

D20 Appendix for The Road to Aster

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**Appendix A: Monsters**

Table 2: Road Encounters

Die Roll (2d6)	Encounter
2	Ogre, MM pg.198: These Ogres got separated from their tribe a month ago and have taken to robbing passers-by out of boredom.
3	Orc, MM pg.203: A small patrol of Orcs out looking for easy prey.
4-5	Men, Bandit (5): A pack of thugs preying on travelers. Two stand out on the road with another laying down pretending to be dead. When someone comes to investigate, the other three spring out from behind bushes.
6-8	Men, Pilgrims (10-20): Common, everyday religiously minded pedestrians on the way back from Rumarok. They mention a black knight who turned them away. They also mention that something about him wasn't quite right and they would rather travel back to civilization than to try again, devout faith in Thor or no.
9-10	Men, Soldiers (10): A patrol on horseback who will ignore the PCs so long as the party doesn't rile them up. These soldiers are the vanguard of the patrols on this side of the valley. They are mainly keeping an eye out for Orcs or Ogres. They will be gruff with the PCs, but not attack unless provoked.
11-12	Dire Badger, MM pg. 62

**Bolter** = *See Doppleganger, MM pg. 67.* Although Dopplegangers generally take only humanoid forms, in this case the Doppleganger takes the form of a pack animal with the intent of stealing the party's gear.

**DoppelMeister** = *See Doppleganger, MM pg.67*

**Doppelmaster** = *See Doppleganger, MM pg. 67*

**Doppelganger (2)** = *See Doppleganger, MM pg. 67*

**Valoma – Succubus** = *MM pg. 47*

**Sedusa**; Sorcerer lvl 2; CR 8; (Medium Monstrous humanoid); HD 6d8+2d4+6, hp 35, 32; init +2; Spd 30ft. AC 15, Touch 12, flat footed 13; Base Atk +7/+2; Grp +7; atk +9 melee (1d6 plus poison, bite); Full atk +9/+4 melee (1d6 plus poison, bite); Space/reach 5ft.5ft.; SA Poison; SQ Immunity to poison, Summon

Familiar; AL NE; SV Fort +3, Ref +7, Will +9; Str-10, Dex-15, Con-12, Int-12, Wis-13, Cha-18.

*Skills & Feats:* Bluff +13, Concentration +4, Diplomacy +6, Disguise +13, Intimidate +4, Move Silently +8, Spot +8, Weapon finesse, Ability focus (Poison), Weapon focus (Bite).

**Poison (ex):** Injury, Fortitude save DC (16). Initial damage 1d6 str, secondary damage 2d6 str.

**Spells per day:** (6/4)

**Spells Known (5/2):** 0<sup>TH</sup>- daze, touch of fatigue, resistance, mage hand, acid splash; 1<sup>st</sup>- charm person, hypnotism.

**Were-Badger** = See *Were-Boar*, MM pg. 176

**Giant Tavern Lice (10)** = See *Rat Swarm*, MM pg. 239

**Tasty Beverage Mimic** = See *Water Mephit*, MM. pg. 185

**Vengeful Troubadour = Tyman May, The Vengeful Troubadour, Human Bard lvl 4:** CR 4; Medium Humanoid (Human); HD 4d6+4, hp 19; init +1; Spd 30ft. AC 12, Touch 11, flat footed 11; Base Atk +3; Grp +2; atk +3 melee (1d6-1, short sword); Full atk +3 melee (1d6-1, short sword); Space/reach 5ft.5ft.; SA; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, Inspire competence; AL NE; SV Fort +1, Ref +5, Will +7; Str-9, Dex-12, Con-12, Int-13, Wis-12, Cha-18.

*Skills & Feats:* Bluff +11, Perform (Sing) +11, Intimidate +12, Hide +8, Move Silently +8, Tumble +10, Jump +8, Listen +8, Weapon finesse, Skill focus (intimidate), Iron Will. **Possessions:** short sword, padded armor.

**Spells per day:** (3/3/1).0<sup>th</sup> daze, ghost sound, message; 1<sup>st</sup> cause fear, charm person, disguise self; 2<sup>nd</sup> hold person.

**Black Poppy (3)** = Black Poppy's attack in the same way as the yellow mold (below). Their poison is equivalent to Medium Spider Venom, DMG pg. 297

**Yellow Musk Creeper = Yellow Mold (CR 6):** If disturbed, this mold bursts forth a cloud of poisonous spores. Victims within 10 feet of the mold must succeed at a fortitude save DC(15) or take 1d6 temporary con damage. Another save is required 1 minute later to avoid 2d6 additional temporary con damage.

**Strangle Plant (Tomato)** = See *Assassin Vine*, MM pg. 20

**Rottweiler Dawg** = See *Dog*, MM pg. 271

**Wooly Mound:** CR 6; large Undead; HD 6d12, hp 43; init +1 Spd 20ft. AC 20, Touch 9, flat footed 20; Base Atk +6; Grp +15; atk +11 melee (2d6+5, slam); Full atk +11/+11 melee (2d6+5, slam); Space/reach 10ft.10ft.; SA Improved grapple, Disease; SQ Stench, Absorption healing, Undead Traits; AL CE; SV Fort +9, Ref +6, Will +6; Str-21, Dex-10, Con- -, Int-7, Wis-10, Cha-9.

*Skills & Feats:* Listen +11, Hide +14\*, Move Silently +9, Spot +11 Power attack, Improved bull rush, Alertness. \*The wooly mound receives a +5 bonus to hide checks when amongst other animal skins.

\*Absorption Healing. If the Wooly mound succeeds at a grapple check, it drains 1d6 hp/round from the victim and gains 1d6 hp/round.

**Tin Soldiers (2)** = See *Animated Object*, MM pg. 13

**Scroll Devourer;** CR 1/4; Diminutive vermin; HD 1/8 d8, hp 1; init +4; Spd 2ft. AC 14, Touch 14, flat footed 14; Base Atk +0; Grp -; atk -; Space/reach 1ft.0ft.; SA Paper consumption; SQ *Detect magic* at will; AL N; SV Fort +1, Ref +0, Will +1; Str-1, Dex-10, Con-10, Int-, Wis-12, Cha-2.

