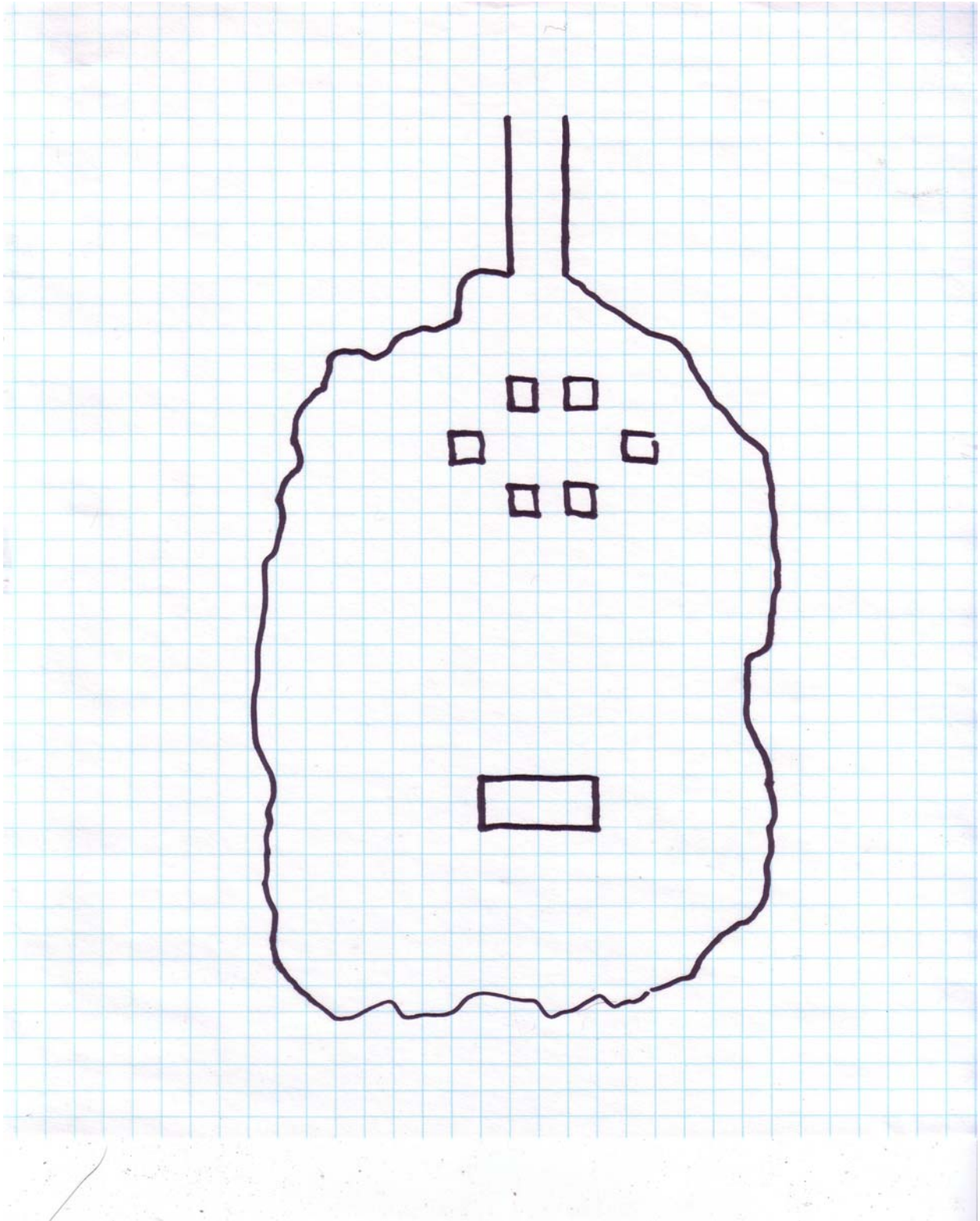
Possessions: Possessions. ^{Abbreviation} *Non-Core Source of Item.*

Description: Description.