*Skills & Feats:* Hide +8, Improved initiative.

**Paper consumption (ex):** 1 scroll devourer can consume 1 scroll or one page of a book per round. They are especially attracted to magical writing such as spell books or magical scrolls.

**Straw Mound** = *See Shambling Mound, MM pg. 222*

**Skulking Carcass (3)** = *See Zombie, MM pg. 266*

**Perpetual Swinging Sword:** (+1 *Dancing longsword*); AL CE; CR 5; HD -, hp 6; init +1; Spd 30ft. AC 13, Touch 13, flat footed 5; Base Atk +3; Grp -3 atk +5 melee (1d8+1, longsword); Full atk +5 melee (1d8+1, longsword); Space/reach 5ft.5ft.; SA *confusion*; SQ Construct traits; SV Fort +3, Ref +6, Will +2; Int-12, Wis-10, Cha-12. Ego Score: 12

*Lesser Power:* 10 ranks in listen

*Special Purpose:* Slay all living creatures

*Special Purpose Power:* item can use *confusion*.

**Animal Mimic** = *See Mimic, MM pg. 186*

**Chimney Sneak** = *See Choker, MM. pg.34*

**Spider, Huge (3)** = *See Huge Monstrous Spider, MM. pg. 289*

**Incoherent Babblers** = *Use generic commoner from DMG p109. They are mentally insane people.*

**Cantankerous Babblers** = *Use generic commoner from DMG p109. They are mentally insane people.*

**Monstrous Leech;** CR 1/4; Tiny vermin; HD 1/2d8+2, hp 6; init +0; Spd 2ft Swim 15. AC 12, Touch 12, flat footed 12; Base Atk +0; Grp -12; atk +2; Space/reach 1ft.0ft.; SA improved grab, squeeze; SQ special vulnerabilities; AL N; SV Fort +4, Ref +0, Will +0; Str-3, Dex-10, Con-14, Int-, Wis-10, Cha-2.

*Skills & Feats:* Weapon Finesse

**Squeeze (ex):** After succeeding at an attack, the Leech begins to drain the blood from the victim at a rate of 1 point of damage per round. There is only a 1% chance per round for the victim to notice the attack unless he/she leaves the water or loses 50% of his/her hp.

**Special vulnerabilities:** Pouring salt on a leech or burning it will cause it to detach itself from the host and leave.

**Cannibal Street Urchins (16)** = *See Vampire Spawn, MM. pg. 253. The DM may wish to use fewer Vampire Spawn than listed for Cannibal Street Urchins, as Vampire spawn are a more challenging adversary.*

**Roof Fiend** = *See Gargoyle, MM. pg. 113*

Table 5: Sewer Encounters

Dice Roll (1d8)

Creature

- 1 **Rats, Sewer (5-500)** = *See Rat Swarm, MM pg.239*
- 2 **Gopher, Sewer** = *See Dire Weasel, MM. pg. 65*
- 3 **Ochre Jelly (1-3)** = *See Ochre Jelly, MM. pg 202*
- 4 **Monstrous Leech**; CR 1/4; Tiny vermin; HD 1/2d8+2, hp 6; init +0; Spd 2ft Swim 15. AC 12, Touch 12, flat footed 12; Base Atk +0; Grp -12; atk +2; Space/reach 1ft.0ft.; SA improved grab, squeeze; SQ special vulnerabilities; AL N; SV Fort +4, Ref +0, Will +0; Str-3, Dex-10, Con-14, Int-, Wis-10, Cha-2.  
*Skills & Feats: Weapon Finesse*  
**Squeeze (ex):** After succeeding at an attack, the Leech begins to drain the blood from the victim at a rate of 1 point of damage per round. There is only a 1% chance per round for the victim to notice the attack unless he/she leaves the water or loses 50% of his/her hp.  
**Special vulnerabilities:** Pouring salt on a leech or burning it will cause it to detach its' self from the host and leave.
- 5 **Rot Grubs** = *See Centipede Swarm, MM. pg. 238*
- 6 **Cockroach, Hair-lipped, Giant (2-20)** = *See Giant Bombardier Beetle, MM pg. 284*
- 7 **Culvert Fiend (1-6)** = *See Dretch, MM. pg. 42*
- 8 **Beetle, Giant Dung (4-20)** = *MM pg. 284*

**Latrine Ambusher** = *See Tojanida Adult, MM. pg. 243*

**Rot Grubs, Common** = *See Centipede Swarm, MM. pg. 238*

**Creeping Horror (2)** = *See Skum, MM. pg. 228*

**Witherweed**; CR 3; large plant; HD 4d8+0, hp 20; init +0; Spd 5ft; AC 15, Touch 11, flat footed 13; Base Atk +3; Grp +7; atk +5 touch (Dexterity drain, vine); Full Atk 10 vines +5 touch (Dexterity drain, vine); Space/reach 1ft.0ft.; SA Dexterity drain; SQ Plant traits, Poisonous smoke, blindsight 30ft, fire vulnerability; AL N; SV Fort +4, Ref +3, Will +2; Str-10, Dex-15, Con-10, Int-, Wis-13, Cha-9. *Skills & Feats: Weapon Finesse*

**Dexterity Drain (Su):** If the Witherweed hits with a successful vine attack, it drains 1d4 points of dexterity from the victim. The witherweed can only attempt this once per victim per round.

**Poisonous Smoke (ex):** If the witherweed is destroyed by fire, it releases a poisonous gas. All characters in a 10ft. radius of the creature must succeed at a fortitude save vs. death. DC(12)

**Neo-Otyugh** = *See Otyugh, MM pg. 204*

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Table 6: Random Monsters of the Valley  
Die Roll (1d100)

Monster

1-21 **Mosquito, Ravenous (50)** = *See Stirge, MM. pg. 236*

- 21-25      **Magus Tick:** CR 2; diminutive vermin; HD 1d4, hp 1; init+1; Spd 2ft. AC 15, Touch 15, flat footed 14; Base Atk +0; Grp -17; atk +4 melee (0, touch); Full atk +4 melee (0, touch); Space/reach 1ft.0ft.; SA Skin burrow, spell drain; SQ Vermin traits, *detect magic* at will, Vulnerability to magical fire; AL N; SV Fort +1, Ref +3, Will +1; Str-1, Dex-13, Con-10, Int-1, Wis-12, Cha-2.  
*Skills & Feats:* Hide +14, Weapon finesse  
*Skin burrow* – If the magus tick scores a touch attack against a spell caster, it begins to burrow into the skin. On the following round it begins to use its' spell drain ability.  
*Spell drain* – The magus tick drains 1d3 spell slots/round until it has consumed 8 spell slots per day.  
*Magical fire* – Once it has burrowed into the skin of a spell caster, it can only be removed by using magical fire such as *burning hands, handfire, fireball, or flame arrows*, thus destroying the creature.
- 26-32      **Xill Raiders (3)** = *See Xill, MM. pg. 259*
- 33-34      **Jabbervock, Vile** = *See Wyvern, MM. pg. 259*
- 35-40      **Phantom, Fog** = *See Invisible Stalker, MM. pg. 160*
- 41-45      **Treant, Undead** = *See Treant, MM. pg. 245*
- 46-65      **Pig, Blood (1-8)** = *See Boar, MM. pg. 270*
- 66-78      **Armored Foliage Creeper (1-6)** = *See Assassin Vine, MM. pg. 20*
- 79-94      **Frog, Killer = Dire Toad:** Medium Animal; CR 3; HD 4d8+8, hp 29; init +2; Spd 30ft. AC 15, Touch 12, flat footed 13; Base Atk +3; Grp +3; atk +5 melee (1d4 plus poison, bite) or +5 ranged (0, tongue); Full atk +5 melee (1d4 plus poison, bite) or +5 ranged (0, tongue); Space/reach 5ft.5ft.; SA Poison; SQ Low-light vision, Improved grab, swallow whole; AL N; SV Fort +6, Ref +6, Will +6; Str-10, Dex-14, Con-15, Int-2, Wis-15, Cha-7.  
*Skills & Feats:* Hide +12, Jump +11, Listen +7, Spot +11, Weapon finesse, toughness.  
**Poison (ex):** Fortitude save DC (14), initial & secondary damage 1d6 con. *See MMII pg. 74 for more information on Dire Toads.*
- 95-100      **Grappling Thrasher (1-6)** = *See Assassin Vine, MM. pg. 20*

## Appendix B: Traps

### Locks

Excellent lock = Simple lock (DC 20)

Superior lock = Average lock (DC 25)

Masterful lock = Good lock (DC 30)

Impossible lock = Superior lock (DC 40)

### Poisons

Poison Class D = *See Medium Spider Venom, DMG pg. 297*

Poison Class E = *See Large Scorpion Venom, DMG pg. 297*

Sleeping gas = *See Oil of Taggit but change to inhaled, DMG pg. 297*

Choking gas = *See Smoke effects, DMG pg. 304*

Stinking gas = Type inhaled; Victims must make a Fortitude save or be nauseated (DMG pg. 301) for 3 rounds plus 1d4 rounds after leaving the area of effect. Fortitude save DC (13).

### **Disease**

“Characters mucking about in the filth have a 30% chance of contacting Blinding sickness (see page 292 of the DMG).”

### **Appendix C: NPCs**

**Biv Darley, human commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d6+3, hp 7; init +2; Spd 30ft. AC 12, Touch 12 flat footed 10; Base Atk + 0; Grp +1; atk +1 melee (1d6+1, Club); Full atk +1 melee (1d6+1, Club); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort +3, Ref +2, Will -1; Str-13, Dex-14, Con-16, Int-13, Wis-4, Cha-13.  
*Skills & Feats:* Diplomacy +3, Knowledge (Local) +3, Profession (inn keep) +5, Skill Focus (Profession (Inn Keep)), Iron Will. **Possessions:** club, one bottle of 100 year old Orluian Mead

**Boris Falstead, human commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d6+2, hp 6; init +2; Spd 30ft. AC 8, Touch 8, flat footed 8; Base Atk + 0; Grp -2; atk -2 melee (1d4-2, dagger); Full atk +1 melee (1d4-2, dagger); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort +2, Ref -2, Will -1; Str-7, Dex-5, Con-15, Int-7, Wis-9, Cha-11.  
*Skills & Feats:* Appraise +3, Knowledge (arcana) +2, Skill Focus (Appraise), Improved initiative. **Possessions:** dagger, smelly clothes, mule

**Breela Farliss, Elf Fighter lvl 2:** CR 2; Medium Humanoid (Elf); HD 2d10+2, hp 12; init +5; Spd 30ft. AC 12, Touch 11, flat footed 11; Base Atk +2; Grp +3; atk +4 melee (1d8+1, longsword); Full atk +4 melee (1d8+1, longsword); Space/reach 5ft.5ft.; SA; SQ; AL LG; SV Fort +4, Ref +1, Will -2; Str-13, Dex-12, Con-12, Int-8, Wis-6, Cha-12.  
*Skills & Feats:* Climb +2, Profession (bartender) +3, Weapon focus (longsword), Improved initiative, Skill focus (Profession (Bartender)). **Possessions:** longsword, dagger, buckler, *Bracelet of Friends*

**Claude The ill Fated, Death knight, Fallen Paladin lvl 6:** CR 9; Medium Undead (human); HD 6d12, hp 49; init +1 Spd 30ft. AC 24, Touch 11, flat footed 23; Base Atk +6; Grp +11; atk +13 melee (1d8+7, longsword); Full atk +13/+8 melee (1d8+7, longsword); Space/reach 5ft.5ft.; SA Abyssal Blast, *Cause Fear, Corrupt weapon*, Smite Good 3/day, Lay on hands, Sneak attack +1d6; SQ Undead Traits, DR 15/magic, immunity to cold, electricity, polymorph, SR 26, Turn Immunity, Summon Mount; AL CE; SV Fort +7, Ref +3, Will +3; Str-21, Dex-12, Con- -, Int-13, Wis-12, Cha-17.  
*Skills & Feats:* Ride +8, Handle Animal, +8, Diplomacy +8, Knowledge (Religion) +8, Heal +8, Power Attack, Mounted Combat, Spirited Charge, Trample. **Possessions:** Longsword +2, *Breastplate +1*, Masterwork Large Steel Shield, Heavy Warhorse.