DM AID: MAP #1 – ENCOUNTER FIVE



DM AID: MAP #2 – ENCOUNTER SIX



DM AID: NEW RULES

SCOUT BASE CLASS FROM COMPLETE ADVENTURER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2 nd	+1	+0	+3	+0	Fast movement +10 ft., skirmish (±1d6, +1 AC), trackless step
3 rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4 th	+3	+1	+4	+1	Bonus feat
5 th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6 th	+4	+2	+5	+2	Flawless stride
7 th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8 th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9 th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10 th	+7/+2	+3	+7	+3	Blindsight 30 ft.
11 th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12 th	+9/+4	+4	+8	+4	Bonus feat
13 th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14 th	+10/+5	+4	+9	+4	Hide in plain sight
15 th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16 th	+12/+7/+1	+5	+10	+5	Bonus feat
17 th	+12/+7/+1	+5	+10	+5	Skirmish (+5d6, +4 AC)
18 th	+13/+8/+3	+6	+11	+6	Free movement
19 th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20 th	+15/+10/+5	+6	+12	+6	Battle fortitude +3, blindsight 30 ft., bonus feat

Any force on the move, whether it's an army or an adventuring group, needs information about what's ahead and what's behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent detects her presence. In a dungeon or in the wild, a scout is seen only when she wants to be.

Adventures: Scouts adventure for numerous reasons. Many have a role in a military organization. Whether serving as outriders for a large army or as foresters for a small border fort, these scouts venture into the wilderness under orders. Although more common than other scouts, those attached to the military are unlikely to have the time or permission necessary to undertake regular adventures. Instead, adventuring scouts come from rural villages, having honed their skills over a lifetime of wandering the woods. Others have left their military service behind and find themselves attracted to the adventuring lifestyle. Many adventuring scouts begin their careers as guides hired to lead other adventurers through the wilderness. Those who find the excitement and challenge of adventuring to their taste then seek out a group of their own.

Characteristics: A scout has some training in weapons and a unique combat style that favors fast movement and devastating attacks. She excels in performing during running battles, which allow her to maximize her special fighting techniques and high movement rate. Although a scout can hold her own in a fight she's at her best before combat begins, when she can use her powers of stealth and observation to find an enemy and give her companions accurate information about what they face. The scout is a

backcountry expert, exceeding even the ranger's ability to navigate rough terrain and lead a group of companions through the wilderness.

The scout also excels in a dungeon environment, and she can find and disable traps as well as any rogue. As a scout advances in level, her senses become amazingly acute, and she can eventually operate normally even in total darkness

Alignment: Scouts can be of any alignment, and a scout's alignment is often shaped more by her personal background than from any training. The notable exceptions to this are the many scouts who receive their training in a military organization – such scouts are carefully and rigorously taught, and are almost always lawful in alignment. Outside of military organizations, more scouts are neutral than any other alignment, but every alignment and philosophy is represented within the class.

Religion: Scouts have varied and individual takes on religion, and no single religion stands out as typical of the class. Scouts occasionally pay homage to deities of nature, but these devotions are more a personal choice on the part of an individual than any outgrowth of their training. Scouts don't see nature as a force in its own right, and this belief is one of the most profound differences between the scout and the ranger classes. Where the ranger sees nature as something to be revered and protected, the scout sees it as the terrain over which she must do her job. Although a scout might love nature for its beauty or for the solitude she can find within it, she'll never draw power from nature the way a ranger does.

Background: Many scouts receive military training and serve for a time as outriders for an army. They perfect their techniques while trying to spot and hide from large groups of foes. The crucible of military service turns out tough, independent scouts accustomed to working on their own or in small groups. Such steady individuals make great additions to adventuring parties, and their expertise is often sought by members of other classes. Other scouts come from a wide variety of backgrounds. Some train with foresters and rangers serving a rural lord, and others simply grow up among the common folk of the countryside, spending month after month exploring the wild in their leisure time. Scouts from such verse backgrounds often take up adventuring to leave their home communities behind. Having exhausted the potential for exploration in their home region, they seek wider variety of experience and wish to see a broader portion of the world.