**Crazy Earl, Human Fighter lvl 4:** CR 4; Medium Humanoid (human); HD 4d10-4, hp 24; init +4; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +4; Grp +5; atk +6 melee (1d6+4, Club); Full atk +6 melee (1d6+4, Club); Space/reach 5ft.5ft.; SA; SQ; AL LG; SV Fort +3, Ref +1, Will +2; Str-15, Dex-10, Con-9, Int-8, Wis-13, Cha-10.  
*Skills & Feats:* Climb +6, Jump +5, Improved initiative, Power Attack, Cleave, Weapon Focus (Club), Toughness, Weapon Specialization (Club). **Possessions:** club.

**Cyrus One-Eye, Gnome Barbarian lvl 5:** CR 5; small Humanoid (Gnome); HD 5d12+5, hp 42; init +-1; Spd 30ft. AC 13, Touch 10, flat footed 13; Base Atk +5; Grp +4; atk +9 melee (1d6+3, Small Battleaxe); Full atk +9 melee (1d6+3, Small Battleaxe); Space/reach 5ft.5ft.; SA; SQ Rage 2/day, Improved Uncanny Dodge, Trap sense +1; AL N; SV Fort +7, Ref +0, Will +0; Str-16, Dex-8, Con-12, Int-8, Wis-8, Cha-9.  
*Skills & Feats:* Climb +11, Jump +11, Intimidate +6, Power Attack, Great Fortitude,  
**Possessions:** Small Battleaxe, studded leather

**Darek Firgard, Human Fighter lvl 3:** CR 3; Medium Humanoid (Human); HD 3d10+0, hp 21; init -1; Spd 30ft. AC 14, Touch 9, flat footed 14; Base Atk +3; Grp +5; atk +6 melee (1d10+2, bastard sword); Full atk +6 melee (1d10+2, bastard sword); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +3, Ref +0, Will +2; Str-14, Dex-9, Con-10, Int-13, Wis-8, Cha-9.  
*Skills & Feats:* Craft (Armorsmith) +7, Intimidate +5, Profession (Soldier) +5, Ride +5, Exotic weapon proficiency (Bastard sword), Weapon Focus (Bastard Sword), Improved initiative, Mounted Combat, Iron Will. **Possessions:** Bastard sword, chain mail, ledger.

**Dorie Hammerhand, Human Expert lvl 1:** CR 1/2; Medium Humanoid (Human); HD 1d6+0, hp 9; init -1; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp +2; atk +2 melee (1d3+2, unarmed); Full atk +2 melee (1d3+2, unarmed); Space/reach 5ft.5ft.; SA; SQ; AL LG; SV Fort +0, Ref -1, Will +1; Str-14, Dex-9, Con-11, Int-13, Wis-9, Cha-14.  
*Skills & Feats:* Appraise +5, Craft (Blacksmith) +8, Craft (armor smith) +5, Diplomacy +6, Handle Animal +6, Knowledge (Metalworking) +5, Profession (Blacksmith) +4, Ride +4; Skill Focus (Craft (Blacksmith)), Toughness. **Possessions:** blacksmithing tools, leather apron.

**Drek Shornsword, Human Bard lvl 1:** CR 1; Medium Humanoid (Human); HD 1d6+0, hp 6; init 1; Spd 30ft. AC 11, Touch 11, flat footed 10; Base Atk +0; Grp -1; atk +-1 melee (1d6-1, short sword); Full atk -1 melee (1d6-1, short sword); Space/reach 5ft.5ft.; SA; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1; AL CN; SV Fort +2, Ref 3, Will +1; Str-8, Dex-12, Con-11, Int-13, Wis-8, Cha-14.  
*Skills & Feats:* Appraise +5, Bluff +6, Concentration +4, Diplomacy +6, Hide +6, Move Silently +5, Perform (Lute) +9, Use magic device +6, Skill focus (perform (lute)), Great fortitude. **Possessions:** short sword, out-of-tune lute, coin purse with 20 gp.  
**Spells per day** (2-0<sup>th</sup>)

**Erik Swinkler, Half-elf rogue lvl 2:** CR 2; Medium Humanoid (Elf); HD 1d6-2, hp 4; init +6; Spd 30ft. AC 12, Touch 12, flat footed 10; Base Atk +1; Grp +0; atk +0 melee (1d6-1, short sword) or +3 ranged (1d4-1, dagger); Full atk +0 melee (1d6-1, short sword) or +3 ranged (1d4-1, dagger); Space/reach 5ft.5ft.; SA Sneak Attack +1d6; SQ Trapfinding, evasion; AL NG; SV Fort -2, Ref +5, Will +2; Str-9, Dex-14, Con-7, Int-12, Wis-15, Cha-11.  
*Skills & Feats:* Appraise +6, Balance +7, Bluff +5, Disable Device +6, Gather Information +5, Hide +7, Intimidate +5, Move Silently +7, Open Lock +7, Improved initiative. **Possessions:** short sword, *Dagger +1*, hidden coin pouch with 50 pp and a diamond (worth 400 gp)

**Farah, Human Commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d4+3, hp 10; init -1; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk 0; Grp +1; atk +1 melee (1d4+1, dagger) or -1 ranged (1d4+1, dagger); Full atk +1 melee (1d4+1, dagger) or -1 ranged (1d4+1, dagger); Space/reach 5ft.5ft.; SA ; SQ; AL N; SV Fort +5, Ref -1, Will -2; Str-13, Dex-8, Con-17, Int-13, Wis-7, Cha-14.

*Skills & Feats:* Bluff +4, Listen +2, Gather Information +4, Knowledge (local) +3, Great Fortitude, Toughness. **Possessions:** dagger hidden in bodice, pouch with tips 20 cp, 3 sp, and 1 gp

**Father Mascus, Lycanthrope (were-boar) Cleric lvl 7:** CR 5; Medium Humanoid (Shapechanger); HD 5d8+15, hp 40; init +0; Spd 30ft. AC 12, Touch 10, flat footed 12; Base Atk +3; Grp +6; atk +10 melee (1d8+6, warhammer), or +8 melee (1d8+5, gore); Full atk +10 melee (1d8+6, warhammer), or +8 melee (1d8+5, gore); Space/reach 5ft.5ft.; SA Rebuke Undead; SQ; Alternate Form, Boar Empathy, Curse of Lycanthropy, Ferocity, low light vision, scent, \*(DR 10/silver); AL CE; SV Fort +7\*(+10), Ref +1, Will +10; Str-17\*(21), Dex-10, Con-16\*(22), Int-11, Wis-15, Cha-11.

*Skills & Feats:* Concentration +11, Diplomacy +8, Knowledge (Religion) +8, Combat casting, scribe scroll, weapon focus (warhammer), <sup>b</sup> Alertness, <sup>b</sup> Iron Will. **Possessions:** holy book, warhammer +3, Ring of Invisibility.

Domains: Chaos, Evil

Spells per day: (5/4+1/3+1/1+1) 0<sup>th</sup> detect magic, detect poison, light, cure minor wounds x2; 1<sup>st</sup> cause fear, cure light wounds, doom, sanctuary, protection from good (domain); 2<sup>nd</sup> cure moderate wounds, enthrall, hold person, shatter (domain); 3<sup>rd</sup> bestow curse, contagion (domain).

\*When in hybrid or animal form.

**Ferd Karlsen, Human Commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d4-1, hp 40; init +3; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp -2; atk -2 melee (1d6-2, club); Full atk -2 melee (1d6-2, club); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort -1, Ref -1, Will +5; Str-6, Dex-8, Con-9, Int-10, Wis-17, Cha-13.

*Skills & Feats:* Craft (bowyer/fletcher) +4, Handle Animal +5, Profession (boyer/fletcher) +4, Iron will, Improved initiative. **Possessions:** club, pouch with 25 cp and 2 sp.

**Fred Firelak, Human Commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d4+1, hp 5; init +0; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp +1; atk +1 melee (1d6+1, short sword) or +0 ranged (1d8, light crossbow); Full atk +1 melee (1d6+1, short sword) or +0 ranged (1d8, light crossbow); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +1, Ref +0, Will +4; Str-13, Dex-10, Con-13, Int-7, Wis-16, Cha-15. *Skills & Feats:* Profession (inn keeper) +9, Skill focus (Profession (inn keeper)), Iron Will. **Possessions:** short sword, light crossbow, pouch of 2 pp, 38 gp and 90 sp.

**Harwood Blocker, Human Fighter lvl 4:** CR 4; Medium Humanoid (human); HD 4d10+10+3, hp 33; init +7; Spd 30ft. AC 17, Touch 13, flat footed 14; Base Atk +4; Grp +4; atk +5 melee (1d6+2, scimitar) or +7 ranged (1d10, heavy crossbow); Full atk +5 melee (1d6+2, scimitar) or +7 ranged (1d10, heavy crossbow); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +8, Ref +4, Will +2; Str-11, Dex-16, Con-14, Int-9, Wis-13, Cha-10.

*Skills & Feats:* Intimidate +7, Ride +10, Weapon focus (Scimitar), Toughness, Improved Initiative, Combat Reflexes, Great Fortitude, Weapon Specialization (Scimitar)

**Possessions:** heavy crossbow, scimitar, Scale Mail, jail keys, pouch with 40 gp.

**Hendrick Longarm, Gnome Expert lvl 1:** CR 1/2; Small Humanoid (gnome); HD 1d6+0, hp 6; init -1; Spd 20ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp -3; atk +2 melee (1d6+1, club); Full atk +2 melee (1d6+1, club); Space/reach 5ft.5ft.; SA; SQ; AL LG; SV Fort +2, Ref +1, Will +1; Str-12, Dex-9, Con-11, Int-16, Wis-8, Cha-7.

*Skills & Feats:* Appraise +7, Bluff +2, Craft (cartography) +7, Diplomacy +2, Gather information +2, Handle animal +2, Profession (merchant) +3, Ride +3, Use Rope +3,



Great Fortitude **Possessions:** club, unfinished map of the Valley, pouch with dice and 4 sp.

**Henry the Baker, human commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d4-1, hp 3; init +0; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp +0; atk +0 melee (1d6, Club); Full atk +0 melee (1d6, Club); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +1, Ref 0, Will -1; Str-11, Dex-11, Con-8, Int-11, Wis-8, Cha-12.  
*Skills & Feats:* Handle Animal +5, Listen +3, Profession (baker) +3, Great Gortitude.  
**Possessions:** club, half-eaten donut, stained recipe cards.

**Hibald Plinkins, Half-elf commoner lvl 1:** CR 1/2; Medium Humanoid (elf); HD 1d4+2, hp 6; init +2; Spd 30ft. AC 8, Touch 8, flat footed 8; Base Atk +0; Grp +3; atk +6 melee (1d4+6, dagger); Full atk +6 melee (1d4+6, dagger); Space/reach 5ft.5ft.; SA; SQ; AL NE; SV Fort +2, Ref -2, Will +0; Str-16, Dex-7, Con-14, Int-11, Wis-10, Cha-10.  
*Skills & Feats:* Handle Animal +4, Ride +2, Improved initiative. **Possessions:** rags – though he has hidden a *Dagger* +3 and a *Brooch of Shielding* in his room.