Races: Humans make excellent scouts. Their adaptable nature allows them to perfect a wider variety of skills than most other races, and they make good use of the scout's many abilities. Elves and halflings are the most naturally gifted scouts; both races have produced nimble scouts with amazing abilities of stealth and observation. While halflings have more innate talent for sneaking than elves do, the greater speed of elf scouts gives them advantages of their own. Dwarves and gnomes make respectable underground scouts, and the scout's bonuses to speed offset one of these races' greatest weaknesses. Combined with the dwarves' knack for operating in areas of earth and stone, scout training can turn dwarves into impressive underground explorers—although most dwarves prefer a more straight-forward approach to combat and dislike the skirmish fighting style of the scout.

Other Classes: Scouts work well with members of almost any other class. Skilled and adaptable, they thrive when they can complement a slower and louder group of adventurers or soldiers. Scouts move ahead of such a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking up on the group from behind. When combat is joined, however, the group remains as a stable base to which a scout can fall back when pressed. Clerics, wizards, and others willing to cast spells that enhance a scout's mobility make her job easier and are welcome companions in combat as well.

Conversely, a scout also welcomes a group made up entirely of stealthy characters such as rogues, rangers, ninjas, and fellow scouts. This group moves much more quietly than a normal adventuring party, and it is seldom surprised.

Role: A scout plays several roles in most adventuring groups. First and foremost, a scout excels at detecting an enemy or creature before being detected herself. Whether moving well ahead of the group or guarding the rear, a scout is the character most likely to discover a potential threat and be ready to act in combat. Serving as a backup melee combatant or ranged expert in battle, she provides support for the

more straightforward fighters in the group and confuses and distracts the enemy. A scout's stealth and trapfinding ability make her the natural choice for entering and searching dangerous areas.

GAME RULE INFORMATION

Scouts have the following game statistics.

Abilities: Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4X10 gp.

CLASS SKILLS

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim. (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation[†], Combat Expertise, Danger Sense[†], Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen[†], Improved Initiative, Improved Swimming[†], Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter[†], Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

[†]New feat described in Chapter 3.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor hen carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a *freedom of movement* spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsight (Ex): A 20th-level scout gains the blind-sight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

NEW FEATS

Fell Drain [Metamagic] (Libris Mortis) –Any creature damaged by the spell gains a negative level

Fell Weak [Metamagic] (Libris Mortis)- Any creature damaged by the spell takes a -4 penalty to strength for 1 minute. Multiple exposures to this ability do not stack, but will extend the time affected to 1 minute from the most recent damage dealt

NEW CREATURE

JOVAC DEMON CR 5

CE Small outsider (Tanar'ri)

Init +2; **Senses** Blindsight 40 ft., Scent; Listen +7, Spot +7

Aura of Retribution 30 ft.

Languages (Telepathy)

AC 16, touch 13, flat-footed 14
(Modifiers)

hp 38 (4 HD); **DR** 5/good or cold iron; fast healing 5

Immune electricity, poison

Resist Acid 10, Cold 10, Fire 10 **SR** 13

Fort +7, **Ref** +6, **Will** +4;

Spd 30 ft.;

Melee 2 claws +6 (2d3+1) and bite +1 (1d4)

Base Atk +4; **Grp** +1

Abilities Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

SQ Outsider Traits, Tanar'ri traits

Feats Toughness, Toughness

Skills Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7

Aura of Retribution- Always active in a 30' spread centered on the demon. Whenever the Jovoc takes damage from any source, every non Tanar'ri with the area also takes the same amount of damage. A Fortitude save DC 15 halves the effect which is otherwise not mitigated by SR, resistances, DR or the like.

Tanar'ri Traits- Immunity to electricity and poison. Resistance to Acid, Cold, and Fire 10. Telepathy