**Iron Duke McKraken, Blacksmith, human fighter lvl 4:** CR 4; Medium Humanoid (human); HD 4d10+0+3, hp 39; init +1; Spd 30ft. AC 11, Touch 11, flat footed 10; Base Atk +4; Grp +4; atk +4 melee (1d4, hammer); Full atk +4 melee (1d4, hammer); Space/reach 5ft.5ft.; SA; SQ; AL NE; SV Fort +4, Ref +2, Will +3; Str-10, Dex-13, Con-11, Int-10, Wis-14, Cha-7.  
*Skills & Feats:* Craft (blacksmith) +10, Handle Animal +5, Profession (blacksmith) +9, Weapon focus (longsword), toughness, power attack, improved sunder, skill focus (Craft (blacksmith)), weapon specialization (longsword). **Possessions:** hammer, blacksmith tools, book on strategy.

**Jacques the Trader, human rogue lvl 3:** CR 3; Medium Humanoid (human); HD 3d6+1, hp 21; init +5; Spd 30ft. AC 11, Touch 11, flat footed 10; Base Atk +2; Grp +2; atk +3 melee (1d8, longsword) or +3 ranged (1d4, dagger); Full atk +3 melee (1d8, longsword) or +3 ranged (1d4, dagger); Space/reach 5ft.5ft.; SA Sneak attack +2d6; SQ trapfinding, evasion, trapsense +1; AL N; SV Fort +2, Ref +4, Will +2; Str-11, Dex-13, Con-13, Int-9, Wis-8, Cha-12.  
*Skills & Feats:* Appraise +5, Bluff +7, Diplomacy +9, Disable device +5, Hide +5, Intimidate +9, Move Silently +4, Open Lock +7, Search +4, Improved initiative, Iron Will, Weapon Focus (longsword). **Possessions:** 3 daggers, long sword, pouch with 2 rubies (worth 500 gp each.)

**Jasper Spearson, Butcher, human commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d4+1, hp 8; init +2; Spd 30ft. AC 12, Touch 12, flat footed 10; Base Atk +0; Grp +2; atk +2 melee (1d6+2, cleaver); Full atk +2 melee (1d6+2, cleaver); Space/reach 5ft.5ft.; SA; SQ; AL CE; SV Fort +1, Ref +2, Will +0; Str-14, Dex-14, Con-13, Int-8, Wis-10, Cha-9.  
*Skills & Feats:* Handle Animal +3, Profession (Butcher) +7. Skill focus (Profession (Butcher)), Toughness. **Possessions:** cleaver, bloody clothes, severed thumb.

**Jor Hammerhand, Captain of the Guard, dwarf fighter lvl 6:** CR 6; Medium Humanoid (dwarf); HD 6d10+12, hp 42; init +0; Spd 20ft. AC 18, Touch 10, flat footed 18; Base Atk +6; Grp +8; atk +9 melee (2d4+5, guisarme); Full atk +9/+4 melee (2d4+5, guisarme); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort +7, Ref +2, Will +3; Str-15, Dex-11, Con-14, Int-11, Wis-12, Cha-12.  
*Skills & Feats:* Craft (weaponsmith) +9, Intimidate +10, Weapon focus (guisarme), power attack, cleave, point blank shot, weapon specialization (guisarme), rapid shot.  
**Possessions:** long bow, bardiche, chain mail, *Ring of Protection* +3.

**Kala Primsole, Wench, elf bard lvl 2:** CR 2; Medium Humanoid (elf); HD 2d6+0, hp 12; init +1; Spd 30ft. AC 11, Touch 11, flat footed 10; Base Atk +1; Grp +1; atk +2 melee (1d4, dagger); Full atk +2 melee (1d4, dagger); Space/reach 5ft.5ft.; SA; SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1; AL N; SV Fort +0, Ref +4, Will +3; Str-11, Dex-12, Con-11, Int-11, Wis-10, Cha-15.  
*Skills & Feats:* Bluff +7, Diplomacy +9, Hide +6, Move Silently +6, Perform (sing) +7, Sleight of hand +8, Weapon finesse. **Possessions:** 2 daggers, short sword, playing cards, pouch with 55 gp and 38 sp.  
**Spells per day:** (3/1)

**Karagar, half-orc cleric lvl 4:** CR 4; Medium Humanoid (orc); HD 4d8-4, hp 23; init +0; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +3; Grp +3; atk +4 melee (1d8, light mace); Full atk +4 melee (1d8, light mace); Space/reach 5ft.5ft.; SA; SQ Turn Undead; AL NG; SV Fort +3, Ref +1, Will +5; Str-10, Dex-11, Con-8, Int-12, Wis-15, Cha-12.  
*Skills & Feats:* Concentration +6, Diplomacy +7, Knowledge (Religion) +7, combat casting, weapon focus (light mace). **Possessions:** mace, holy book, holy symbol of Benyar.  
**Spells per day:** (5/4+1/3+1)

**Kear'n Longarm, gnome commoner lvl 1:** CR 1/2; small Humanoid (gnome); HD 1d4-1, hp 3; init -1; Spd 20ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp -4; atk +1 melee (1d4, club); Full atk +1 melee (1d4, club); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +1, Ref -1, Will +2; Str-10, Dex-9, Con-8, Int-16, Wis-10, Cha-11.  
*Skills & Feats:* Climb +4, Listen +4, Handle Animal +4, Spot +4, Swim +4, Iron Will, Great Fortitude. **Possessions:** club, pouch with 31 cp.

**Kip Ulter, Human commoner lvl 1:** CR 1/2; Medium Humanoid (human); HD 1d4+0, hp 7; init -1; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp +0; atk +0 melee (1d4, dagger); Full atk +0 melee (1d4, dagger); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +2, Ref -1, Will -2; Str-10, Dex-9, Con-11, Int-8, Wis-7, Cha-10.  
*Skills & Feats:* Handle Animal +4, Great Fortitude, Toughness. **Possessions:** knife, pitchfork.

**Kregor Thurnsdale, human commoner lvl 1:** CR 1/2; medium Humanoid (human); HD 1d4+1, hp 5; init +4; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp -2; atk -2 melee (1d3-2, unarmed); Full atk -2 melee (1d3-2, dagger); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort +1, Ref +0, Will +1; Str-6, Dex-10, Con-12, Int-10, Wis-9, Cha-7.  
*Skills & Feats:* Gather information +2, Listen +3, Great Fortitude, Improved initiative. **Possessions:** walking stick, leather mug.

**Maggie Ferndale, human commoner lvl 1:** CR 1/2; medium Humanoid (human); HD 1d4+0, hp 4; init +0; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp -1; atk -1 melee (1d4-1, dagger); Full atk -1 melee (1d4-1, dagger); Space/reach 5ft.5ft.; SA; SQ; AL LG; SV Fort +2, Ref +0, Will +2; Str-8, Dex-11, Con-11, Int-14, Wis-7, Cha-10.  
*Skills & Feats:* Handle Animal +4, Listen +2, Ride +4, Spot +3, Great Fortitude, Iron Will. **Possessions:** dagger, pouch with 41 sp, 12 gp and 1 pp.

**Kip Ulter, half-elf expert lvl 1:** CR 1/2; Medium Humanoid (elf); HD 1d6+0, hp 6; init -1; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp +1; atk +1 melee (1d6+1, club); Full atk +1 melee (1d6, club); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +0, Ref -1, Will +1; Str-12, Dex-8, Con-11, Int-10, Wis-9, Cha-9.

*Skills & Feats:* Appraise +4, Craft (painting) +7, Handle Animal +3, Listen +3, Profession (artist) +3, Ride +3, Skill focus (painting). **Possessions:** club, paints, easel.

**Neela, elf commoner lvl 1:** CR 1/2; medium Humanoid (elf); HD 1d4+2, hp 6; init +2; Spd 30ft. AC 12, Touch 12, flat footed 10; Base Atk +0; Grp +1; atk +1 melee (1d4+1, dagger); Full atk +1 melee (1d4+1, dagger); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort +2, Ref +2, Will -1; Str-12, Dex-14, Con-14, Int-12, Wis-9, Cha-11.

*Skills & Feats:* Craft (pottery) +5, Handle Animal +4, Ride +6, Lightning Reflexes. **Possessions:** knife, ring of chameleon power.

**Old Lady Frieda, human commoner lvl 1:** CR 1/2; medium Humanoid (human); HD 1d4+0, hp 4; init +0; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp -1; atk -1 melee (1d4-1, dagger); Full atk -1 melee (1d4-1, dagger); Space/reach 5ft.5ft.; SA; SQ; AL CG; SV Fort +0, Ref +0, Will +5; Str-8, Dex-10, Con-11, Int-12, Wis-16, Cha-13.

*Skills & Feats:* Bluff +7, Listen +7, Spot +7, Skill focus (Bluff), Iron Will. **Possessions:** Crystal Ball (fake), tarot cards, dagger.

**Pendrick Thornmount, dwarf commoner lvl 1:** CR 1/2; medium Humanoid (dwarf); HD 1d4+2, hp 4; init +1; Spd 20ft. AC 11, Touch 11, flat footed 10; Base Atk +0; Grp +0; atk -4 melee (1d8, warhammer); Full atk -4 melee (1d8, warhammer); Space/reach 5ft.5ft.; SA; SQ; AL CN; SV Fort +2, Ref +1, Will +1; Str-11, Dex-13, Con-14, Int-7, Wis-9, Cha-10.

*Skills & Feats:* Craft (armorsmith) +2, Use Rope +5, Iron Will. **Possessions:** blacksmith tools, warhammer, pouch with 52 gp and 10 pp.

**Pierre Longshanks, human commoner lvl 1:** CR 1/2; medium Humanoid (human); HD 1d4-2, hp 2; init -1; Spd 20ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp -1; atk -1 melee (1d3-1, unarmed); Full atk -1 melee (1d3-1, unarmed); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort -1, Ref -1, Will +1; Str-8, Dex-9, Con-7, Int-9, Wis-13, Cha-10.

*Skills & Feats:* Craft (leatherworking) +3, Profession (Tailor) +5. **Possessions:** knife, pincushion, silk clothes.

**Pigeon Surefoot, human commoner lvl 1:** CR 1/2; medium Humanoid (human); HD 1d4-2, hp 2; init +3; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp +1; atk +1 melee (1d4+1, dagger); Full atk +1 melee (1d4+1, dagger); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort -2, Ref -1, Will +0; Str-13, Dex-8, Con-7, Int-10, Wis-6, Cha-14.

*Skills & Feats:* Handle Animal +6, Profession (stablemaster) +2, Iron Will, Improved initiative. **Possessions:** dagger, jug of Gut Bruiser.

**Sendrick Redrage, Half-elf rogue lvl 4:** CR 4; Medium Humanoid (elf); HD 4d6-4, hp 11; init +2; Spd 30ft. AC 12, Touch 12 flat footed 12; Base Atk +3; Grp +3; atk +3 melee (1d4, dagger); Full atk +1 melee (1d4, dagger), +1 melee (1d4, dagger); Space/reach 5ft.5ft.; SA Sneak attack +2d6; SQ; trapfinding, Evasion, Trap Sense +1, Uncanny Dodge AL LE; SV Fort +0, Ref +6, Will +0; Str-11, Dex-15, Con-8, Int-11, Wis-8, Cha-9.

*Skills & Feats:* Bluff +6, Disable Device +7, Hide +9, Intimidate +6, Listen +7, Open Lock +9, Search +11, Sleight of Hand +9. Two weapon fighting, Skill Focus (Search).

**Possessions:** 2 daggers (tipped with small centipede poison), heavy cloak, pouch with 34 sp.

**Sid Claybone, human commoner lvl 1:** CR 1/2; medium Humanoid (human); HD 1d4+0, hp 4; init +4; Spd 30ft. AC 10, Touch 10, flat footed 10; Base Atk +0; Grp +0; atk

+0 melee (1d6, club); Full atk +0 melee (1d6, club); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +2, Ref +0, Will +0; Str-10, Dex-11, Con-10, Int-11, Wis-10, Cha-11. *Skills & Feats*: Craft (pottery) +4, Profession (potter) +4, Great fortitude, Improved initiative. **Possessions**: club, clay, pouch with 12 sp.

**Theron Skragg, human fighter lvl 3**: CR 3; Medium Humanoid (human); HD 3d10+6, hp 24; init +1; Spd 30ft. AC 11, Touch 11, flat footed 10; Base Atk +3; Grp +6; atk +11 melee (1d8+7, Khopesh); Full atk +11 melee (1d8+7, Khopesh); Space/reach 5ft.5ft.; SA; SQ; AL N; SV Fort +5, Ref +2, Will -1; Str-16, Dex-13, Con-14, Int-11, Wis-9, Cha-13. *Skills & Feats*: Handle Animal +7, Intimidate +7, Weapon Focus (Khopesh), Combat Reflexes, Power attack, Cleave, toughness. **Possessions**: rags, but has hidden a *Khopesh* +4 and a *Daern's instant fortress*.

**Thordin Brighteye, dwarf commoner lvl 1**: CR 1/2; Medium Humanoid (dwarf); HD 1d4+1, hp 5; init -1; Spd 20ft. AC 9, Touch 9, flat footed 10; Base Atk +0; Grp +1; atk +4 melee (1d4+4, dagger); Full atk +4 melee (1d4+4, dagger); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +1, Ref -1, Will +1; Str-12, Dex-8, Con-13, Int-13, Wis-12, Cha-10. *Skills & Feats*: Craft (jewelry) +7, Profession (Jeweler) +7, Spot +5 **Possessions**: *Dagger* +3, *Eyes of Minute Seeing*.

**Tod Slingin, human commoner lvl 1**: CR 1/2; Medium Humanoid (human); HD 1d4+1, hp 5; init -1; Spd 30ft. AC 9, Touch 9, flat footed 10; Base Atk +0; Grp +0; atk +0 melee (1d6, club); Full atk +0 melee (1d6, club); Space/reach 5ft.5ft.; SA; SQ; AL NE; SV Fort +1, Ref -1, Will +1; Str-10, Dex-8, Con-12, Int-10, Wis-8, Cha-15. *Skills & Feats*: Handle Animal +6, Profession (Brewer) +6, Skill focus (Profession (Brewer)), Iron Will. **Possessions**: club, pouch with 39 sp and 31 gp.

**Will Howard, human commoner lvl 1**: CR 1/2; Medium Humanoid (human); HD 1d4-1, hp 3; init +3; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp +1; atk +1 melee (1d4+1, dagger); Full atk +1 melee (1d4+1, dagger); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort -1, Ref -1, Will +0; Str-13, Dex-9, Con-9, Int-11, Wis-10, Cha-13. *Skills & Feats*: Profession (merchant) +7, Spot +4, Skill focus (Profession (merchant)), Improved initiative. **Possessions**: dagger, pouch with 89 cp and 3 sp.

**Wilma Skragg, human commoner lvl 1**: CR 1/2; Medium Humanoid (human); HD 1d4+0, hp 7; init +3; Spd 30ft. AC 9, Touch 9, flat footed 9; Base Atk +0; Grp +0; atk +0 melee (1d4, dagger); Full atk +0 melee (1d4, dagger); Space/reach 5ft.5ft.; SA; SQ; AL NG; SV Fort +0, Ref -1, Will +0; Str-11, Dex-9, Con-10, Int-11, Wis-10, Cha-13. *Skills & Feats*: Handle Animal +5, Ride +3, Improved initiative, toughness. **Possessions**: dagger, pouch with 89 cp and 3 sp.

## Appendix D: Magic items

Magic Items: Most of the items found in this adventure can be directly converted to d20 with no changes. HackMaster items are **bolded**, while d20 items or page numbers are *italicized*.

**Bolt of Skewering +5** = *Bolt of Slaying* +5, *DMG* pg. 228

**Bowl of Watery Death** = *Cursed bowl of commanding Water Elementals*: When the bowl is used in the same fashion to summon a water elemental, the elemental attacks the summoner instead. Strong Conjuration.

**Brooch of Shielding** = *DMG* pg. 250

**Chain Mail +3** = *DMG* pg. 218

**Cube of Opulent Lodging** = *Daern's Instant Fortress*, *DMG* pg. 254

**Dagger +3** = *DMG pg.222*  
**Dagger of Flesh Devouring +2** = *Dagger of wounding +2, DMG pg.223*  
**Dagger +2** = *DMG pg. 222*  
**Javelin of Lightning** = *DMG pg. 226*  
**Khopesh +4** = *pg. 222\**  
**Net of Snaring** = *pg. 276*  
**Warhammer +3** = *DMG pg. 222*  
**Ring of Invisibility** = *DMG pg. 232*  
**Ring of Cloaking** = *Ring of Chameleon Power, DMG pg. 230*  
**Ring of Friendship** = *Bracelet of Friends, DMG pg. 250*  
**Ring of Protection +3** = *DMG pg. 230*  
**Eyes of minute seeing** = *Goggles of Minute seeing, DMG pg. 257*

\*New weapons: Khopesh: 20gp, damage: small/large 1d6/1d8 Crit: 19/20.  
The Khopesh is a sword with a blade curved into the shape of a crescent. The curve allows it to be used to make trip attacks.